Personalized Learning Environment using AR to Increase Student Engagement and Success
David Halbstein

A personalized learning system that uses AR and mobile devices to bring textbooks to life with additional web-based content. As students engage with their textbooks via AR; images, animations, language translations, and gamified formative assessments are provided to increase understanding of the material. Back-end analytics track student progress and report to an instructor dashboard, acting as an intermediary mentor to help faculty respond to both advanced and remedial students.

We're All Living in the Gutter Now: "Storying the World" with AR and MR
Laura Shackelford

A talk about fictional world-building as it encounters new AR/VR technologies with a few examples to illustrate how writers explore the storytelling potential of these technologies and critically examine what these technologies contribute to perception, interacting, and living in increasingly mixed-reality worlds.

TECH & THE INDUSTRY
3:00 – 4:30

Fly Safe Fix wing FPV
Bob Yang

First Person Video Aviation has became a new fast growing part of RC model hobby. With its growth also comes safety and difficulty concerns. The goal of this project is to develop a type of small, medium performance, beginner friendly and crash resistant FPV fix wing platform for both flying line of sight and short range FPV flying.

Creating Google VR In Unity
Anthony Zalar

How to set up Google VR for video games. The presentation will prepare users for Android development with a focus on the Unity game engine.

Interface.Server
Charlie Roberts

This talk will describe ongoing research creating the interactive architecture for the AlloSphere, a three-story VR environment at UC Santa Barbara featuring twenty-six projectors covering the inside of a sphere and sixty-five speakers providing immersive audio. Up to forty users can stand on the bridge of the AlloSphere providing unique opportunities and challenges for interaction design.

Facebook Surround 360
Nick Franco

Nick Franco, Kirsten Martin, and Madison Zic from CIAS Photographic Sciences have been working with Professor Nitin Sampat to research and develop ways of creating and editing 3D 360 content. In particular, they have been focusing on the Facebook Surround 360 camera. Most of their work pertains to what Facebook has already published as open source, and how to utilize and improve on those plans.

Entrepreneurship in Virtual Reality
Justin Callaghan

Innovators Hour's members are developing three projects in the VR and AR space. We will be speaking about these three projects specifically as well as their broader implication in VR and AR. These three projects are a VR headset designed for fitness, a wearable VR interface, and a non-obtrusive streamlined real time speak to text device.

STORYTELLING & PERFORMANCE
5:30 – 6:30

Farewell to Dawn: A Mixed Reality Dance Performance
Chirag Chandrakant Salian, Anna Dining, Joe Geigel, Rasmi Mukula Kapuganti, Victoria McGowen, Zhongyuan Fa Anastasia Pembrook, Peter Ferry, Marla Schweppe, Steven Cerqueira, Quincey Williams

FAREWELL TO DAWN is a mixed-reality dance performance achieved using the Mixed Reality Stage, a VR theatre platform that integrates motion capture, and augmented reality with a distributed 3D gaming engine. The performance on the virtual stage will be projected in the MAGIC space. Selected audience members will have the opportunity to view the performance from within in the virtual space using an Oculus.

A Letter Home
Ambarien Alqadar

Borders between nations define who can travel where. A differential catalogue of the social, cultural and economic capital of the traveler determines who the traveler is and what she experiences. This VR project creates an immersive experience of American life for women in a small Indian beauty salon who've never set their foot on a plane.

Music Viz
Zachary Glassner, Rudresh Pandit, Hongyu Zhao, Xuan Zhang

This project aims to track the movements and the music of musicians to produce abstract art, which reflects the artist's vision.