

Pre Conference (16–17 MAR 2024)	
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Pre Conference			
Saturday (SA)			
East Registration	Fantasia A-F	Fantasia K-M	Sorcerer's Apprentice 2
Registration	Event Setup		
	Workshops	Tutorials	Doctoral Consortium
	Break (Catered)		
	Workshops	Tutorials	Doctoral Consortium
	Lunch (Not Catered)		
	Workshops	Tutorials	Doctoral Consortium
	Break (Catered)		
	Workshops	Tutorials	Doctoral Consortium

Sunday (SU)			
East Registration	Fantasia A-F	Fantasia K-M	Sorcerer's Apprentice 2
Registration	Event Setup		
	Workshops	Tutorials	Future Faculty Forum (F3)
	Break (Catered)		
	Workshops	Tutorials	Future Faculty Forum (F3)
	Lunch (Not Catered)		
	Workshops	Tutorials	Future Faculty Forum (F3)
	Break (Catered)		
	Workshops	Tutorials	Future Faculty Forum (F3)
	PRIVATE EVENT F3 Reception (Napa Room)		

Main Conference (18–21 MAR 2024)	
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Monday (MO)				
East Registration	Fantasia Ballroom G	Fantasia Ballroom H	Fantasia Ballroom J	Sorcerer's Apprentice Ballroom
Registration	Demos & MON Posters Setup			
	Opening & Awards			
	Break (Catered)			Research Demos, 3DUI Contest Demos, Posters
	Keynote Shiri Azenkot XR Access: Making Virtual and Augmented Reality Accessible to People with Disabilities			
	Stretch Break (Not Catered)			
	Special Session Putting DEIA in our DNA			
	Lunch (Not Catered)			Research Demos, 3DUI Contest Demos, Posters
	Research Demos and 3DUI Contest Demos Fast Forward			
	MO1G Tracking and Motion Capture	MO1H Social Applications	MO1J Embodiment, Avatars and Presence	
	Break (Catered)			Research Demos, 3DUI Contest Demos, Posters
MO2G Psycho- and Sociocultural Dimensions of Virtual Identities	MO2H Multimodal Input and Interaction	MO2J Perception and Cognition	Research Demos, 3DUI Contest Demos, Posters	
Welcome Reception (Sorcerer's Apprentice Lobby and Ballroom)			Research Demos and 3DUI Contest Demos	
				MON Posters Teardown

Main Conference				
Tuesday (TU)				
East Registration	Fantasia Ballroom G	Fantasia Ballroom H	Fantasia Ballroom J	Sorcerer's Apprentice Ballroom
Registration				Demos & TUE Posters Setup
	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)		PRIVATE SV Lunch (TBD)	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
PRIVATE EVENT Conference Committee Reception (Napa Room)			TUE Posters Teardown	

8-21 MAR 2024)

Wednesday (WE)

East
Registration

Fantasia Ballroom
G

Fantasia Ballroom
H

Fantasia Ballroom
J

Sorcerer's Apprentice Ballroom

Demos & WED Posters Setup

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)

PRIVATE
VERA Lunch (TBD)

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

Reconfigure Fantasia Ballroom for Banquet

Research Demos, 3DUI Contest Demos, Posters

WED Posters Teardown

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

Dessert and Fireworks Viewing (Porte Cochère)

Thursday (TH)				
East Registration	Fantasia Ballroom G	Fantasia Ballroom H	Fantasia Ballroom J	Sorcerer's Apprentice Ballroom
<div>Demos</div> <div>Teardown</div>				
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			