Frameless Symposium 2018 - Schedule v0.6

Schedule subject to change!

Thursday, November 29, 2018

12:30 - 1:45
MSS 3152

Workshop: Introduction to Unreal for Museum Exhibition
Elizabeth Goins; Rochester Institute of Technology

12:30 - 1:45
MSS 2020

Workshop: XR for Teaching Practice: A Design Thinking Workshop
Kristana Textor; University of Rochester

2:00 - 3:20
MSS 2180

Presentations: Cultural Heritage & Museums
Session Chair: Susan Lakin; RIT

Invited: Trends in Museum VR/AR (virtual presentation)
Jack Ludden, Assistant Director, Head of Digital Experience & New Media Development; The Getty
Immersive Analysis of 3D Cultural Heritage Artifacts
Josh Romphf, Gregory Heyworth, Famous Clark; University of Rochester
Low - Cost End - to - End Spectral Imaging System for Historical Document Discovery
Tania Kleynhans; Rochester Institute of Technology
The Challenges And Opportunities Of Merging Historical Content With 360 Video
Josh Meltzer, Jenn Poggi, Ihab Mardini; Rochester Institute of Technology

2:00 - 3:15
MSS 2160

Workshop: Unsolved Mysteries of Color in Head Mounted Displays
Michael J. Murdoch & Ricardo Figueroa; Rochester Institute of Technology

3:30 - 4:30
MSS Lobby*

Workshop: Cultural Heritage & Discoverability
Juilee Decker; Rochester Institute of Technology
* Meet by 3:25 in MAGIC Spell Studios Lobby to go with group to Cary Collection in Wallace Library

3:30 - 4:45
MSS 3152

Workshop: Introduction to Unreal for VR Storytelling
Elizabeth Goins; Rochester Institute of Technology

Frameless Symposium Sponsors

College of Liberal Arts, College of Art and Design
College of Science, Gleason College of Engineering
School of Individualized Study, Center for Engaged Storycraft
Department of Performing Arts and Visual Culture
B. Thomas Golisano College of Computing and Information Sciences

MAGIC Spell Studios Room Locator

MSS 2020	Sound Stage
MSS 2180	Wegmans Theater
MSS 2160	Baselight Color Correction Suite
MSS 3152	VR Lab

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9:00 - 9:45
MSS 2180

Introduction: President Munson
Opening Presentation: Wild Energies: A Framework for Culture in the 21st Century
Eli Kuslanski, Managing Partner / Chief Strategist; Unified Field

9:45 - 10:30
MSS 2180

Panel Discussion: Real Conversations in a Virtual World
Moderator: David Halbstein, RIT

10:30 - 11:00
MSS Lobby

Coffee Break

11:00 - 12:40
MSS 2180

Presentations: Applications & Case Studies
Session Chair: Jen Poggi; RIT

Invited: 3D Filmmaking
Alan Willard, Senior Developer Relations Technical Artist; Epic Games
Understanding VR/AR/MR through Differentiation, Design & Case Studies
Shaun Foster; Rochester Institute of Technology
The Design of Interplay between VR and AR: A Case Study of VRsus guARdian
Tanat Boozayaangool; Rochester Institute of Technology
My experience shoehorning VR on a MacBook Pro
Mark Reisch; Rochester Institute of Technology
Advertising Through Augmentation
Damian Kwiatkowski, Technical Artist; The Mill

11:40 - 12:40
MSS 2160

Presentations: Education
Session Chair: Elouise Oyzon; RIT

Invited: STYLY: Non-coding Gateway into VR Content Creation
Michael Waite, Global Manager; STYLY, Japan
Social and Tactile Mixed Reality in an Undergraduate Chemical Engineering Laboratory
Paul Herbert; University of Rochester
Mixed Reality Ideation
Ralf O Schneider; Syracuse University

12:40 - 1:40

Lunch Break

1:40 - 3:00
MSS 2160

Presentations: Health & Behavior
Session Chairs: Mark Reisch; RIT

Invited: Reshaping cognitive neuroscience with virtual reality
Duje Tadin, Erin P. Tepesch , Olga P. Pikul, Dane R Johnson, Jamie Moran, Jeffrey B. Nyquist; University of Rochester

Using virtual reality with integrated eye tracking for visual rehabilitation
Catherine Fromm, Krystel Huxlin, Gabriel J. Diaz; Rochester Institute of Technology and University of Rochester
Social Augmented Reality
René Stevens; Syracuse University
Creating an immersive social scene to measure self-regulation and social motivation in children with autism spectrum disorder
Jessica Keith, Jacob Cozzarin, Ben Mendelsohn, Claudia Paulson, Joe Tom Job, Ninad Ligade, Joe Geigel, and Loisa Bennetto; University of Rochester & Rochester Institute of Technology

3:00 - 3:40
MSS 2160

Presentations: Optics & Vision I
Session Chair: David Long; RIT

Relative Impact of Key Rendering Parameters on Perceived Quality of VR Imagery Captured by the Facebook Surround 360 Camera
Nora Pfund, Nitin Sampat, J A Stephen Viggiano; Rochester Institute of Technology
Color and Object Appearance in Augmented Reality
Michael Murdoch, Nargess Hassani, and Sara Leary; Rochester Institute of Technology

