INTERACTIVITY

Interactivity is a high-visibility, high-impact forum of the Technical Programme that allow attendees to engage with research prototypes, novel interactive techniques, artworks, design experiences, and inspirational technologies. Plan your experience with the Interactivity map on the facing page.

Interactivity hours

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<td>17:30 – 19:30</td>
<td>10:20 – 11:00</td>
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<td>(during Conference Reception)</td>
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- VR Playground: Twenty Years of The Mixed Reality Laboratory A-2
- The Moment: Twenty Years of The Mixed Reality Laboratory A-3
- Enchanted Forest: Twenty Years of The Mixed Reality Laboratory A-4
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- Playing Beyond The Front Room: Designing for Social Play In Ola De La Vida C-2
- Towards Evidence-informed Design Principles for Adaptive Reading Games C-3
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- Brick: A Synchronous Multiplayer Augmented Reality Game for Mobile Phones C-5
- Crushed it! Interactive Floor Demonstration C-6

VR Experiences D-1 to D-7

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- Experiencing a Mirrored World with Geotagged Social Media in Geology D-2
- Egocentric Smaller-person Experience through a Change in Visual Perspective D-3
- Demonstration of SeeingVR: A Set of Tools to Make Virtual Reality More Accessible to People with Low Vision D-4
- A Virtual Reality Experience for Learning Languages D-5
- Multisensory Virtual Environment for Fire Evacuation Training D-7

Creation & Fabrication E-1 to E-4

- Demonstrating Kyub: a 3D Editor for Modeling Sturdy Laser-Cut Objects E-1
- Digital Fabrication of Soft Actuated Objects by Machine Knitting E-2
- FoldTronics Demo: Creating 3D Objects with Integrated Electronics Using Foldable Honeycomb Structures E-3
- Painting with CATS: Camera-Aided Texture Synthesis E-4

AR/VR Controllers & Interfaces F-1 to F-5

- Keycube is a Kind of Keyboard (k3) F-1
- Demonstrating VRBox — A Virtual Reality Augmented Sandbox F-2
- VRChairRacer: Using an Office Chair Backrest as a Locomotion Technique for VR Racing Games F-4
- Demonstration of Transcalibr: A VR Controller that Presents Various Shapes of Handheld Objects F-5

Coding & Tools H-1 to H-3

- Flowboard: A Visual Flow-Based Programming Environment for Embedded Coding H-1
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- Multimodal Representation of Complex Spatial Data I-1
- Three-in-one: Levitation, Parametric Audio, and Mid-Air Haptic Feedback I-2
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- Demonstration of Refinity: An Interactive Holographic Signage for New Retail Shopping Experience I-4

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- ClassBeacons: Unobtrusively Enhancing Reflection-in-Action of Teachers through Spatially Distributed Ambient Information J-2
- Physical Programming for Blind and Low Vision Children at Scale J-3
- StringTouch - A Scalable Low-Cost Concept for Deformable Interfaces J-4

Movement and the Body K-1 to K-4

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- Are Drones Meditative? K-2
- 3D Positional Movement Interaction with User-Defined, Virtual Interface for Music Software: MoveMIDI K-3
- iScream!: Towards the design of Playful Gustosonic Experiences with Ice Cream K-4

Wearables and IoT L-1 to L-5

- Bear & Co: Simulating Value Conflicts in IoT Development L-1
- Demonstration of Springlets: Expressive, Flexible and Silent On-Skin Tactile Interfaces L-2
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- LUNE: Representing Lunar Day by Displayed Lighting Object L-4
- An Exploration of Responsive and Emotive Wearables through Research Prototyping L-5