



Scientific program details
Accepted papers, talks and posters
EuroVR 2020

Final version
(November 10, 2020)

Scientific Keynote Speakers

On the validity of VR experiments
Daniel R. Mestre

Communicating with Virtual Humans or Social humanoid robots: a natural Human Computer Interface
Nadia Magnenat-Thalmann

Challenges in Perception Engineering
Steven M. LaValle

Scientific session 1.A - Perception, Cognition and Behaviour

Effect of social settings on proxemics during social interactions in real and virtual conditions (long talk)
Tristan Duverne, Théo Rougnant, François Le Yondre, Florian Berton, Julien Bruneau, Katja Zibrek, Julien Pettré, Ludovic Hoyet, Anne-Hélène Olivier

User Experience in Collaborative Extended Reality: Overview Study (long talk)
Huyen Nguyen, Tomasz Bednarz

Scientific session 2.A - Training, Teaching and Learning

Integrating Virtual Reality in a Lab Based Learning Environment (long talk)
Nils Höhner, Mark Oliver Mints, Julien Rodewald, Anke Pfeiffer, Kevin Kutzner, Martin Burghardt, David Schepkowski, Peter Ferdinand

A Virtual Reality Surgical Training System for Office Hysteroscopy with Haptic Feedback: A Feasibility Study (long talk)
Vladimir Poliakov, Kenan Niu, Bart Paul De Vree, Dzmitry Tsetserukou, Emmanuel Vander Poorten

Scientific session 1.B - Perception, Cognition and Behaviour

Influence of Dynamic Field of View Restrictions on Rotation Gain Perception in Virtual Environments (long talk)
Hugo Brument, Anne-Hélène Olivier, Maud Marchal, Ferran Argelaguet Sanz

Shopping with virtual hands (short talk)
Aline Simonetti, Enrique Bigné, Shobhit Kakaria

Psychophysical Effects of Experiencing Burning Hands in Augmented Reality (short talk)
Daniel Eckhoff, Alvaro Cassinelli, Tuo Liu, Christian Sandor

Scientific session 2.B - Training, Teaching and Learning

Semantic Modeling of Virtual Reality Training Scenarios (long talk)

Krzysztof Walczak, Jakub Flotynski, Dominik Strugała, Sergyusz Strykowski, Paweł Sobocinski, Adam Gałazkiewicz, Filip Górski, Paweł Bun, Przemysław Zawadzki, Maciej Wielgus, Rafał Wojciechowski

Exploiting Extended Reality Technologies for Educational Microscopy (short talk)

Helena Theodoropoulou, Chairi Kiourt, Aris Lalos, Anestis Koutsoudis, Evgenia Paxinou, Dimitris Kalles, George Pavlidis

Scientific session 3 - Tracking and Rendering

Improved CNN-based Marker Labeling for Optical Hand Tracking (short talk)

Janis Roßkamp, Rene Weller, Thorsten Kluß, Jaime L. Maldonado C., Gabriel Zachmann

Volumetric Medical Data Visualization for Collaborative VR Environments (short talk)

Roland Fischer, Kai-Ching Chang, Rene Weller, Gabriel Zachmann

Viewing-direction Dependent Appearance Manipulation Based on Light-field Feedback (short talk)

Toshiyuki Amano, Hiroki Yoshioka

Scientific posters

Holistic Quality Assessment of Mediated Immersive Multisensory Social Communication

Alexander Toet, Tina Mioch, Omar Niamut, Jan Van Erp, Simon Gunkel, Camille Sallaberry

Conversation with your Future Self about Nicotine Dependence

Gizem Senel, Mel Slater

VR as a persuasive technology "in the wild". The effect of immersive VR on intent to change towards water conservation

Konstantinos Chionidis, Wendy Powell

Virtual Reality Experiential Training for Individuals with Autism: The Airport Scenario

Agata Marta Soccini, Simone Antonio Giuseppe Cuccurullo, Federica Cena

A machine-learning tool to match 2D drawings and 3D objects' category for populating mockups in VR

Romain Terrier, Nicolas Martin

Performance Design Assistance by Projector-Camera Feedback Simulation

Taichi Kagawa, Toshiyuki Amano