



Universidade de Aveiro  
Departamento de Electrónica,  
Telecomunicações e Informática

# Paper selection and presentation guidelines



Each group of two students should:

- select paper (with  $\geq 8$  pages) from the conference proceedings  
(HRI202,2 Mobile HCI2022, IEEEVR 2022, MUM2022, SUI2022)
- indicate the preferred paper via the **form**; select the date via **doodle**  
(links are available in Moodle)
- wait for approval of paper and date (posted on Moodle)
- read the paper presentation guidelines (available at the course web page  
and Moodle)
- prepare a 15 min presentation (~15 slides)
- submit the slides before lecture via Moodle



Submission of paper presentation slides

Please submit the presentation slides using the following file name format:

TPX\_nmec1+nmec2\_presentation date; e.g.:

TP1\_120000+120001\_March\_1.pdf

## Selecting a paper:

This year you may read and present papers from one of these major conferences



## ACM/IEEE International Conference on Human-Robot Interaction

March 7-10, 2022 | Online (Originally Sapporo, Hokkaido, Japan)

<https://humanrobotinteraction.org/2022/>

<https://dl.acm.org/doi/proceedings/10.5555/3523760>

Sept. 28 - Oct. 1, 2022

## Welcome to MobileHCI 2022

The ACM International Conference on Mobile Human-Computer Interaction

Vancouver, Canada

<https://mobilehci.acm.org/2022/>  
<https://dl.acm.org/toc/pacmhci/2022/6/MHCI>



<https://ieeexplore.ieee.org/xpl/conhome/9756663/proceeding?isnumber=9756727&pageNumber=2>  
<https://ieeevr.org/2022/>

Selecting a paper:

Or from one of these  
smaller conferences



**21st International Conference  
on Mobile and Ubiquitous Multimedia**

<https://www.mum-conf.org/2022/schedule/#s2>



MUM2022 - long papers

(long papers available in Moodle)

# ACM Spatial User Interaction 2022

<https://sui.acm.org/2022/>

Papers available from:

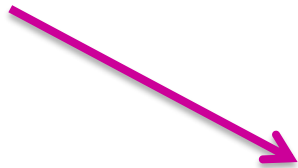
<https://sui.acm.org/2022/program>



# Paper and date selection

- Date selection – through doodles (**only two papers** per session, except in the last two sessions)
- Paper selection – through forms  
TP1 - Wednesday lectures (11h-13h)  
TP2 - Wednesday lectures (9h-11h)  
TP3 – Wednesday lectures (14h-16h)

Links in Moodle




## Paper Presentation

 [Select a date for Paper Presentation TP1 - Wednesday 11h -13h](#)

 [Select a date for Paper Presentation TP2 - Wednesday 9h- 11h](#)

 [Select a date for Paper Presentation TP3 - Wednesday 14h- 16h](#)

Select only one time slot and indicate the names of both students

 [Select a paper to present - TP1 - Wednesday - 11h-13h](#)

 [Select a paper to present - TP2 - Wednesday - 9h- 11h](#)

 [Select a paper to present - TP3 Wednesday 14h-16h](#)

# Express your preferences through the doodles and forms available in Moodle

- Select a date via doodle
- Indicate a paper you would like to present

## Wait for approval

(a list of approved papers will be posted in Moodle)

Select one time slot and  
Indicate the names of both students



Fill in the form with the names of both students and preferred paper



## Human-Computer Interaction T1 Wed. 11h-13h Select a paper presentation

Please indicate your preferred paper

\* Required

Date (Selected through Doodle) \*

MM DD

/

NMEC #1 \*

Mar 16 WED	Mar 23 WED	Mar 23 WED	Mar 30 WED	Mar 30 WED
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12:45 PM 1:00 PM	12:30 PM 12:45 PM	12:45 PM 1:00 PM	12:30 PM 12:45 PM	12:45 PM 1:00 PM
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✓ 0/1	✓ 0/1	✓ 0/1	✓ 0/1	✓ 0/1
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# How to select a conference paper?

