

VRIC 2017 ADVANCED PROGRAMME

WEDNESDAY, MARCH 22 - 10AM TO 6PM (DIOCÈSE MAIN ROOM)

INTERNATIONAL SPEAKERS PRESENT THEIR VISION OF THE FUTURE OF NEW TECHNOLOGIES AND THE SECOND DRAFT OF THE "LAVAL VIRTUAL VISION" FOR IMMERSIVE TECHNOLOGIES & NEW USES. ROUND TABLE DISCUSSION BRING TOGETHER INDUSTRIALISTS AND SCIENTISTS TO EXCHANGE THEIR VISIONS AND NEEDS FOR THE NEXT 10 YEARS.

REGISTER ON WWW.LAVAL-VIRTUAL.ORG

10H - OFFICIAL OPENING

Dr. Simon Richir, Arts et Metiers ParisTech, Laval Virtual Scientific Director

10H15 - EMBEDDED VISION IN AUGMENTED REALITY-TRENDS AND OPPORTUNITIES

Dr. Jon Peddie, President and Founder of Jon Peddie Research

Dr. Jon Peddie is a pioneer of the graphics industry. Recently named one of the most influential industry analysts, he regularly advises investors in the technology sector, and is frequently quoted in trade and business publications. He is the author of four books on graphics & multimedia, a contributor to six others, and is currently under contract with Springer for a book on AR, and as an editor/contributor for the 2nd edition of The Handbook of Virtual Display Technology. Jon was the president of The Siggraph Pioneers, and in 2015 was given the Life Time Achievement award from the CAAD society. He enjoys fine wine and likes cats!

11H - AUGMENTED HUMAN: THE SUPERHUMAN SPORTS GAMES 2020

Pr Masahiko Inami - Research Center for Advanced Sciences and Technology, Tokyo Universit

His research interest is in Augmented Human, human I/O enhancement technologies including perception, HCI and robotics. His scientific achievements include the Retro-reflective Projection Technology (RPT) known as "Optical Camouflage", which was chosen as one of the coolest inventions of 2003 by /TIME/ magazine. His installations have appeared at Ars Electronica Center. He proposed and organized the Superhuman Sports Society.

11H45 COFFEE BREAK

12H15 - HOW VR & AR INCREASE OUR CREATIVITY IN ALL AREAS OF APPLICATION

Dr Alvaro Cassinelli, CTO at SinergiaTech, the first FabLab in Uruguay

Alvaro Cassinelli is an equilibrist walking the thin line between Art and Science. In Japan he created and lead the Meta-Perception group - a research unit specialized on Human-Computer Interfaces for enhancing human communication and expression. He is presently working as CTO at SinergiaTech, the first FabLab in Uruguay. Openly experimenting in the field of Media Arts since 2004, he has been awarded several prizes as a Media Artist, including the Grand Prize [Art Division] at the 9th Japan Media Art Festival, an Excellence Prize [Entertainment Division] at the 13th Japan Media Art Festival, an Honorary Mention at Ars Electronica 2006, the NISSAN Innovative Concept Award (2010), and the Jury Grand Prize at Laval Virtual (2011).

13H00 VRIC LUNCH (DIOCÈSE REFECTORY) LUNCH PROVIDED ON SITE, INCLUDED IN THE REGISTRATION FEE.

14H - TRUE STORIES FROM THE TRENCHES AND THE FACTORY FLOOR: TRANSFORMING INDUSTRY

Kathleen Maher, Vice President; Editor-in-Chief, Tech Watch

A look at the ways in which new technology is transforming industry. It can be argued that large enterprise companies have been the early adopters of advanced technology including CAVE experiences, digital prototypes, 3D printing, VR and AR. Now the transformers are being further transformed by advances in technology. Processing power has been unleashed to open up access to technology former reserved for companies that could afford to fund R&D, and large IT operations. What happens when small companies can compete as equals with large companies. As talent can be resourced all over the world. And, as manufacture once again becomes local.

