

# AVAR 2018 CONFERENCE SCHEDULE AUGUST 20-22

TIME	MONDAY 20 AUGUST		TUESDAY 21 AUGUST		WEDNESDAY 22 AUGUST		EACH DAY
9:00 AM	PLATO Plenary Session 1 Opening Remarks AVAR Organizing Committee		PLATO Plenary Session 2 Opening Remarks AVAR Organizing Committee		PLATO Plenary Session 3 Opening Remarks AVAR Organizing Committee		<b>SPONSORS, DEMOS, TABLES</b> —
9:10 AM	<b>Keynote Speaker Jean-Marc Jot, Magic Leap</b> <i>Unleashing Wearable 3D Audio</i>		<b>Keynote Speaker Ivan Tashev, Microsoft Research</b> <i>Capture, representation, and rendering of 3D audio for VR/AR</i>		<b>Keynote Speaker Ravish Mehra, Facebook Reality Labs</b> <i>Sound Propagation for Virtual and Augmented Reality</i>		<b>First floor:</b> <b>REMBRANDT</b> Facebook Reality Labs
10:15 AM	<b>Panel Discussion:</b> <i>The state of VR/AR audio content development tools and workflows</i>		<b>Panel Discussion:</b> <i>Personalized vs. generic HRTFs for VR/AR audio</i>		<b>Panel Discussion:</b> <i>Realistic sound propagation for immersing the user in the virtual environment</i>		<b>HOPPER</b> Microsoft
11:00 AM	CAFE Coffee Break		CAFE Coffee Break		CAFE Coffee Break		<b>VON NEUMANN</b> Bacch Labs
11:30 AM	MICHELANGELO Paper Session 1 Production & Tools	PLATO Workshops 1 & 2 Audio Production & Design for VR/AR I	MICHELANGELO Paper Session 4 HRTF Personalization	PLATO Workshops 6 & 7 HRTF and Ambisonics	MICHELANGELO Paper Session 7 Virtual Acoustics and Environment Modeling	PLATO Workshops 10 & 11 Dialogue for VR/AR and MPEG-H	BERNINI Amazon Devices, VALve, Magic Leap
12:00 PM							
12:30 PM							
1:00 PM	CAFE Lunch 1		CAFE Lunch 1		CAFE Lunch 1		— <b>Second floor:</b> <b>EDISON</b> Posters
1:30 PM		CAFE Lunch 2		CAFE Lunch 2		CAFE Lunch 2	<b>LUMIERE</b> Research Demos
2:00 PM	MICHELANGELO Paper Session 2 Perception & Evaluation	PLATO Workshops 3 & 4 Audio Production & Design for VR/AR II	MICHELANGELO Paper Session 5 Ambisonics	PLATO Workshop 8 XR Audio in Diverse Industries	MICHELANGELO AUDITORIUM Paper Session 8 Applications in VR/AR	PLATO Workshops 12 & 13 Environments and Spatial Computing	<b>MELIES</b> DigiPen VR Games
2:30 PM							
3:00 PM							
3:30 PM							
4:00 PM			CAFE Coffee Break				<b>CORRIDOR</b> Source Sound VR Core Sound LLC GameSoundCon Education Tables
4:30 PM	CAFE Coffee Break		MICHELANGELO Paper Session 6 Binaural Rendering of 3D Sound Fields	PLATO Workshop 9 XR Audio and the Music World	CAFE Coffee Break		
5:00 PM	<b>EDISON LAB 2ND FLOOR</b> Posters	PLATO Workshop 5 Immersive Audio + Education			MICHELANGELO Paper Session 9 HRTF Modeling	PLATO Workshops 14 & 15 Immersive Audio for VR/AR	
5:15 PM				Shuttle bus to banquet			
5:45 PM				Shuttle bus to banquet			
6:00 PM				Mixer - Hollywood Schoolhouse			
6:30 PM							
7:00 PM				Banquet - Hollywood Schoolhouse			