Example: Selecting an IEEEVR2020 paper

- Starting at the conference program:

1- Look first at the Conference program to select a session and a paper:

<http://ieeevr.org/2020/program/papers.html#papers7>

2- Browse the session titles and select a few that seem promising

e.g. if you are  
interested in 3D UI –  
Navigation

- Collaboration
- 3DUI - Navigation - Interfaces and chair
- Visual comfort
- Perception & manipulation


**Wednesday, March 25, 2020**

- Embodiment 2
- Applications - Training and simulation
- Visual Displays -devices 1
- Perception & collaboration
- 3DUI - Navigation - Flying/teleportation
- Visualisation



3- Browse the titles and abstracts and select a few papers that you might like to read and present (check if they have  $\geq 8$  pages)

e.g. if you are interested  
in walking methods in  
Virtual Environments



## The Space Bender: Supporting Natural Walking via Overt Manipulation of the Virtual Environment

Adalberto L. Simeone (KU Leuven, Belgium), Niels Christian Nilsson (Aalborg University Copenhagen, Denmark), André Zenner (DFKI, Germany), Marco Speicher (DHfPG, Germany), Florian Daiber (DFKI, Germany)

Conference

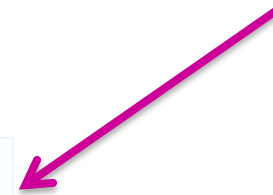
Abstract: "The Space Bender is a natural walking technique for room-scale VR. It builds on the idea of overtly manipulating the Virtual Environment by "bending" the geometry whenever the user comes in proximity of a physical boundary. We compared the Space Bender to two other similarly situated



4- If the abstract seems interesting, look for the paper at the Conference proceedings


<https://ieeexplore.ieee.org/xpl/conhome/9070012/proceeding>

(you must be at the campus or connected by VPN to have access to b-on and the pdfs)



The screenshot displays the IEEE Xplore Digital Library interface. At the top left is the 'IEEE Xplore® Digital Library' logo. In the center, a white box contains the 'b-on' logo (with the text 'biblioteca do conhecimento online' above it) and the text 'Access provided by: b-on: UNIVERSIDADE DE AVEIRO' with a '» Sign Out' link. To the right of this box is the IEEE logo. Below these elements is a dark blue navigation bar with 'Browse', 'My Settings', and 'Get Help' options, each with a dropdown arrow. Underneath is a search bar with a dropdown menu set to 'All' and a search icon. Below the search bar are links for 'Search within Publication', 'Advanced Search', and 'Other Search Options'. At the bottom, a breadcrumb trail reads 'Browse Conferences > Virtual Reality, IEEE Annual I... > 2019 IEEE Conference on Virtua...' followed by a question mark icon. The page title 'Virtual Reality, IEEE Annual International Symposium' is also visible.

5- Search using the title and download the paper; consider several papers before selecting one

Search within results 

for **The Space Bender:** ✕

**Refine**



**Author** ▼


**Affiliation** ▼

**Conference Location** ▼

☐ **Select All on Page** **Sort By:** [Sequenc](#)

☐ **The Space Bender: Supporting Natural Walking via Overt Manipulation of the Virtual Environment**  
Adalberto L. Simeone; Niels Christian Nilsson; André Zenner; Marco Speicher; Florian Daiber  
Publication Year: 2020 , Page(s): 598 - 606

► Abstract [\(\(html\)\)](#)  (1069 Kb) 

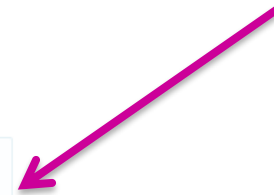


## Example II: Another way to select an IEEEVR2020 paper – directly from the proceedings:

1'- Look for papers directly in the Conference proceedings:












<https://ieeexplore.ieee.org/xpl/conhome/9070012/proceeding>

(you must be at the campus or connected by VPN to have access to b-on and the pdfs)



The screenshot shows the IEEE Xplore Digital Library interface. At the top left is the 'IEEE Xplore® Digital Library' logo. In the center, there is a white box containing the 'b-on' logo (with the text 'biblioteca do conhecimento online' above it) and the text 'Access provided by: b-on: UNIVERSIDADE DE AVEIRO' with a '» Sign Out' link. To the right of this box is the IEEE logo. Below these elements is a dark blue navigation bar with 'Browse', 'My Settings', and 'Get Help' options. Below the navigation bar is a search bar with a dropdown menu set to 'All' and a search icon. Below the search bar is a checkbox for 'Search within Publication' and links for 'Advanced Search' and 'Other Search Options'. At the bottom, there is a breadcrumb trail: 'Browse Conferences > Virtual Reality, IEEE Annual I... > 2019 IEEE Conference on Virtua...' followed by a question mark icon. Below the breadcrumb trail is the text 'Virtual Reality, IEEE Annual International Symposium'.