Kathleen Maher is an experienced analyst tracking content creation and design software. Maher is the Editor-in-Chief of JPR's TechWatch Report, one of the most respected insider reports published today. She is the author of several well received reports including the 3D Modeling and Animation Report, The CAD Report, and also reports on video animation, print, and audio software. She is the Editor in Chief of GraphicSpeak, a website covering graphics hardware and software, Contributing Editor for Computer Graphics World, a frequent contributor to Connect Press, and a contributor to the Handbook of Visual Display Technology (2011).

14H45 - HOW IMMERSIVE TECHNOLOGIES (AR-VR-MR) ARE GOING TO CHANGE THE WORLD

The results of the second Laval Virtual Seminar - Round table and debate, exchanges with the audience

with

Alvaro Cassinelli, SinergiaTech - Olivier Boulanger, Renault - Philippe David, SNCF - Olivier Decalf, Thales - Alexandre Godin, Airbus - Masahiko Inami, Tokyo University - Andras Kemeny, Renault - Kathleen Maher, JP research - John Peddie, JP research - moderated by Marc Pallot, Arts et Metiers ParisTech.

16H00 COFFEE BREAK

16H30 - THE LAVAL VIRTUAL VISION AND THE NEEDS OF INDUSTRY ON FUTURE USES OF IMMERSIVE TECHNOLOGIES

Round table and debate, exchanges with the audience

with Olivier Boulanger, Renault - Philippe David, SNCF - Olivier Decalf, Thales - Alexandre Godin, Airbus - Andras Kemeny, Renault - moderated Marc Pallot, Arts et Metiers ParisTech

17H30 - HOW ARE WE GOING TO WORK USING COLLECTIVE INTELLIGENCE?

Presentation of the Organization of Laval Virtual 2017 Workshops (to take place on Thursday, March 23)

(to take place on Thursday, March 23)

Etienne Armand Amato, CNAM - Philippe David, SNCF - Alain Lioret, Paris 8 University - Jean-Yves Didier, University of Evry - Laurent Dupont, ENSGSI - Judith Guez, ArtVR - Philippe Blanchard & Olivier Christmann & Marc Pallot & Colin Schmidt, Arts et Métiers ParisTech.

20H30 - LV PARTY AT LE PATIO ("LE PATIO" IS LOCATED IN THE EXHIBITION HALL)

not mandatorily included in the registration fee, register online or at exhibition entrance

THURSDAY, MARCH 23 - 9AM TO 6PM

**5 WORKSHOPS, CONDUCTED BY EXPERTS IN EACH AREA,
WHERE VISIONARY IDEAS AND PROJECTS CAN TAKE SHAPE.**

WHSP 1- NEW USES & FUTURE INDUSTRY

WHSP 2- MOBILE IMMERSION AND AUGMENTED REALITY

WHSP 3- TRAINING & EDUCATION WHSP

4- AUGMENTED HUMAN

WHSP 5- LEISURE & ARTS

WORKSHOP 1: NEW USES & FUTURE INDUSTRY (9H-18H - DIOCÈSE ROOM 1)

chaired by Marc Pallot, Arts et Metiers ParisTech - Philippe David, SNCF - Laurent Dupont, Université de Lorraine, ERPI / ENSGSI

This workshop will be introduced by short conferences and followed by a creative "World Café" sequence aiming at completing the "Laval Virtual Vision 2025".

4D/BIM model linked to VR technology

Alcinia Zita Sampaio

FACETEIQ Interface for Emotion Expression in VR (Poster)

Ifigeneia Mavridou, James T. McGhee, Mahyar Hamed, Mohsen Fatoorechi, Andrew Cleal, Emili Ballaguer-Balester, Ellen Seiss, Graeme Cox and Charles Nduka

VR model of bridge construction: a didactic application (Poster)

Alcinia Zita Sampaio and Octavio Martins

Real Baby - Real Family - Holdable tangible baby VR

Yuya Mochizuki, Rex Hsieh, Daiki Agatsuma, Takaya Asano, Marika Higashida, Tatsuya Nishikizawa and Akihiko Shirai

