



Augmented Human 2017

3 Day Schedule

MAR 16

Day 1

- 8 – 8:30** Registration
- 8:30 – 8:50** Breakfast
- 8:50 – 9** Opening Remarks
- 9 – 10:15** Keynote Talk: Prof.Gordon Wetzstein, Stanford University
- 10:15 – 12:15** Long Papers Session 1
 - 1. Design Method for Gushed Light Field: Aerosol Based Aerial and Instant Display**
 - by Ippei Suzuki, Shuntarou Yoshimitsu, Keisuke Kawahara, Nobutaka Ito, Atsushi Shinoda, Akira Ishii, Takatoshi Yoshida and Yoichi Ochiai
 - 2. TennisMaster: An IMU-based Online Serve Performance Evaluation System**
 - by Disheng Yang, Jian Tang, Yang Huang, Chao Xu, Jinyang Li, Liang Hu, Jiao Zhang, Jacky Shen, Mike Liang and Hengchang Liu
 - 3. AdaptiVisor: Assisting Eye Adaptation via Occlusive Optical See-Through Head-Mounted Displays**
 - by Yuichi Hiroi, Yuta Itoh, Takumi Hamasaki and Maki Sugimoto

4. Early Warning of Task Failure using Task Processing Logs

– by Ryosuke Mita, Toshiki Takeuchi, Tomohiro Tanikawa, Takuji Narumi and Michitaka Hirose

5. Leaked Light Field from Everyday Material: Designing Material Property Remained Light-field Display

– by Kazuki Takazawa, Kenta Suzuki, Shinji Sakamoto, Ryuichiro Sasaki, Yoshikuni Hashimoto and Yoichi Ochiai

6. ScalableBody: A Telepresence Robot Supporting Face Position Matching using Vertical Actuator

– by Akira Matsuda, Takashi Miyaki and Jun Rekimoto

12:15 – 1:30 Lunch Break

1:30 – 3:10 Long Papers Session 2

1. Body Cyberization by Spatial Augmented Reality for Reaching Unreachable World

– by Yuta Ueda, Yuki Asai, Ryuichi Enomoto, Kai Wang, Daisuke Iwai and Kosuke Sato

2. SmartGlove: A Wearable Device with Gesture Based Touchless Interaction

– by Sonu Agarwal, Arindam Mondal, Gurdeepak Joshi and Gaurav Gupta

3. Whole-body Interaction in Natural Environments Benefits Children's Cognitive Function Compared to Sedentary Interaction Indoors

– by Marta Ferraz, Paul Resta and Afonso O'Neill

4. Automated Capture and Delivery of Assistive Task Guidance with an Eyewear computer: The GlaciAR system

– by Teesid Leelasawassuk, Dima Damen and Walterio Mayol

5. Insights of the Augmented Dodgeball Game Design and Play Test

– by Kadri Rebane, Takahiro Kai, Naoki Endo, Tomonari Imai, Takuya Nojima and Yohei Yanase

3:10 – 3:30 Coffee Break

- 3:30 – 4:30** Short Paper Session 1
- 1. InSight: A Systematic Approach to Create Dynamic Human-Controller-Interactions**
 - by Roger Boldu, Haimo Zhang, Juan Pablo, Sachith Muthukumarana and Suranga Nanayakkara
 - 2. Vibrat-o-matic: producing vibrato effects with EMS**
 - by Ryohei Fushimi, Eisuke Fujinawa, Takuji Narumi, Tomohiro Tanikawa and Michitaka Hirose
 - 3. Stimulated Percussions: Method to control Human for Learning Music by using Electrical Muscle Stimulation**
 - by Ayaka Ebisu, Satoshi Hashizume, Kenta Suzuki, Akira Ishii, Mose Sakashita and Yoichi Ochiai
 - 4. Evaluation of Unplugged powered suit with pneumatic gel muscles**
 - by Chetan Thakur, Yuichi Kurita, Kazunori Ogawa, Tomohiro Ikeda and Toshio Tsuji
 - 5. Disambiguating Touch Using a Wearable Smart-Ring**
 - by Andrea Bianchi and Seungwoo Je
- 4:45 – 5** Travel to Computer History Museum
- 5 – 7:30** Welcome Reception, Poster Session, and Industry Interaction Session at Computer History Museum in Mountain View, CA
- 7:30 – 8** Travel from Computer History Museum to Samsung Research Campus
- 8 – 10** Workshop on Augmented Human Skills Through Artificial Agents

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Day 2

8:30 – 9 Breakfast

9 – 10:15 Keynote Talk: Dr.Mounir Zok, Olympic Committee

10:15 – 11:55 Long Paper Session 3

1. JackIn Space: Designing a Seamless Transition Between First and Third Person View for Effective Telepresence Collaborations

– by Ryohei Komiyama, Takashi Miyaki and Jun Rekimoto

2. Visualizing Water Flows with Transparent Tracer Particles for a Surround-Screen Swimming Pool

– by Shogo Yamashita, Xinlei Zhang, Miyaki Takashi and Jun Rekimoto

3. Position Shift of Phosphene and Attention Attraction in Arbitrary Direction with Galvanic Retina Stimulation

– by Daiki Higuchi, Kazuma Aoyama, Masahiro Furukawa, Hideyuki Ando and Taro Maeda

