

■ Art, Media & Humanities

October 13, 2010

19:00-20:00 Welcome Reception - Art Center Nabi

AMH Exhibition - Co-organized by Art Center Nabi, ISMAR, V2

October 14, 15, 16, 2010

10:00-18:00 AMH Exhibition - Art Center Nabi

October 14, 2010

09:00-10:00 Opening Ceremony & Keynote - Room 402

Augmenting Reality for Medicine, Training, Presence and Telepresence

Henry Fuchs (University of North Carolina, Chapel Hill)

10:00-10:20 Coffee Break (Sponsored by QPC)

10:20-12:25 Artist Talk - Room 403

12:25-13:00 1 Minute Madness Poster and Demo Teasers - Room 402, 403

13:00-14:30 Lunch

Demonstrations - Room 314, 315

S&T + AMH Posters - Lobby (4F)

Tracking Competition - Room 310

14:30-16:10 S1: AR Experiences for Creative Places - Room 403

Session Chair: To be announced

ParticipArt: Exploring Participation in Interactive Art Installations :

Giulio Jacucci (Helsinki Institute for Information Technology HIIT University of Helsinki), Mira Wagner, Ina Wagner (Institute of Design and Assessment of Technology, Vienna University of Technology), Elisa Giaccardi (Departamento de Informática Instituto de Cultura y Tecnología Universidad Carlos III de Madrid), Mauro Annunziato (Alessandro Perini, Natacha Roussel, Susanne Schuricht), Nell Breyer (Center for Advanced Visual Studies, Massachusetts Institute of Technology), Jonas Hansen (Academy of Media Arts Cologne), Kazuhiro Jo (Art Media Center, Tokyo University of the Arts), Stijn Ossevoort (Luzern University of Applied Art and Sciences)

Scenario: Co-Evolution, Shared Autonomy and Mixed Reality

Dennis Del Favero (iCinema Centre for Interactive Cinema Research, The University of New South Wales), Timothy S. Barker (iCinema Centre for Interactive Cinema Research, The University of New South Wales)

Thinking Inside the Box: Making Meaning in a Handheld Augmented Reality Experience

Evan Barba, Blair MacIntyre (Augmented Environments Lab Georgia Institute of Technology), Rebecca Rouse, Jay Bolter (Digital Performance Initiative Georgia Institute of Technology)

“Wonder Turner” and “The Amazing Cinemagician” Augmented Reality and Mixed Reality Art Installations

Helen Papagiannis (York University)

16:10-16:30 Coffee Break (Sponsored by QPC)

16:30-18:10 AMH-Session 2 : AR Experiences for Services - Room 403

Session Chair: To be announced

OutRun: Exploring Seamless Design in the Development of an Augmented Reality Art Project

Garnet Hertz (Center for Computer Games and virtual Worlds Institute for Software Research University of California Irvine), Jong Weon Lee (Mixed Reality & Integration Laboratory Sejong University), Chris Guevara (Center for Computer Games and virtual Worlds Institute for Software Research University of California Irvine)

The Westwood Experience: Connecting Story to Locations Via Mixed Reality

Jason Wither, Rebecca Allen, Vids Samanta, Juha Hemanus, Yun-Ta Tsai, Ronald Azuma, Will Carter, Rachel Hinman, Thommen Korah (Nokia Research Center - Hollywood)

An Integrated Design Flow in User Interface and Interaction For Enhancing Mobile AR Gaming Experiences

Raymond Koon Chuan Koh, Henry Been-Lirn Duh, Jian Gu (Interactive and Digital Media Institute, National University of Singapore)

Flavor Visualization: Taste guidance in co-cooking system for coexistence

Yongsoo Choi, Adrian David Cheok and Veronica Halupka (Keio-NUS CUTE Center in Keio University) and Jose Sepulveda and Roshan Peris and Jeffrey Koh and Wang Xuan and Wei Jun and Abeyrathne Dilrukshi (Keio-NUS CUTE Center in National University of Singapore) and Yamaguchi Tomoharu and Maiko Kamata and Daishi Kato and Keiji Yamada (NEC C & C Innovation Research Laboratories)

October 15, 2010

9-10:40 Arts/Social/Novel Media Panel – Room 403

This panel will discuss the current position of AMH researchers in regards to augmented and mixed reality research and its outcomes. Dialogue will address collaborative approaches, the incorporation of social feedback systems and also the future roles and research hierarchies of science and technology researchers/practitioners, producers, designers, AMH constituents and industry.

Panel:

Julian Staddon, Curtin University of Technology

Michael Gervautz, Qualcomm

Hugh Davies, Australian Network for Art and Technology, Monash University

(Other Panel Members to be confirmed)

10:40-11:20 1 Minute Madness Poster and Demo Teasers - Room 402, 403

11:20-11:40 Coffee Break (Sponsored by QPC)

11:40-12:30 Keynote - Room 402, 403 Augmented Dreams

Boris Debackere (Lab Manager at V2)

12:30-14:30 Lunch

Demo - Room 314, 315

Posters - Lobby (4F)

14:00-15:40 Industry Panel – Room 403

This panel will engage a discussion with some of the world's leading AR companies on different topics including their perceived notion and interpretation of AR, successes and failures of past/current AR Applications, the future of AR Applications, the engagement between academics/industries, the technology breakthrough, etc.

Panel:

Matt Trubow, QderoPateo (QPC)

Jay Wright, Qualcomm

Sean White, Nokia

IKHWan Cho, Samsung

Tobias Eble, Metaio

15:40-16:00 Coffee Break (Sponsored by QPC)

16:00-17:00 Special "AR Standards" report session (by Christine Perey) - Room 402

18:30-20:00 Banquet & Award Ceremony (Sponsored by Qualcomm) - Ramada Seoul Hotel

October 16, 2010

09:00-10:05 Open Session – Room 403
(contact Julian Staddon to participate: J.Staddon@curtin.edu.au)

10:05-10:30 Coffee Break (Sponsored by QPC)

10:30-12:10 Panel Discussion & Closing Ceremony - Room 402, 403

13:30-17:00 Palace Tour Gyeongbok Palace

For any questions about the program, please contact:
amh10@ismar10.org