# ACM Symposium on Applied Perception
## Barcelona 2019

## Schedule

### Wednesday, 18 September

<table>
<thead>
<tr>
<th>Event</th>
<th>Time</th>
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</thead>
<tbody>
<tr>
<td>Preregistration</td>
<td>5:00 p.m. - 7:00 p.m.</td>
</tr>
<tr>
<td>Informal social event</td>
<td>from 7:30 p.m.</td>
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</tbody>
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### Thursday, 19 September

<table>
<thead>
<tr>
<th>Event</th>
<th>Time</th>
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<tbody>
<tr>
<td>Registration</td>
<td>9:00 a.m. - 10:00 a.m.</td>
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<tr>
<td>Welcome and Opening remarks</td>
<td>10:00 a.m. - 10:15 a.m.</td>
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<tr>
<td>Keynote speaker</td>
<td>10:15 a.m. - 11:15 a.m.</td>
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<tr>
<td>Poster Fast-forward</td>
<td>11:15 a.m. - 11:30 a.m.</td>
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<tr>
<td>Coffee and Posters</td>
<td>11:30 a.m. - 12:00 p.m.</td>
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<tr>
<td>Papers - Session 1 Virtual Space</td>
<td>12:00 p.m. - 1:15 p.m.</td>
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<tr>
<td>Lunch break</td>
<td>1:15 p.m. - 3:00 p.m.</td>
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<tr>
<td>Papers - Session 2 Human Motions</td>
<td>3:00 p.m. - 4:30 p.m.</td>
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<tr>
<td>Coffee and Posters</td>
<td>4:30 p.m. - 5:00 p.m.</td>
</tr>
<tr>
<td>Papers - Session 3 Avatars and Rendering Humans</td>
<td>5:00 p.m. - 7:00 p.m.</td>
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<tr>
<td>Reception</td>
<td>from 7:00 p.m.</td>
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\section*{Friday, 20 September}

\begin{tabular}{ll}
Event & Time \\
Registration & 9:00 a.m. - 10:15 a.m. \\
Papers - Session 4 \textit{Viewpoint in VR} & 10:15 a.m. - 11:45 a.m. \\
Coffee and Posters & 11:45 a.m. - 12:15 p.m. \\
Papers - Session 5 \textit{Haptics and Images} & 12:15 p.m. - 1:15 p.m. \\
Lunch break & 1:15 p.m. - 3:00 p.m. \\
BUSINESS MEETING & 3:00 p.m. - 3:30 p.m. \\
Papers - Session 6 \textit{Gaze and Attention} & 3:30 p.m. - 5:30 p.m. \\
Coffee and Posters & 5:30 p.m. - 6:00 p.m. \\
Cap Note Speaker & 6:00 p.m. - 7:00 p.m. \\
\end{tabular}

\section*{Accepted papers}

\textbf{Session 1: Virtual Space}

\textbf{Infinity Walk in VR: Effects of Cognitive Load on Velocity during Continuous Long-Distance Walking.}
Omar Janeh, Nikolaos Katzakis, Jonathan Tong, & Frank Steinicke (20')

\textbf{Stimulating the Brain in VR: Effects of Transcranial Direct-Current Stimulation on Redirected Walking.}
Eike Langbehn, Frank Steinicke, Ping Koo-Poeggel, Lisa Marshall, & Gerd Bruder (20')

\textbf{Perception of Spatial Relationships in Impossible Spaces.}
Andrew Robb & Catherine Barwulor (15')

\textbf{How Video Game Locomotion Methods Affect Navigation in Virtual Environments.}
Richard Paris, Joshua Klag, Priya Rajan, Lauren Buck, Timothy McNamara, & Bobby Bodenheimer (20')
Session 2: Human Motions
EVA: Modeling Perceived Emotions of Virtual Agents using Expressive Features of Gait and Gaze.
Tanmay Randhavane, Aniket Bera, Kyra Kapsaskis, Rahul Sheth, Kurt Gray, & Dinesh Manocha (20’)

Perceptual Comparison of Synthetic and Data-Driven Detailed Eye Motion.
Sophie Joerg, Andrew Duchowski, Krzysztof Krejtz, & Anna Niedzielska (15’)

Predicting perceived naturalness of human animations based on generative movement primitive models.
Benjamin Knopp, Dmytro Velychko, Johannes Dreibrodt, & Dominik Endres (20’)

Do We Have to Look at the Mirror All the Time? Effect of Partial Visuomotor Feedback on Body Ownership of a Virtual Human Tail.
Ryota Ito, Nami Ogawa, Takuji Narumi, & Michitaka Hirose (20’)

Session 3: Avatars and Rendering Humans
Emotion and Attention Interplay Examination During Interaction with Virtual Humans.
Matias Volonte, Reza Ghaiumy Anaraky, Bart Knijnenburg, Andrew T. Duchowski, & Sabarish V. Babu (20’)

A psychophysical model to control the brightness and key-to-fill ratio in CG cartoon character lighting.
Pisut Wisessing, Katja Zibrek, Douglas Cunningham, & Rachel Mcdonnell (15’)

Is photorealism important for perception of expressive virtual humans in VR?
Katja Zibrek, Rachel McDonnell, & Sean Martin (20’)

