



Application and Demo program details

Accepted talks and posters

EuroVR 2020

Version 1

(November 10, 2020)

Application and Demonstration program details of EuroVR 2020 - Talks, Posters, Demonstrations, and Special sessions

Application session 1

Exploiting Augmented Reality for improved training and safety scenarios for large passenger ships

Spyridon Nektarios Bolierakis, Vassilis Nousis, Lazaros Karagiannidis, Giannis Karaseitanidis, and Angelos Amditis

The first functional prototype of XR system for additive manufacturing system's maintenance support

Kaj Helin, Jaakko Karjalainen, Timo Kuula, and Gaetano Patrimia

Protocols of use for immersive platforms under Covid19

Javier Posselt, and René Gosselin

Application session 2

Review of Haptic rendering techniques for hip surgery training

Taha Ziadeh, Jerome Perret, Maximilian Kaluschke, Sebastian Knopp, and Mario Lorenz

Gamified experience from room 39

Marta Taberero, and Alberto Ruiz

Comparison of pseudo-haptic feedbacks for learning physics: the case of the mass physical parameter

Iuliia Zhurakovskaia, Jeanne Vezien, Cecile De Hosson, Patrick Bourdot

Application posters

Improving the feeling of presence and immersion through convincing embodiment in VR

Eleftherios Anastasovitis, Ioannis Dimitriadis, Spiros Nikolopoulos, and Ioannis Kompatsiaris

EPANASTASIS-1821: Reviving the naval history of the Revolution through full-immersive Virtual Reality

Eleftherios Anastasovitis, Georgia Georgiou, Spiros Nikolopoulos, and Ioannis Kompatsiaris

BIMprove user interfaces: Multi-user-XR for construction

Matthias Aust, Melissa Otto, and Kaj Helin

Virtual Reality for historical and cultural learning: a user study at the Hollandsche Schouwburg memorial

Maria Blancas, Sytse Wierenga, Daniel Pacheco, and Paul F. M. J. Verschure

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Upper extremity movement evaluation using markerless motion capture system
Marietta Gavriljuk, Vladimir Kuts, Helena Gapeyeva, Tauno Otto, and Simone Luca Pizzagalli

Artists emerge from their paintings: museum AR experiences of art and artifacts
Hyejin Hannah Kum-Biocca

Digital cultural heritage: Virtual & Augmented Reality 3D animation of UNESCO world heritage site Mỹ Sơn
Tho Luong Nguyen, Hoa Hiep Trinh, Chung Van Le, Nathan Lauer, and Jolanda Tromp

Using audio-visual immersion to improve acceptance of wind energy projects
Iwer Petersen, Birgit Wendholt, Sebastian Mellert, Dagmar Rokita, and Friedrich Ueberle

Detecting astigmatism condition in human eye using VR
Shivang Shekhar, Sai Anirudh Karre, Y. Raghu Reddy, and Rajat Kumar Gupta

Augmented curiosity
Aline Simonetti, Alexander Silva Lopera, and Enrique Bigné

Rehabilitation of carpal tunnel syndrome with the rubber hand illusion in Virtual Reality
Jolanda Tromp, Andres Molina, Guzman Alba, Ma Lupiáñez, Pedro Cano, and Miguel Angel Muñoz

Demonstrations

The interplay between Virtual Reality and Eye-tracking technologies in substance use disorders: The ALCO-VR project
Alexandra Ghiță, Jolanda Ruiz, Olga Hernández-Serrano, Marta Ferrer-García, Bruno Porrás-García, Miquel Monras, Lluisa Ortega, Silvia Mondon, Lidia Teixidor, Antoni Gual, and José Gutiérrez-Maldonado

Customizable vision correction for macular degeneration using Mixed Reality
Rick Hindriks, Tessa Klunder, Lucia Tealdi, and Madelon Molhoek

Modifying body-related attentional bias among patients with anorexia nervosa. A Virtual Reality and Eye-tracking based research
Bruno Porrás-García, Marta Ferrer-García, Eduardo Serrano-Troncoso, Marta Carulla-Roig, Pau Soto-Usera, Isabel Sanchez-Díaz, Fernando-Fernandez Aranda, and José Gutiérrez-Maldonado

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VR4Rehab special sessions

VR4REHAB
Remco Hoogendijk

Trunky XL everybody a six-pack!
Desirée Struijk-Vlaswinkel, Fanny Schils, Noël Keijsers, Lise Winkels, Carmen Ensink, Gert-Jan Brok, Kiki Coppelmans, Colin Rosen, and Hanneke van Duinhoven

Movin(g) Reality
Noël Keijsers, Cheriël Hofstad, René van Ee, Bart van Oosteren, Carmen Ensink, Theo Theunissen, David van Dommelen, and Jille Treffers

Crystal Ball: An AR prototype to rehabilitate memory functions in an ecologically valid environment
Lukas Lorentz

Implementing VR in healthcare.
Robbert Brouwer

VR Traveller
Jana Stötzl

Move VRee.
Gert-Jan Brok, Guy Gilbers, and Kiki Coppelmans

Creating a VR dimension for the Pain Toolkit
Denis Martin, Pete Moore