

2nd Workshop on Interface and Experience Design with AI for VR/AR (DAIVAR)

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History of Workshop

- 1st Workshop on Artificial Intelligence Meets Virtual and Augmented Worlds (AIVRAR) in conjunction with SIGGRAPH Asia 2017, Bangkok, Thailand.



<http://www.artur-lugmayr.com/activities/past-activities/conferences-workshops/aivr2017/>

Now here we are

2nd Workshop on Interface and Experience Design with
AI for VR/AR (DAIVAR)



Time	Topic
13:40 – 13:50	Opening & Assigning of Groups Kening Zhu & Artur Lugmayr
13:50 – 14:40	Keynote Dr. Hooman Samani
14:40 – 14:50	FoodChangeLens: CNN-based Food Transformation on HoloLens Shu Naritomi, Ryosuke Tanno, Takumi Ege and Keiji Yanai
14:50 – 15:00	Encompassing English Language Learners in Virtual Reality Eric Nersesian, Adam Spryszynski, Ulysee Thompson and Michael J. Lee
15:00 – 15:10	Evaluating the Effects of a Cartoon-like Character with Emotions on Users' Behaviour within Virtual Reality Environments Diego Monteiro, Hai-Ning Liang, Jialin Wang, Luhan Wang, Xian Wang and Yong Yue
15:10 – 15:20	Design and Development of Interactive Intelligent Medical Agent Shu-Chiao Tsai, Hooman Samani, Yu-Wei Kao, Kening Zhu and Brian Jalaian
15:20 – 15:30	Motorcycle Riding Safety Education with Virtual Reality Chun-Chia Hsu, Yu Li Cjen, Wen Ching Chou, Shih Hsuan Huang and Kai Kuo Chang
15:30 – 15:40	Converting natural language text to ROS-compatible instruction base Takondwa Kakusa and Michael S. Hsiao
15:40 – 15:50	Comparitive Reality: Measuring User Experience and Emotion in Immersive Virtual Environments Adam Greenfeld, Artur Lugmayr and Wesley Lamont
15:50 – 16:00	Integrating Biomechanical and Animation Motion Capture Methods in the Production of Participant Specific, Scaled Avatars Luke Hopper, Tomas Trescak

2nd part

16:00 – 16:20	Coffee Break
16:20 – 16:30	Briefing Kening Zhu & Artur Lugmayr
16:30 – 17:10	Group Discussion
17:10 – 17:30	Debriefing

The Activity of the Workshop

1. Give Feedback to Authors
 1. Literature, Starting Leads, Future Directions,
2. Analyse all Entries
3. Cluster Themes & Topics
4. Group Works
5. Common Position Paper/Article

Expected Output: A title for a common journal article + the table of content

- Define what AI in VR/AR **IS**, and what it is **NOT?**
- What are the problems, challenges, and potential future direction?
- Step 1: Defining the problems and goals that research work address, and how they contribute to what AI-VR/AR **IS** and what it is **NOT**
- Step 2: Defining which factors lead to the future vision of AI-VR/AR (Fishbone Analysis)

Invitation to Submit

- We will host a special session on **Multimodal VR/AR/XR** in **HCI International 2019**, Orlando, Florida, US.
- All workshop authors are invited to submit their extended/new works. Invitation email will be sent later.
 - The deadline for 800-word abstract submission is Dec 28th, 2018.
 - Review and notification will be made based on the abstract, and will be released on Jan 4th, 2019.
 - The deadline for the full-paper submission is Feb 1st, 2019.
 - The accepted paper will be published in Lecture Notes in Computer Science (LNCS), Springer.

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Topics of Interest (but are not limited to):

- Virtual and augmented reality (VR and AR)
- Quality of Experience (QoE)
- Media UI means Big Data, Deep Learning, AI
- Interactive data visualization
- Digital content creation
- Multimedia, video, music, and text media
- Animation and digital graphics
- Ubiquitous/ambient media
- Interactive storytelling
- Entertainment technologies
- Information systems in media industry
- Interactive and collaborative systems
- Mobile entertainment technologies
- Management of IT in entertainment industry
- User experience and audience research
- Social media and web-based media technology
- Professional content production industries
- "Next?"

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<http://www.artur-lugmayr.com/activities/current-activities/crc-emu-series/>

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Artur Lugmayr, Doug Vogel (eds.)

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<http://www.ambientmediaassociation.org/Journal/index.php/series/issue/view/33>

Keynote

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**Affective and Interactive Experience and Interface Design
for Artificial Intelligence**