TECHTIEL Bits: Designing a Tool for Children to Create Haptic Devices

Mina Shibasaki, Keitaro Tsuchiya and Kouta Minamizawa

Development of Wheelchair Dance Game using Wheel Rotation Speed as Input

Minato Takeda, Shigenori Mochizuki and Kouta Minamizawa

Collaborative Immersive Environments, from Individual Experience to Open Innovation

Laurent Dupont, Marc Pallot

WORKSHOP 2: MOBILE IMMERSION AND AUGMENTED REALITY (9H-18H – DIOCÈSE ROOM 2)

chaired by Jean-Yves Didier, University of Evry

This workshop will be introduced by short conferences and followed by a creative "World Café" sequence aiming at completing the "Laval Virtual Vision 2025".

Reviving Aggersborg - Conveying lost heritage sites through indirect augmented reality (Poster)

Christian Lebek Jakobsen, Jon Byrdal Larsen, Mads Luther Norlem and Martin Kraus

Live Room Merger: A Real-Time Augmented Reality System for Merging Two Room Scenes

Chu I Chao, Chien-Min Wang, Hsuan-Chi Kuo, Liang-Chi Tseng, Shih-Kai Lin, Yu-Ju Tsai, Ching-Chi Lin and Da-Fang Chang

Design and Evaluation of Zoom-based 3D Interaction Technique for Augmented Reality

Abdelkader Bellarbi, Samir Otmane, Nadia Zenati and Hayet Belghit

A handheld Augmented Reality to revive a demolished Reformed Church from Braşov (Poster)

Razvan Boboc, Florin Gîrbacia and Mihai Duguleană

WORKSHOP 3: TRAINING & EDUCATION (9H-18H – DIOCÈSE ROOM 3)

chaired by Olivier Christmann & Philippe Blanchard, Arts et Métiers ParisTech

This workshop will be introduced by short conferences and followed by a creative "World Café" sequence aiming at completing the "Laval Virtual Vision 2025".

Why Pokemon GO is the future of school education. Effects of AR on intrinsic motivation of children at elementary school

Melanie Remmer, Maria Denami and Pascal Marquet

Why Immersive Learning is the next Big Thing in Corporate training. (infographics) (Poster)

Aurelie Truchet and Dwayne Iserief

MitsuDomoe: Ecosystem Simulation of Virtual Creatures in Petri Dish

Toshikazu Ohshima and Kenzo Kojima

Monster Cleaner: a serious game to learn cleaning

Takayuki Kosaka and Mitsunori Matsushita

Virtual Reality Flythrough of Program Code Structures

Roy Oberhauser and Carsten Lecon

Interpolation of liquids' height inside a mesh

Valentin Durand de Gevigney

WORKSHOP 4: AUGMENTED HUMAN (9H-18H – DIOCÈSE ROOM 4)

chaired by Etienne Armand AMATO, DICEN-IDF/CNAM/UPEM – Colin Schmidt, Arts et Metiers ParisTech

This workshop will be introduced by short conferences and followed by a creative "World Café" sequence aiming at completing the "Laval Virtual Vision 2025".

A Virtual Reality System for Treatment of Phantom Limb Pain using Game Training and Tactile Feedback

Martin Kraus, Bo Geng, Ronni Nedergaard Nielsen and Bartal Henriksen

Design of Sports Creation Workshop for Superhuman Sports

Mai Orikasa, Hiroshi Inukai, Koichiro Eto, Kouta Minamizawa and Masahiko Inami

Comparison of Body Positions in Virtual Reality Mirror Box Therapy for Treatment of Phantom Limb Pain in Lower Limb Amputees [Poster]

Martin Kraus, Bo Geng, Ronni Nielsen and Bartal Henriksen

Towards an upper limb self-rehabilitation assistance system after stroke

Ludovic David, Guillaume Bouyer and Samir Otmane

WORKSHOP 5: LEISURE & ARTS (9H-18H – DIOCÈSE ROOM 5)

chaired by Alain Lioret, Paris 8 University - Francois Garnier, EnsadLab – Judith Guez, ArtVR

This workshop will be introduced by short conferences and followed by a creative "World Café" sequence aiming at completing the "Laval Virtual Vision 2025".

