

## Workshop Times

08:30-09:00 Registration & Poster Set Up

09:00-09:15 Welcome

09:15-10:45 Session 1: Applications & Simulations

**Urban Sketcher: Mixing Realities in the Urban Planning and Design Process**

Markus Sareika and Dieter Schmalstieg

**JITC3: Just-In-Time Augmented Reality Command & Control Center**

Tom Furness, Daniel Belcher, Xianhang Zhang and Anirudhan Vijayakanthan

**Pedestrian Navigation in Virtual Environments**

Andrew Park, Tom Calvert, Paul Brantingham and Patricia Brantingham

10:45-11:30 Posters and Coffee

11:30-13:00 Session 2: Concepts and design approaches

**Visual Vectors and Public Interfacing**

Pamela Jennings

**The Where of Mixed Reality: Some Guidelines for Design**

Rod McCall, Iris Herbst, Anne-Kathrin Braun and Richard Wetzel

**Is “Presence” Important in Mobile Map Interaction?**

Antti Oulasvirta, Sara Eslander and Giulio Jacucci

13:00-14:30 Lunch

14:30-16:00 Session 3: Cases and Technology Approaches

**Mixed Realities in China’s Internet Cafes**

Silvia Lindner and Bonnie Nardi

**Tagged Cities**

Minna Isomursu and Tuomo Tuikka

**Orchestration and Direction of MR Games**

Jan Ohlenburg, Wolfgang Broll and Irma Lindt

16:00-16:45 Poster Session and Coffee

16:45-18:00 Wrap up

20:00 Dinner

## Poster Sessions

**Emergent Narrative in Hybrid Environments**

Eric Kabisch

**Progress towards Site Visits by Situated Visualization**

Sean White, Petia Morozov, Ohan Oda and Steven Feiner

**Mixed Realities in the Living Tattoos Social Platform**

Diana Domingues, Eliseo Raetegui, Gelso Reinaldo and Alexandre Lorenzatti

**Inter-Group Communication Via locative Media use in Urban Space**

Charlampos Rizopoulos, Angeliki Gazi and Dimitis Charitos

**Moblogging the City: Accessing Personal Perceptions of Urban Spaces**

Tim Jay and Dan e Stanton Fraser

**12 Mixed Reality Principles of Animation – Based on Disneys Principles of Animation**

Sabiha Ghellal, Jan Ohlenburg, Joachim Rothauer, Rod McCall and Harrer

**From City Poems to Aliens, Monsters and Sprites that Live in Phones: A Brief History of Story Worlds**

Andrew Wilson and Derek Hales