

## ■ INTERACTIVITY

Hall 4

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

Monday	17:30 – 19:30 (during Conference Reception)
Tuesday	10:20 – 11:00 15:20 – 16:00
Wednesday	10:20 – 11:00 15:20 – 16:00
Thursday	10:20 – 11:00

### Mixed Reality Laboratory A-1 to A-7

Thresholds: Twenty Years of The Mixed Reality Laboratory	A-1
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
Video Kiosk: Twenty Years of The Mixed Reality Laboratory	A-5
Broncomatic: Twenty Years of The Mixed Reality Laboratory	A-6
The Prediction Machine: Twenty Years of The Mixed Reality Laboratory	A-7

### Media and Families B-1 to B-2

PhotoFlow in Action: Picture-Mediated Reminiscence Supporting Family Socio-Connectivity	B-1
Movie+: Towards Exploring Social Effects of Emotional Fingerprints for Video Clips and Movies	B-2

### Games C-1 to C-6

Slackliner 2.0: Real-time Training Assistance through Life-size Feedback	C-1
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
'In the Same Boat,' A Game of Mirroring Emotions For Enhancing Social Play	C-4
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

Immersive VR Exergames for Health and Wellbeing	D-1
Experiencing a Mirrored World with Geotagged Social Media in Geollery	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-6
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 Transcalibur: A VR Controller that Presents Various Shapes of Handheld Objects	F-5

### Arts G-1 to G-6

Being-in-the-Gallery	G-1
Hybrid Dandelion: Visual Aesthetics of Performance Through Bionic Mechanism with Data from Biometric Facial Recognition	G-2
Come Hither to Me: Performance of A Seductive Robot	G-3
Eyes: Iris Sonification and Interactive Biometric Art	G-5
Hypercept: Speculating the Visual World Intervened by Digital Media	G-6

### Coding & Tools H-1 to H-3

Flowboard: A Visual Flow-Based Programming Environment for Embedded Coding	H-1
Live Programming By Example	H-2
Dynamic Depth-of-Field Projection for 3D Projection Mapping	H-3

### Haptics and Ultrasonic I-1 to I-4

Multimodal Representation of Complex Spatial Data	I-1
Three-in-one: Levitation, Parametric Audio, and Mid-Air Haptic Feedback	I-2
Tangible Interactions with Acoustic Levitation	I-3
Demonstration of Refinity: An Interactive Holographic Signage for New Retail Shopping Experience	I-4

### Tangible J-1 to J-4

ScaleDial: A Novel Tangible Device for Teaching Musical Scales & Triads	J-1
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

Augmenting Circle Dance with Physical Computing	K-1
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
A Sensing Technique for Data Glove Using Conductive Fiber	L-3
LUNE: Representing Lunar Day by Displayed Lighting Object	L-4
An Exploration of Responsive and Emotive Wearables through Research Prototyping	L-5

# Hall 4

