



**Scientific program**

EuroXR 2021

Version 2

(October 9, 2021)

Scientific program of EuroXR 2021

### **Scientific Keynote Speakers**

Past And Coming 20 Years With Augmented Reality  
*Christian Sandor*

Virtual All of Us – Hybrid Social VR with Avatars and AIs  
*Marc Erich Latoschik*

Interactions between pedestrians: from real to virtual studies  
*Anne-Hélène Olivier*

### **Scientific session 1 – Perception and Cognition**

Comfort and Sickness while Virtually Aboard an Autonomous Telepresence Robot  
(long talk)  
*Markku Suomalainen, Katherine Mimnaugh, Israel Becerra, Eliezer Lozano, Rafael Murrieta-Cid, Steven Lavalle*

Can you Perceive the Size Change? Discrimination Thresholds for Size Changes in  
Augmented Reality (short talk)  
*Liwen Wang, Christian Sandor*

### **Scientific session 2 - Interactive techniques**

Tangible interactions to navigate through space & time inside a Virtual Environment  
(short talk)  
*Pierre Mahieux, Sébastien Kubicki, Ronan Querrec, Sylvain Laubé*

Continuous-touch Text Entry for AR Glasses (short talk)  
*Chao Mei, Buyi Xu, Yi Xu*

### **Scientific session 3 - Tracking and Rendering**

A Simulation System for Scene Synthesis in Virtual Reality (long talk)  
*Jingyu Liu, Claire Mantel, Søren Forchhammer, Florian Schweiger*

Pose Tracking vs. Pose Estimation of AR Glasses with Convolutional, Recurrent, and  
Non-Local Neural Networks: A Comparison (long talk)  
*Ahmet Firintepe, Sarfaraz Habib, Alain Pagani, Didier Stricker*

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#### **Scientific session 4 - Use case and User study**

Building a mobile AR engagement tool: evaluation of citizens attitude towards a sustainable future (long talk)

*Tina Katika, Spyridon-Nektarios Bolierakis, Nikolaos Touser, Ioannis Karaseitanidis, Angelos Amditis*

VR simulation of operating procedure in construction based on BIM and safety ontology: a proof of concept (long talk)

*Barbara Schiavi Vincent Havard, Karim Beddiar, David Baudry*

#### **Scientific posters**

Automating Generation of Kinematic Keypoints for Disassembly Process toward Virtual Reality

*Sébastien Pascault, Frédéric Noël, Jérémie Le Garrec, Claude Andriot, Adrien Girard*

Social Virtual Reality: Implementing non-verbal cues in remote synchronous communication

*Vlasios Kasapakis, Elena Dzardanova, Vasiliki Nikolakopoulou, Spyros Vosinakis, Ioannis Xenakis, Damianos Gavalas*

Immersive Serious Games for Learning Physics Concepts: The Case of Density

*Iuliia Zhurakovskaia, Jeanne Vézien, Cecile De Hosson, Patrick Bourdot*

Skill level monitoring applied to AR assisted maintenance

*Grégoire Mompeu*