## Contents

### Authors

<table>
<thead>
<tr>
<th>Session</th>
<th>Title</th>
<th>Reference</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Authors</td>
<td>vi</td>
</tr>
<tr>
<td></td>
<td>Conference Committee</td>
<td>vii</td>
</tr>
</tbody>
</table>

### Session 1: Work Harder and Play Harder in AR/VR

<table>
<thead>
<tr>
<th>9392 02</th>
<th>Game-day football visualization experience on dissimilar virtual reality platforms [9392-1]</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>9392 03</td>
<td>archAR: an archaeological augmented reality experience [9392-2]</td>
<td></td>
</tr>
<tr>
<td>9392 04</td>
<td>Photorealistic 3D omni-directional stereo simulator [9392-3]</td>
<td></td>
</tr>
<tr>
<td>9392 05</td>
<td>Composing a model of outer space through virtual experiences [9392-4]</td>
<td></td>
</tr>
<tr>
<td>9392 06</td>
<td>How to avoid simulation sickness in virtual environments during user displacement [9392-5]</td>
<td></td>
</tr>
</tbody>
</table>

### Session 2: Bringing New Energy to AR/VR

<table>
<thead>
<tr>
<th>9392 07</th>
<th>Development of simulation interfaces for evaluation task with the use of physiological data and virtual reality applied to a vehicle simulator [9392-6]</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>9392 08</td>
<td>An indoor augmented reality mobile application for simulation of building evacuation [9392-7]</td>
<td></td>
</tr>
<tr>
<td>9392 09</td>
<td>Programmable immersive peripheral environmental system (PIPES): a prototype control system for environmental feedback devices [9392-8]</td>
<td></td>
</tr>
</tbody>
</table>

### Session 3: Pushing the Boundaries in Data, Dimensions, and Cognition

<table>
<thead>
<tr>
<th>9392 0C</th>
<th>The use of virtual reality to reimagine two-dimensional representations of three-dimensional spaces [9392-11]</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>9392 0D</td>
<td>Theory review and interaction design space of body image and body schema (BIBS) for embodied cognition in virtual reality [9392-12]</td>
<td></td>
</tr>
<tr>
<td>9392 0E</td>
<td>Embodied information behavior, mixed reality, and big data [9392-13]</td>
<td></td>
</tr>
</tbody>
</table>

### Session 4: Be Here Now: Art and Science of Being in AR/VR

<table>
<thead>
<tr>
<th>9392 0G</th>
<th>A method for real-time generation of augmented reality work instructions via expert movements [9392-15]</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>9392 0I</td>
<td>Marker-less AR system based on line segment feature [9392-17]</td>
<td></td>
</tr>
</tbody>
</table>
9392 0J  On the usefulness of the concept of presence in virtual reality applications [9392-18]

INTERACTIVE PAPER SESSION

9392 0P  Reduce blurring and distortion in a projection type virtual image display using integrated small optics [9392-24]