4. MuscleVR: Detecting Muscle Shape Deformation Using Full Body Suit

– by Arashi Shimazaki, Yuta Sugiura, Dan Mikami, Toshitaka Kimura and Maki Sugimoto

5. Routine++: Implementing Pre-Performance Routine in a Short Time with an Artificial Success Simulator

– by Shoichi Tagami, Shigeo Yoshida, Nami Ogawa, Takuji Narumi, Tomohiro Tanikawa and Michitaka Hirose

12 – 1:30 Lunch Break

1:30 – 2:30 Short Paper Session 2

1. GrabAmps: Grab a Wire to Sense the Current Flow

– by Samitha Elvitigala, Roshan Lalintha Peiris, Erik Wilhelm, Shaohui Foong and Suranga Nanayakkara

2. Synthesizing Fixed Point of Views from a Spinning Omnidirectional Ball Camera

– by Masakazu Nakazawa and Hideki Koike

3. Trajectory Adjustment System for Learning based on Electrical Stimulation

– by Sho Tatsuno, Tomohiko Hayakawa and Masatoshi Ishikawa

4. Towards Understanding of 'Play' with Augmented Toys

– by Priyashri Sridhar and Suranga Nanayakkara

5. ACTUATE Racket: Designing Intervention of User's Performance through Controlling Angle of Racket Surface

– by Katsutoshi Masai, Yuta Sugiura and Maki Sugimoto

2:30 – 3:45

Coffee Break, Demo, and Poster Session

1. A body odyssey: Exploring human inner body as digested food

– by Satoshi Fujisawa, Takeo Hamada, Ryota Kondo, Ryohei Okamoto and Michiteru Kitazaki

2. 5th Limb : Development of Augmented Expression System using Extra Limb

– by Shori Kano, Yasunari Asakura, Rintaro Takashima and Ryoichiro Shiraishi

3. Video segmentation and stabilization for BallCam

– by Ryohei Funakoshi, Vishnu Naresh Boddeti, Kris M. Kitani and Hideki Koike

4. Vibrat-o-matic: producing vibrato effects with EMS (demo)

– by Ryohei Fushimi, Eisuke Fujinawa, Takuji Narumi, Tomohiro Tanikawa and Michitaka Hirose

5. Frustration suppression for wellbeing in decision making

– by Makoto Mizukami, Kazuma Aoyoama, Masahiro Furukawa, Taro Maeda and Hideyuki Ando

6. Towards Soft Landing in An Online Dating Service: Bridging the Ideal–Real Gap

– by Takuya Iwamoto, Kazutaka Kurihara, Esora Maya and Kazushi Nishimoto

3:45 – 4:45

Short Paper Session 3

1. Distortion in perceived size and body-based scaling in virtual environments

– by Nami Ogawa, Takuji Narumi and Michitaka Hirose

2. My Tai-Chi Coaches: An Augmented-Learning Tool for Practicing Tai-Chi Chuan

– by Ping-Hsuan Han, Yang-Sheng Chen, Yilun Zhong, Han-Lei Wang and Yi-Ping Hung

3. Intuitive Visualization Method for Locating Off-screen Objects Inspired by Motion Perception in Peripheral Vision

– by Shizuko Matsuzoe, Shan Jiang, Miwa Ueki and Keiju Okabayashi

4. SonicSG: From Floating to Sounding Pixels

– by Suranga Nanayakkara, Thomas Schroepfer, Lonce Wyse, Aloysius Lian and Anusha Withana

5. HandshakAR: Wearable Augmented Reality System for Effortless Information Sharing

– by Mihai Bâce, Gábor Sörös, Sander Staal and Giorgio Corbellini

6. Generating Furniture for Augmented Reality Applications using Natural Language

– by Sebastian Buntin

4:45 – 5:30 Travel to Hakone Gardens, Saratoga, CA for Conference Banquet

5:30 – 7:30 Conference Banquet and Awards Ceremony at Hakone Gardens

7:30 – 8 Travel from Hakone Gardens back to Samsung Research Campus

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Day 3

- 8:30 – 9** Breakfast
- 9 – 10** Keynote Talk: Dr. David Eagleman, Neuroscientist & author
- 10 – 11** Long Paper Session 4
- 1. Directional Cueing of Gaze with a Vibrotactile Headband**
– by Jussi Rantala, Jari Kangas and Roope Raisamo
- 2. Embodied interface for levitation and navigation in a 3D large space**
– by Monica Perusquía-Hernández, Takahisa Enomoto, Tiago Martins, Mai Otsuki, Hiroo Iwata and Kenji Suzuki
- 3. Intentiō: Power Distribution through a Potentialized Human Body**
– by Michinari Kono, Hiromi Nakamura and Jun Rekimoto
- 11 – 11:15** Closing Remarks
- 11:15 – 12** Travel to Henry Cowell Redwoods State Park
- 12 – 12:30** Site seeing in Henry Cowell State Park & Box Lunch
- 12:30 – 2:30** Santa Cruz Beach Train Ride
- 3 – 4** Travel from Henry Cowell Redwoods State Park to Samsung Research Campus