

# AVAR 2018 CONFERENCE SCHEDULE MONDAY 20 AUGUST

TIME			
9:00 AM	<b>PLATO</b> Plenary Session 1 Opening Remarks, AVAR Organizing Committee		<b>SPONSORS, DEMOS, TABLES</b> <hr/> <b>First floor:</b> <b>REMBRANDT</b> Facebook Reality Labs
9:10 AM	<b>Keynote Speaker Jean-Marc Jot, Magic Leap</b> <i>Unleashing Wearable 3D Audio</i>		
10:15 AM	<b>Panel Discussion:</b> <i>The state of VR/AR audio content development tools and workflows</i>		
11:00 AM	<b>CAFE Coffee Break</b>		
11:30 AM	<b>MICHELANGELO</b> Paper Session 1: Production & Tools <i>Multi-user shared augmented audio spaces using motion capture systems</i>	<b>PLATO</b> Audio Production & Design for VR/AR I <i>Workshop 1: Compete to Win! Creating the Audio for VRcade</i> <i>PowerPlayTM: A Next-Gen Competitive eSport for Location-Based VR</i>	<b>HOPPER</b> Microsoft <b>VON NEUMANN</b> Bacch Labs <b>BERNINI</b> Amazon Devices, VALVe, Magic Leap <hr/> <b>Second floor:</b> <b>EDISON</b> Posters <b>LUMIERE</b> Research Demos <b>MELIES</b> DigiPen VR Games <b>CORRIDOR</b> Source Sound VR Core Sound LLC GameSoundCon Education Tables
12:00 PM	<i>Augmented Audio: An Overview of the Unique Tools and Features Required for Creating AR Audio Experiences</i>	<i>Workshop 2: Audio Production in a New Reality</i>	
12:30 PM	<i>Spatial Audio Production for 360-Degree Live Music Videos: Multi-Camera Case Studies</i>	<i>Workshop 2: Audio Production in a New Reality</i>	
1:00 PM	<b>CAFE Lunch 1</b>		
1:30 PM	<b>CAFE Lunch 2</b>		
2:00 PM	<b>MICHELANGELO</b> Paper Session 2: Perception & Evaluation <i>Perception of mismatched auditory distance - cinematic VR</i>	<b>PLATO</b> Audio Production & Design for VR/AR II <i>Workshop 3: The Role of Audio and Multimodal Integration for New Realities</i>	
2:30 PM	<i>Reaction times of spatially coherent and incoherent signals in a word recognition test</i>	<i>Workshop 3: The Role of Audio and Multimodal Integration for New Realities</i>	
3:00 PM	<i>Toward objective measures of auditory co-immersion in virtual and augmented reality</i>	<i>Workshop 4: Sound for challenging 360-degree productions</i>	
3:30 PM	<i>Audio Quality Evaluation in Virtual Reality: Multiple Stimulus Ranking with Behavior Tracking</i>	<i>Workshop 4: Sound for challenging 360-degree productions</i>	
4:00 PM	<i>Evaluation of Binaural Renderers: Multidimensional Sound Quality Assessment</i>	<i>Workshop 4: Sound for challenging 360-degree productions</i>	
4:30 PM	<b>CAFE Coffee Break</b>		
5:00 PM	<b>EDISON LAB 2ND FLOOR</b> Posters	<b>PLATO</b> Immersive Audio + Education <i>Workshop 5: Immersive Audio + Education</i>	
5:30 PM			
6:00 PM			
6:30 PM			