



Monday, 02 November	Session
09:00 – 12:45	Kobe Int'l Conference Center, Room 401, Level 4 R&D in the Video Game Industry <ul style="list-style-type: none">- Just Keep Digging, and Other Principles for Videogame R&D- Master Thesis Students in the Video Game Industry- Doing R&D for Open Worlds- Physics Simulation R&D at Square Enix- Shader Development at OLM
10:00 – 12:10	Kobe Int'l Conference Center, International Conference Room, Room 301, Level 3 Head-Up Displays and their Applications Oral Presentations Session One <ul style="list-style-type: none">- HUD and the Potential of New Market- Psychological Research Issues on Visual Attention while Using Head-up Display- Safety and Efficacy of Head-up Display from a Physiological Optics Standpoint- Evaluation for the Usage of HUD Contents Depending on Gender while Driving
13:30 – 15:00	Kobe Int'l Conference Center, International Conference Room, Room 301, Level 3 Head-Up Displays and their Applications Oral Presentations Session Two <ul style="list-style-type: none">- Design and Evaluation of HUD for Motorcycle Using Immersive Simulator- Driver's Recognition of Head-up Display (HUD) as Information Provision System- Monocular Hyperrealistic AR Display
14:15 – 15:45	Kobe Int'l Conference Center, Room 401, Level 4 Haptic Media and Contents Design Invited Talks <ul style="list-style-type: none">- Designing Haptic Media Technologies for Embodied Creation- Haptic Interface Design for Future Interactive Devices- Haptoclone as a Test Bench of Weak Force Haptic Interaction





Monday, 02 November	Session
15:20 – 18:00	<p>Kobe Int'l Conference Center, International Conference Room, Room 301, Level 3</p> <p>Head-Up Displays and their Applications</p> <p>Demos and Posters Session Three</p> <ul style="list-style-type: none">- Driving Simulator Study of Driver Behavior while using Head-Up Display- Visibility and Accuracy in a Monocular Augmented Reality System- Head-Up Display for Motorcycle Navigation- Augmented Reality Monocular Head-Up Display for Depth Free Image
15:45 – 18:00	<p>Kobe Int'l Conference Center, Room 402, Level 4</p> <p>Haptic Media and Contents Design</p> <p>Demo and Poster Session</p> <ul style="list-style-type: none">- Development of Ball-Rotation System with Visual and Tactile Feedback Inducing Illusion of Motion- Force Controlled Stuffed Toy Robot- Fusion of Technology and Art. Essence to Consider.- HapSticks: Tool-Mediated Interaction with Grounding-Free Haptic Interface- Haptic 3D Canvas: Haptic Assistance of 3D Writing and Drawing with Vibrotactile Feedback for Gesture Interfaces- Haptic Vibration for Hands and Bodies- Lateral-Force-Based Haptic Display- Light Touch on Pillar Array Surface Greatly Improves Direction Perception Induced by Asymmetric Vibration- Multiple Texture Button by Adding Haptic Vibration and Displacement Sensing to the Physical Button- Multitouch Haptic Interface with Movable Touch Screen- Stir! Squishy! Play haptics with Soft-bunnies!- String-Based Force Display for Mobile Haptics- TAKO-Pen: A Pen-Type Pseudo-Haptic Interface Using Multipoint Suction Pressures- The Kiss: Non-local Haptic Experiences- Toward Tactile Contents Design using Laser Engraving Machines- Variation of Tactile Feelings of Focused Ultrasound: Modulation Frequency and Hand Movement- Wearable 6-DoF Wrist Haptic Device "SPIDAR-W"