Empty Room, an electroacoustic immersive composition spatialized in virtual 3D space, in ambisonic and binaural

Christine Webster, François Garnier and Anne Sedes

Grammar of VR Storytelling: Visual Cues

Jayesh S. Pillai, Azif Ismail and Herold P. Charles

Art Distance Sharing: experiment on the influence of co-presence on the emotional perception of fine arts in a digital paradigm.

Francois Garnier, Alain Berthoz and Simon Lambrey

MeLight: Embodied Appreciation of Inouzu [Poster]

Mina Shibasaki, Karin Iwazaki, Minato Takeda, Koichi Obata, Koichi Yoshino, Shizuko Endo, Satoru Tokuhisa and Kouta Minamizawa

11H00 COFFEE BREAK & POSTER PRESENTATION

11H30 - WORKSHOPS FOLLOW-UP SESSIONS

Continuation of the session of creativity in collective intelligence. Presentation of mindmaps and development of major themes

13H00 - VRIC LUNCH (DIOCÈSE REFECTORY) (FOR ALL WORKSHOPS)

Lunch provided on site, included in the registration fee.

14H00 - WORKSHOPS FOLLOW-UP SESSIONS

The workshop leaders will accompany participants in the heart of Laval Virtual exhibition to introduce them to some innovations related to the theme of the workshop.

16H00 COFFEE BREAK & POSTER PRESENTATION

16H30 - WORKSHOPS FOLLOW-UP SESSIONS

The workshop attendees develop and synthesize their vision for technologies and new uses that will be shared the next day.

18H15 - SHUTTLES FROM EXHIBITION TO LAVAL GRAND THEATRE

19H00 - LAVAL VIRTUAL AWARDS CEREMONY & COCKTAIL BUFFET SUPPER AT LAVAL GRAND THEATRE

Shuttles from exhibition hall (departure next to the Auditorium entrance) at 18h15

FRIDAY, MARCH 24 - 10AM TO 4PM (DIOCÈSE MAIN ROOM)

THE FINAL ROUND, WHEN ALL THE ATTENDEES SHARE THEIR STRUCTURED VISION OF THE FUTURE NAMED: LAVAL VIRTUAL VISION 2025

10H - FIFTY SHADES OF AUGMENTED REALITY

Invited Speaker: Pr. Mark Billinghurst, University of South Australia

Mark Billinghurst is Professor of Human Computer Interaction at the University of South Australia in Adelaide, Australia. He earned a PhD in 2002 from the University of Washington and researches innovative computer interfaces that explore how virtual and real worlds can be merged, publishing over 300 papers in topics such as wearable computing, Augmented Reality and mobile interfaces. Prior to joining the University of South Australia, he was Director of the HIT Lab NZ at the University of Canterbury and he has previously worked at British Telecom, Nokia, Google and the MIT Media Laboratory. His MagicBook project, was winner of the 2001 Discover award for best entertainment application, and he received the 2013 IEEE VR Technical Achievement Award for contributions to research and commercialization in Augmented Reality. In 2013 he was selected as a Fellow of the Royal Society of New Zealand.

11H - THE OUTCOME OF THE FIVE WORKSHOPS

will be revealed by their co-chairs and the updated version of the "Laval Virtual Vision 2025" will be presented

Training & Education, what future? Leisure & Art, what future?

New Uses & Future Industry, what future? Mobile Immersion & Augmented Reality, what future?

Augmented Human, what future?

**13H00 VRIC LUNCH (DIOCÈSE REFECTORY)
LUNCH PROVIDED ON SITE, INCLUDED IN THE REGISTRATION FEE**

14H - REVOLUTION 2017 SPECIAL SESSION: "TRANSHUMANISM++"

hosted by Akihiko Shirai, KAIT, Japan

Presentations of the world's most innovative achievements in the field of virtual reality, augmented reality and their future applications, Laval Virtual ReVolution is an annual honour of the world's finest VR projects by Laval Virtual. It is a hall of fame that decides the best Virtual Reality demonstration and/or application from all over the world.

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