The Influence of the Viewpoint in a Self-Avatar on Body Part and Self-Localization.
Albert van der Veer, Adrian Alsmith, Matthew Longo, Hong Yu Wong, Daniel Diers, Anna Giron, Matthias Bues, & Betty Mohler (20’)

Virtual Grasping Feedback and Virtual Hand Ownership.
Ryan Canales, Aline Normoyyle, Yu Sun, Yuting Ye, Massimiliano Di Luca, & Sophie Joerg (20’)

The Influence of Visual Perspective on Body Size Estimation in Immersive Virtual Reality.
Anne Thaler, Sergi Pujades, Jeanine Stefanucci, Sarah Creem-Regehr, Joachim Tesch, Michael Black, & Betty J. Mohler (20’)

Session 4: Viewpoint in VR
An Analysis of User Perception Regarding Body-Worn 360 Camera Placements and Heights.
Kevin Pfeil, Pamela Wisniewski, & Joseph J. Laviola (20’)

Keep it simple: Depth-based Dynamic Adjustment of Rendering for Head-mounted Displays Decreases Visual Comfort.
Jochen Jacobs, Xi Wang, & Marc Alexa (20’)

Am I Floating or Not?: Fidelity of Eye Height Perception in HMD-based Immersive Virtual Environments. Zhihang Deng & Victoria Interrante (15’)

3
Differences in Visual and Haptic Perception of Expressive 1DoF Motion.
Elyse Chase & Sean Follmer (20’)

**Session 5: Haptics and Images**

The Effect of Motion on the Perception of Material Appearances.
Ruiquan Mao, Manuel Lagunas, Belen Masia, & Diego Gutierrez (20’)

Comparison of subjective methods, with and without reference, for quality assessment of 3D graphics.
Yana Nehmé, Jean-Philippe Farrugia, Florent Dupont, Patrick LeCallet, & Guillaume Lavoué (20’)

Spectral Visualization Sharpening.
Liang Zhou, Rudolf Netzel, Daniel Weiskopf, & Chris Johnson (20’)

**Session 6: Gaze and Attention**

Transsaccadic Awareness of Scene Transformations in a 3D Virtual Environment.
Maryam Keyvanara & Robert Allison (20’)

Measurements of contrast sensitivity for peripheral vision.
Michał Chwesiuk & Radoslaw Mantuik (20’)

Reading Speed Decreases for Fast Readers Under Gaze-Contingent Rendering.
Rachel Albert, Angelica Godinez, & David Luebke (15’)

Steve Grogorick, Jan-Philipp Tauscher, Georgia Albuquerque, Marc Kassubeck, & Marcus Magnor (15’)

Assessment of Driver Attention during a Safety Critical Situation in VR to Generate VR based Training.
Efe Bozkir, David Geisler & Enkelejda Kasneci (15’)

The effect of task on visual attention in interactive virtual environments.
Jacob Hadnett-Hunter, Eamonn O’Neill, Michael Proulx, & George Nicolaou (20’)

**Accepted posters**

A Glyph-based Multimodal Presentation of Multivariate Data.
Shamima Yasmin

Adult to Child Age Regression Using CycleGANs.
Thomas Domas, Yuzhu Dong, Brendan John, Ariel Shamir, Andreas Aristidou, & Eakta Jain

Age Regression for Human Voices.
Martin T. Schorrardt & Douglas Cunningham

Child2adult: Revisiting dynamic scaling laws to age motion.
Yuzhu Dong, Lisa Anthony, & Eakta Jain

Effect of Observing a Virtual Double on Paranoia in Social Virtual Environments: Experiment Preliminary Presentation.
Geoffrey Gorisse & Mel Slater
Dmitry Vyakhirev, Kelley Parsons, Jack Tsao, Betsy Williams, & Daniel Blustein

FVA: Modeling Perceived Friendliness of Virtual Agents Using Movement Characteristics.
Tanmay Randhavane, Aniket Bera, Kyra Kapsaskis, Kurt Gray, & Dinesh Manocha

Identifying Emotions from Walking Using Affective & Deep Features.
Tanmay Randhavane, Uttaran Bhattacharya, Aniket Bera, Kyra Kapsaskis, Kurt Gray, & Dinesh Manocha

Proteus Effect of a Muscular Avatar on Weight Perception in Virtual Reality.
Kentaro Sumida, Nami Ogawa, Takuji Narumi, & Hirose Michitaka

Realistic Virtual H& Fosters Self-attribution of Remapped H& Movements.
Nami Ogawa, Takuji Narumi, & Michitaka Hirose

Sounds for directing visual attention in real-word scenes.
Daria Kvasova & Salvador Soto-Faraco

The Detectability of Computational Delay in Haptic Rendering.
Diar AdbIkarim, Min Li, Massimiliano Di Luca, Roberta Roberts & Alan Wing

The Effect of Tactile Delay on Subjective Perception of Virtual Surface.
Min Li, Massimiliano Di Luca, Diar AdbIkarim, Roberta Roberts, & Alan Wing

The Influence of Step Length to Step Frequency Ratio on the Perception of Virtual Walking Motions.
Benjamin Niay, Anne-Hélène Olivier, Julien Pettré, & Ludovic Hoyet

Wide Computationalism & Perceptual Problem Solving.
Pankaj Singh