

Main Conference (18–21 MAR 2024)

Tuesday (TU)

| East Registration | Fantasia Ballroom G | Fantasia Ballroom H | Fantasia Ballroom J | Sorcerer's Apprentice Ballroom |
|----------------------|---------------------------|---------------------------|---------------------------|--------------------------------------|
|----------------------|---------------------------|---------------------------|---------------------------|--------------------------------------|

07:00
07:15
07:30
07:45
08:00
08:15
08:30
08:45
09:00
09:15
09:30
09:45
10:00
10:15
10:30
10:45
11:00
11:15
11:30
11:45
12:00
12:15
12:30
12:45
13:00
13:15
13:30
13:45
14:00
14:15
14:30
14:45
15:00
15:15
15:30
15:45
16:00
16:15
16:30
16:45
17:00
17:15
17:30
17:45
18:00
18:15
18:30
18:45
19:00
19:15
19:30
19:45
20:00
20:15
20:30
20:45
21:00

Registration

TU1G
3D
Interaction
and Touch

TU1H
Multisensory
Interfaces

TU1J
Evaluating
Immersion:
UX and
Interaction

Break (Catered)

Research Demos, 3DUI
Contest Demos, Posters

Keynote
Michael Tschanz
Disney's Industrial Controls Design and
Data Analytics Ecosystem

Stretch Break (Not Catered)

Special Session
The Reviewing Crisis

Lunch (Not Catered)

Research Demos, 3DUI
Contest Demos, Posters

TU2G
Locomotion
and
Redirection

TU2H
Projections

TU2J
3D
Interaction
and
Teleoperation

Break (Catered)

Research Demos, 3DUI
Contest Demos, Posters

TU3G
3D
Interaction
and Modality

TU3H
Perception in
Navigation,
Locomotion
and
Redirection

TU3J
User
Experience

Research Demos, 3DUI
Contest Demos, Posters

Main Conference (18–21 MAR 2024)

Wednesday (WE)

| | | | | |
|----------------------|---------------------------|---------------------------|---------------------------|--------------------------------------|
| East Registration | Fantasia Ballroom G | Fantasia Ballroom H | Fantasia Ballroom J | Sorcerer's Apprentice Ballroom |
|----------------------|---------------------------|---------------------------|---------------------------|--------------------------------------|

07:00
07:15
07:30
07:45
08:00
08:15
08:30
08:45
09:00
09:15
09:30
09:45
10:00
10:15
10:30
10:45
11:00
11:15
11:30
11:45
12:00
12:15
12:30
12:45
13:00
13:15
13:30
13:45
14:00
14:15
14:30
14:45
15:00
15:15
15:30
15:45
16:00
16:15
16:30
16:45
17:00
17:15
17:30
17:45
18:00
18:15
18:30
18:45
19:00
19:15
19:30
19:45
20:00
20:15
20:30
20:45
21:00

Registration

WE1G
360 Video

WE1H
Immersive
Analytics
and
Visualization

WE1J
Industrial
and Sports
Applications

Break (Catered)

Research Demos, 3DUI
Contest Demos, Posters

WE2G
3D
Authoring

WE2H
Gaze

WE2J
Collaboration

Stretch Break (Not Catered)

WE3G
Haptics

WE3H
Healthcare
Applications

WE3J
Human
Factors and
Ergonomics

Lunch (Not Catered)

Research Demos, 3DUI
Contest Demos, Posters

WE4G
Perception
in AR, MR
and Near-
Eye Displays

WE4H
Rendering
and Displays

WE4J
VR
Experiences,
Cybersickness
and Presence

Break (Catered)

Research Demos, 3DUI
Contest Demos, Posters

Special Session
Archiving VR

Research Demos, 3DUI
Contest Demos, Posters

Conference Banquet & Keynote
Simon Richir
The Laval Phenomenon: A Deep Dive
into France's VR Capital

Dessert + Fireworks Viewing
(Porte Cochère)

Main Conference (18–21 MAR 2024)

Thursday (TH)

| | | | | |
|----------------------|---------------------------|---------------------------|---------------------------|--------------------------------------|
| East Registration | Fantasia Ballroom G | Fantasia Ballroom H | Fantasia Ballroom J | Sorcerer's Apprentice Ballroom |
|----------------------|---------------------------|---------------------------|---------------------------|--------------------------------------|

07:00
07:15
07:30
07:45
08:00
08:15
08:30
08:45
09:00
09:15
09:30
09:45
10:00
10:15
10:30
10:45
11:00
11:15
11:30
11:45
12:00
12:15
12:30
12:45
13:00
13:15
13:30
13:45
14:00
14:15
14:30
14:45
15:00
15:15
15:30
15:45
16:00
16:15
16:30
16:45
17:00
17:15
17:30
17:45
18:00
18:15
18:30
18:45
19:00
19:15
19:30
19:45
20:00
20:15
20:30
20:45
21:00

Registration

TH1G
Distributed
Systems and
Telepresence

TH1H
Multimodal
Perception
and
Experiences

TH1J
Depth and
Distance
Perception

Break (Catered)

TH2G
Touch, Tangible,
and Gesture
Interfaces

TH2H
Graphics
and Crowds

TH2J
Ethics in VR

Stretch Break (Not Catered)

TH3G
Modeling
and
Simulation

TH3H
Software

TH3J
Localization
and Tracking

Lunch (Not Catered)

TH4G
Education
Applications

TH4H
Virtual
Interaction
and
Embodiment

TH4J
Locomotion
and
Navigation

Break (Catered)

Closing & Awards