

10:00 10:15 Introduction: Welcome to Laval Virtual World Scientific Conferences
Simon Richir and Jean-Yves Didier

INTERACTION

10:15 10:45 Interaction by gesture recognition: a tool to virtually revive the automata of the Antiquity
Jérôme Nicolle, Philippe Fleury and Olivier Lezoray

10:45 11:15 Using collaborative VR technology for lean manufacturing training: a case study
Alexandra Badets, Vincent Havard, Killian Richard and David Baudry

POSTERS

11:20 12:20 Into the womb – born again: A VR experience of being warmly swaddled using “Otonamaki” from japanese method
Shoko Kimura, Ayaka Fujii, Kenichi Ito, Kazuki Asakura, Rihito Tsuboi and Kazunori Miyata

11:20 12:20 UMI3D: Extension of tracking and embodiment
Nicolas Pacqueriaud and Julien Casarin

11:20 12:20 AR/VR for conferencing and remote assistance
Hans Stokking, Simon N.B. Gunkel, Tom de Koninck, Michel van Eersel and Bart Kok

11:20 12:20 The effect of spatial qualities, openness and complexity, on the performance of human cognitive tasks within immersive virtual environments
Pierre-Francois Gerard

11:20 12:20 Designing identity in VTuber Era
Liudmila Bredikhina

11:20 12:20 Virtual reality serving the ergonomics of future land systems
Dubroca Gaëtan

11:20 12:20 Testing kinetosis in XR environments
Carsten Lecon, Benjamin Engel, Lukas Schneider and Camil Pogolski

11:20 12:20 Touch-aware agent: challenges of social touch in virtual reality
Fabien Boucaud, Indira Thouvenin and Catherine Pelachaud

11:20 12:20 Enhance VR: a multisensory approach to cognitive assessment and training
Victòria Brugada-Ramentol, Bernard Modic and Amir Bozorgzadeh

11:20 12:20 An in virtuo system linking data corpus to 3D virtual model for industry 4.0
Oussama Meski, Paul François and Florent Laroche

15:20 15:35	<p>Introduction: Welcome to Laval Virtual World Scientific Conferences <i>Sylvain Fleury and Abdelmajid Kadri</i></p>
15:35 16:05	<p>Exploring human behavior with Grand Theft Auto V: A study of assisted cognition in wayfinding <i>Romain Delgrange, Jean-Marie Burkhardt and Valérie Gyselinck</i></p>
16:05 16:35	<p>Using virtual reality to represent space: a quick survey of promising methods to investigate spatial knowledge <i>Simon Lhuillier and Valérie Gyselinck</i></p>
16:35 17:05	<p>Effect of a short rest period on associative and relational memory performance: A Virtual Reality study <i>Nicolas Ribeiro, Camille Sagnier, Véronique Quaglino, Yannick Gounden, Emilie Loup-Escande</i></p>
17:05 17:35	<p>Virtual embodiment for training computational thinking <i>Tatiana Tchoubar</i></p>
17:35 18:05	<p>Reliability of virtual reality for user experience in spatial cognition: an exploratory approach <i>Anaëlle Hily, Christel Jacob, Laurent Dupont, Giovanni Arbelaez, Jérôme Dinét and Mauricio Camargo</i></p>
18:05 18:35	<p>Development of an IMU-based ergonomics assessment tool for virtual reality <i>Giovanny Arbelaez, Julien Michaux, Mauricio Camargo and Nicolas Ferveur</i></p>
18:35 19:05	<p>Physiological assessment of User eXperience supported by Immersive Environments: First input from a literature review <i>Mariela Martinez, Giovanni Arbelaez, Laurent Dupont, Anaëlle Hily, Mauricio Camargo, Christel Jacob and Jérôme Dinét</i></p>

22 April 19:00 20:00	Laval Virtual Awards Ceremony	Awards & ReVolution Area
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22 April 20:00 21:00	LV Party	Soccer
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23 April morning 10:00 12:15	SESSION 3: HUMAN CENTERED EXPERIENCE	VRIC ConVRgence 2020
10:10 10:15	Introduction: Welcome to Laval Virtual World Scientific Conferences <i>Geoffrey Gorisse and Olivier Christmann</i>	
10:15 10:45	Virtual Classroom's Quality of Experience: a collaborative VR platform tested in situ <i>Alexis Souchet, Raphaël Granier de Cassagnac, Emilie Maurice, Olivier Drapier, Rabah Azouani, Emmanuel Zaza, Nicolas Naudot, Vincent Charron, Stéphanie Philippe, Alice Riseti and Juliana Hono</i>	
10:45 11:15	Effect of Physical Activity on VR Experience: An Experimental Study <i>Asena Aksayim and Mehmet İlker Berkman</i>	
11:15 11:45	Risks and benefits of Artificial Intelligence for humans: A literature review <i>Roxane Soussiel, Emilie Loup-Escande, Natacha Métayer, Aymeric Parant and Vanessa Laguette</i>	
11:45 12:15	Shaken, not Stirred: Visualizing Vibrotactile Feedback in Virtual Reality <i>André Kristensen, Leon Müller, Mohanad Zeitoun and Martin Kraus</i>	
23 April afternoon 15:20 17:35	SESSION 4: AR & VR CONCEPTS	VRIC ConVRgence 2020
15:20 15:35	Introduction: Welcome to Laval Virtual World Scientific Conferences <i>Vincent Meyrueis and Laure Leroy</i>	
15:35 16:05	A CAstelet in Virtual reality for shadOw AVatars (CAVOAV) <i>Georges Gagneré and Anastasiia Ternova</i>	
16:05 16:35	Mona VR - recreating an experience ~ An artistic and expressive queueing simulator <i>Maëlys Jusseaux, Piers Bishop and Chu-Yin Chen</i>	
16:35 17:05	Real Body and Virtual Body Hybridations <i>Suzanne Beer</i>	
17:05 17:35	Möbiusschleife: Beyond the bounds of a VR system. Enhancing the presence and interaction of VR player to the real world for collaborative VR <i>Koki Toda and Sayuki Hayashi</i>	
23 April 19:30 20:30	Full Moon Party	Soccer