2'- Browse the papers and select a few papers by their titles  
(check if it has  $\geq 8$  pages)

- 
- ☐ **Alpaca: AR Graphics Extensions for Web Applications**   
Tanner Hobson; Jeremiah Duncan; Mohammad Raji; Aidong Lu; Jian Huang  
Publication Year: 2020 , Page(s): 174 - 183   
[▶ Abstract](#) [\(\( html \)\)](#)  (776 Kb) 
- 
- ☐ **Touch the Wall: Comparison of Virtual and Augmented Reality with Conventional 2D Screen Eye-Hand Coordination Training Systems**   
Anil Ufuk Batmaz; Aunnoy K Mutasim; Morteza Malekmakan; Elham Sadr; Wolfgang Stuerzlinger  
Publication Year: 2020 , Page(s): 184 - 193  
 [▶ Abstract](#) [\(\( html \)\)](#)  (643 Kb) 
- 
- ☐ **Enlightening Patients with Augmented Reality**   
Andreas Jakl; Anna-Maria Lienhart; Clemens Baumann; Arian Jalaeefar; Alexander Schlager; Lucas Schöffner; Franziska Bruckner  
Publication Year: 2020 , Page(s): 195 - 203  
[▶ Abstract](#) [\(\( html \)\)](#)  (1304 Kb) 
- 

3'- Read the abstract


☐ **Enlightening Patients with Augmented Reality**

Andreas Jakl; Anna-Maria Lienhart; Clemens Baumann; Arian Jalaeefar; Alexander Schlager; Lucas Schöffner; Franziska Bruckner

Publication Year: 2020 , Page(s): 195 - 203

▼ Abstract

[\(\(html\)\)](#)

 (1304 Kb)



Enlightening Patients with Augmented Reality (EPAR) enhances patient education with new possibilities offered by Augmented Reality. Medical procedures are becoming increasingly complex and printed information sheets are often hard to understand for patients. EPAR developed an augmented reality prototype that helps patients with strabismus to better understand the processes of examinations and eye ... [Show More](#)

4'- If interested, download the PDF (remember you must be in the VPN)

5'- Consider several papers and read them before selecting the preferred one

6- After selecting a paper using either way), follow the link to get to the paper's page:

### Enlightening Patients with Augmented Reality

Andreas Jakl; Anna-Maria Lienhart; Clemens Baumann; Arian Jalaeefar; Alexander Schlager; Lucas Schöffner; Franziska Bruckner

Publication Year: 2020 , Page(s): 195 - 203

▼ Abstract ((html)) PDF (1304 Kb) ©

Conferences > 2020 IEEE Conference on Virtu... ?

### Enlightening Patients with Augmented Reality

Publisher: IEEE

Cite This

PDF

Andreas Jakl ; Anna-Maria Lienhart ; Clemens Baumann ; Arian Jalaeefar ; Alexander Schlager ; Lucas Schöffner ; Franzis... All Authors

217  
Full  
Text Views



get the complete reference (download citation from the ieeexplorer page):  
Authors, title, conference proceedings, pages, and doi (in plain text)

In this example:

A. Jakl *et al.*, "Enlightening Patients with Augmented Reality," *2020 IEEE Conference on Virtual Reality and 3D User Interfaces (VR)*, Atlanta, GA, USA, 2020, pp. 195-203, doi: 10.1109/VR46266.2020.00038.

- Volunteers for the next two weeks?



# Presentation Guidelines - contents

- Presentation must:
  - Include in the 1st slide:
    - The complete reference of the paper (authors, title, publication, date, pages)
    - Name, number, and study program of the presenter
    - Name of the course and date of presentation
  - Explain the choice of this paper
  - Make an introduction and contextualization of the problem
  - Present the main aspects (methods, results, ...) addressed in the paper
  - Present the most important conclusions (also in the presenter's opinion)
  - Include all the bibliography and sites used to prepare the presentation (last slide)

# Presentations Guidelines

- Presentations must:
  - Last for **15 minutes** (maximum)
  - Have ~15 *slides*
- Slides must:
  - Be in English, terse and coherent
  - Be numbered (except for the first one)
  - Not use too much text, too many colors, animations, complex backgrounds, etc.
  - Include figures, graphics, videos, demos, etc., if suitable

# Presenters

- During the presentation, must:
  - use a formal, correct and accurate language
  - speak clearly, fluently and enthusiastically
  - Look at the audience and have a correct stance/ attitude
  - **Do not exceed given time!**
- Must submit the slides via Moodle



Submission of paper presentation slides

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TPX\_nmec1+nmec2\_presentation date; e.g.:

TP1\_120000+120001\_March\_1.pdf

# Assessment

- Presentations will be evaluated:
  - By the course coordinator at the end of the semester
  - By all the students attending the presentation, after each presentation, voting via a link available in Moodle
- Using the following scale:
  - Excellent
  - Very good
  - Good
  - Sufficient
  - Insufficient
- Taking into consideration:
  - Organization and clarity of the slides
  - Bibliography
  - Presentation (motivation, clarity and attitude)
  - Answers to the questions
  - Exceeded time?



[Vote on a paper presentation](#)