3:40 - 4:00
MSS Lobby

Coffee Break

4:00 - 5:20
MSS 2180

Presentations: Optics & Vision II
Session Chair: Michael Murdoch; RIT

Invited: Bridging the Industrial and Consumer Markets for AR Technology
Robert Schultz, Director of Advanced Optics; Vuzix Corporation
Transverse Chromatic Aberrations in Virtual Reality Devices
Ryan Beams; Food and Drug Administration
A Comparison of Colorimetric Performance of Oculus and HTC Virtual Reality Headsets
Morteza Maali Amiri, Kamran Binaee, James Ferwerda; Rochester Institute of Technology
Hyperion: A 3D Visualization Platform for Optical Design of Complex Folded Systems
Daniel K. Nikolov, Li Zhang, Eleanor Haase, Yifan Niu, Nicole Naselaris, Adam Hayes, Jannick P. Rolland; University of Rochester

2:00 - 3:40
MSS 2180

Presentations: Storytelling
Session Chair: Peter Murphey; RIT

Fictionality and Mixed-Reality Storytelling, Before and After XR
Laura Shackelford; Director, Center for Engaged Storycraft (CES)
Experimental Analysis of Spatial Sound for Storytelling in Virtual Reality
Saylee Bhide, Elizabeth Goins, Joe Geigel; Rochester Institute of Technology
The Ghetto Girl: An Experiment in Transmedia Storytelling
Ambarien Alqadar; Rochester Institute of Technology
Experiments in Interactive VR Storytelling: Structuring Space and Time
Elizabeth Goins; Rochester Institute of Technology
Narrative in Virtual Reality: What Works, What Doesn't
Trent Hergenrader; Rochester Institute of Technology

4:00 - 5:00
BOO-1350
(Webb Aud.)

Live Performance
Session Chair: Elouise Oyzon; RIT

Adjusting the Margins: harnessing the foundations of American Sign Language for VR
Luane Davis Haggerty; Rochester Institute of Technology
Display and Control of virtual stage effects in Mixed Reality Theatre
Advait Bhatwadekar, Gourav Acharya, Nibesh Shrestha, Jietong Chen; Rochester Institute of Technology
Facial Avatars in Live Performance (Unabridged Emotions)
Zhongyaun Fa, Lyss Bourgeois, Ashley Green, Danielle Benedetto,
Kaitlin Hill, Jamilya Dudley "Daisy Spivey"; Department of Dance, The College at Brockport; Michael Francis, Mitchell Poon, Jonathan Schenk, Saylee Bhide, Joe Geigel, Marla Schweppe; RIT

5:30 - 7:00   **Demonstrations and Reception**
Session Chair: Elizabeth Goins; RIT

Virtual Reality Concerts with Immersive 3D Audio
Ming-Lun Lee, Steven Philbert and Olivia Canavan; University of Rochester

Beat the Blitz
The Mill

Hyperion: A 3D Visualization Platform for Optical Design of Complex Folded Systems
Daniel K. Nikolov, Li Zhang, Eleanor Haase, Yifan Niu, Nicole Naselaris, Adam Hayes, Jannick P. Rolland; University of Rochester

Ego and the Dreamwork
Elizabeth Goins; Rochester Institute of Technology

Spoons
Kalila Shapiro

Augmented Reality Comic Captioning
Dylan Bowald, Alex Hedges, Manan Joshi; Rochester Institute of Technology

Creating an immersive social scene to measure self - regulation and social motivation in children with autism spectrum disorder
Joe Tom Job, Ninad Ligade, Jessica Keith, Jacob Cozzarin, Claudia Paulson, Ben Mendelsohn, Joe Geigel, Loisa Bennetto; University of Rochester & Rochester Institute of Technology

Virtual tour Guide
Vedanth Srinivasan, Jinal Shah, Hao Su, Matthew Ku; Rochester Institute of Technology

Prince in Peril
Nick Palumbo, Ben Levinson, Chris Robinson; Rochester Institute of Technology

Arctic LiDAR
Daniele Profeta; Syracuse University

Indoor Navigation and Tour Guide with an Audible Line in the Air Based on Augmented Reality
He Gong, Junbo Hu, Ziqiu Wu, Bai Zhen; University of Rochester

VRsus guARdian
Tanat Boozayaangool; Rochester Institute of Technology

Aria: Live Motion Visuals for Dance Performance
W. Michelle Harris; Rochester Institute of Technology

Hardware Maintenance in AR
Jonathan Wong, Akash Eldo, Henry Wu, Sahil Pethe; Rochester Institute of Technology

Catch the Thief: sound localization game using augmented reality (AR) technologies to improve auditory localization skills (poster)
Jacob Cozzarin, Kyunghwan Sul and Sungyoung Kim; Rochester Institute of Technology

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	Kristana Textor, UR Warner		

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