
VRST 2014 PROGRAM

TUESDAY, NOVEMBER 11TH

09:00 - 09:10 am **Opening**

09:10 - 10:20 am **Device and Interface**

Digitap: An Eyes-Free VR/AR Symbolic Input Device (Long paper)
Manuel Pratorius, Dimitar Valkov, Ulrich Burgbacher, Klaus Hinrichs
Robust 6-DOF Immersive Navigation Using Commodity Hardware (Short paper)
Ludovico Carozza, Frederic Bosche, Mohamed Abdel-Wahab
Navigating Immersive Virtual Environments through a Foot Controller (Short paper)
Marcello Carrozzino, Giovanni Avveduto, Franco Tecchia, Pavel Gurevich, Benjamin Cohen
AnyHaptics: A Haptic Plug-in for Existing Interactive 3D Graphics Applications (Short paper)
Deokjae Song, Jinah Park

10:45 - 12:15 pm **Graphics**

Multiphase Surface Tracking With Explicit Contouring (Long paper)
Xiaosheng Li, Xiaowei He, Xuehui Liu, Baoquan Liu, Enhua Wu
Model Topology Change with Correspondence using Electrostatics (Short paper)
Peter Sandilands, Taku Komura
Robust Random Dot Markers: towards augmented unprepared maps with pure geographic features (Long paper)
Liming Yang, Jean-Marie Normand, Guillaume Moreau
Third Person View + Guidance For More Natural Motor Behaviour In Immersive Basketball Playing (Long paper)
Alexandra Covaci, Anne-Helene Olivier, Franck Multon

12:15 - 14:00 pm **Lunch**

14:00 - 15:35 pm **Tracking and Recognition**

A Hand Posture Recognition System Utilizing Frequency Difference of Infrared Light (Short paper)
Soonchan Park, Moonwook Ryu, Ju Young Chang, Jiyoung Park
Illumination Independent Marker Tracking using Cross-Ratio Invariance (Short paper)
Vincent Agnus, Stéphane Nicolau, Luc Soler
I'm in VR!: using your own hands in a fully immersive MR system (Short paper)
Franco Tecchia, Giovanni Avveduto, Raffaello Brondi, Marcello Carrozzino, Massimo Bergamasco, Leila Alem
Accelerating Vision-based 3D Indoor Localization by Distributing Image Processing over Space and Time (Long paper)
Doohee Yun, Hyunseok Chang, T.V. Lakshman
User-Perspective Augmented Reality Magic Lens From Gradients (Long paper)
Domagoj Baričević, Tobias Höllerer, Pradeep Sen, Matthew Turk,

16:00 - 17:30 pm **Poster Presentations**

17:30 pm onwards **Poster Session and Reception at the Informatics Forum**

WEDNESDAY, NOVEMBER 12TH

09:10 - 10:10 am **Invited Talk: Pushmeet Kohli**

10:35 - 12:15 pm **Character Animation**

A Multi-resolution Approach for Adapting Close Character Interaction (Long paper)
Edmond S. L. Ho, He Wang, Taku Komura
Data-driven Sequential Goal Selection Model for Multi-agent Simulation (Long paper)
Wenxi Liu, Zhe Huang, Rynson W. H. Lau, Dinesh Manocha
Posture Reconstruction Using Kinect with a Probabilistic Model (Long paper)
Liuyang Zhou, Zhiguang Liu, Howard Leung, Hubert P. H. Shum
Towards Real-Time Credible and Scalable Agent-Based Simulations of Autonomous Pedestrians Navigation (Long paper)
Patrick Simo Kanmeugne, Aurélie Beynier

12:15 - 14:00 pm **Lunch**

14:00 - 15:35 pm **User Study and Data Analysis**

Simulator Sickness and Presence using HMDs: comparing use of a game controller and a position estimation system (Short paper)
Gerard Llorach, Alun Evans, Josep Blat
Desktop Virtual Reality for Emergency Preparedness: User Evaluation of an Aircraft Ditching Experience under Different Fear Arousal Conditions (Long paper)
Luca Chittaro, Fabio Buttussi, Nicola Zangrando
Profiling and benchmarking event and message-passing-based asynchronous Realtime Interactive Systems (Long paper)
Stephan Rehfeld, Henrik Tramberend, Marc Erich Latoschik
Performance Improvement using Data Tags for Handheld Spatial Augmented Reality (Short paper)
Andrew Irlitti, Stewart Von Itzstein, Ross Smith, Bruce Thomas
A Usability Scale for Handheld Augmented Reality (Long paper)
Marc Ericson Santos, Jarkko Polvi, Takafumi Taketomi, Goshiro Yamamoto, Christian Sandor and Hirokazu Kato

15:35 pm **Local tour (Edinburgh Castle)**

19:30 pm onwards **Banquet ([Playfair Library Hall](#))**

THURSDAY, NOVEMBER 13TH

09:15 - 10:15 am **Invited Talk: Niloy Mitra**

10:45 - 12:15 pm **Perception**

Threefolded Motion Perception During Immersive Walkthroughs (Long paper)
Gerd Bruder, Frank Steinicke
The Influence of Step Frequency on The Range of Perceptually Natural Visual Walking Speeds During Walking-In-Place and Treadmill Locomotion (Short paper)
Niels Christian Nilsson, Stefania Serafin, Rolf Nordahl
Displaying Shapes with Various Types of Surfaces using Visuo-Haptic Interaction (Long paper)
Yuki Ban, Takuji Narumi, Tomohiro Tanikawa, Michitaka Hirose
In Touch with the Remote World: Remote Collaboration with Augmented Reality Drawings and Virtual Navigation (Long paper)
Steffen Gauglitz, Benjamin Nuernberger, Matthew Turk, Tobias Hollerer

12:15 - 12:30 pm **Closing Remarks**

CONFERENCE VENUE

[The University of Edinburgh](#), [Informatics Forum](#), 10 Crichton Street, Edinburgh, UK EH8 9AB.

If you are taking buses to the Informatics Forum or Kenneth MacKenzie / Richmond Place Apartments from the City Center, take route 8,30,29,37,47,3,31,33,48. Check the [Lothian Bus Journey Planner](#) for details.

BANQUET

[Playfair Library Hall](#), Old College, University of Edinburgh, South Bridge, Edinburgh, EH8 9YL.

ACCOMMODATION

The recommended accommodation venue run by the University of Edinburgh is:

[Kenneth Mackenzie](#), 7 Richmond Place, Edinburgh, EH8 9ST

Other accommodation options can be found [here](#)

