

16th EuroVR International Conference EuroVR 2019: Exploring the Future of Virtual Reality in Tallinn, Estonia

About EuroVR International Conference

The 16th EuroVR International Conference, EuroVR 2019, is set to take place in the picturesque city of Tallinn, Estonia from October 23 to 25. This significant event brings together leading experts, researchers, and industry professionals in the field of virtual and augmented reality.

Exploring the Future of Virtual Reality





Virtual Reality and Augmented Reality: 16th EuroVR International Conference, EuroVR 2019, Tallinn, Estonia, October 23–25, 2019, Proceedings (Lecture Notes in Computer Science Book 11883)

by L. D. Valencia (1st ed. 2019 Edition, Kindle Edition)

★★★★☆ 4 out of 5

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Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 510 pages



The EuroVR conference serves as a platform for attendees to explore and discuss the latest advancements in virtual reality (VR) technologies, applications, and related areas such as augmented reality (AR) and mixed reality (MR). With a diverse range of presentations, keynote speeches, panel discussions, and exhibitions, this annual event provides a valuable opportunity for learning, networking, and collaboration.

Key Focus Areas

The conference will cover a wide range of topics, including:

- Virtual and Augmented Reality
- Human-Computer Interaction
- Visual and Haptic Displays
- 3D Audio and Sound Design

- Medical and Rehabilitation Applications
- Education and Training
- Cultural Heritage and Tourism
- Entertainment and Gaming
- Design, Development, and Evaluation Methods
- Human Perception and Cognitive Aspects of VR

Exciting Program Highlights

The EuroVR 2019 conference boasts an impressive lineup of keynote speakers who are renowned in their respective fields. These speakers will share their knowledge and insights, providing attendees with a glimpse into the future of virtual reality:

- Dr. Rachel Mason, CEO of FutureTech Solutions
- Professor Mark Johnson, Head of VR Research at VirtualX Labs
- Dr. Sarah Thompson, Senior Scientist at XR Innovations

In addition to the keynote speeches, the conference program includes paper presentations, workshops, and demonstrations that allow participants to delve deeper into the technical aspects of virtual reality. Attendees can also explore the interactive exhibitions featuring the latest VR innovations and cutting-edge technologies.

Location and Venue

Tallinn, the capital of Estonia, provides the perfect setting for EuroVR 2019. This vibrant and historical city offers a blend of old-world charm and modern

infrastructure. The conference venue, Tallinn Conference Center, is conveniently located in the heart of the city, providing easy access for participants.

Registration and Accommodation

Registration for EuroVR 2019 is now open, and interested individuals are encouraged to secure their spot early. Various registration packages are available, offering flexibility to suit different needs. Additionally, the conference committee has partnered with several hotels in Tallinn to provide discounted rates for attendees.

Connect and Engage

EuroVR 2019 aims to foster a strong community of Virtual Reality enthusiasts, researchers, and professionals. Participants will have numerous opportunities to connect with like-minded individuals, share their expertise, and cultivate new collaborations. The conference strongly encourages active participation and engagement among attendees.

The 16th EuroVR International Conference EuroVR 2019 promises to be an eventful gathering, offering valuable insights, networking opportunities, and a chance to explore the latest advancements in virtual reality technology. For professionals in the field of VR, this conference is a must-attend, providing a platform to learn, engage, and shape the future of virtual reality.

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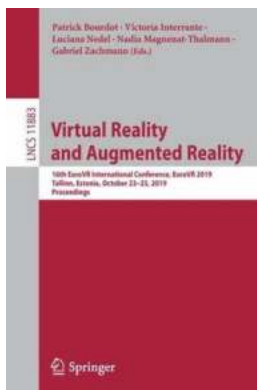
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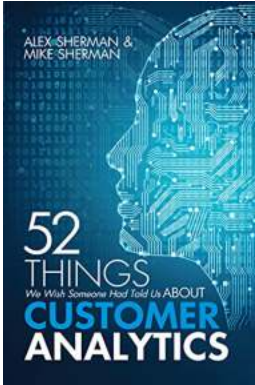
This book constitutes the refereed proceedings of the 16th International Conference on Virtual Reality and Augmented Reality, EuroVR 2019, held in Tallinn, Estonia, in October 2019.

The 11 full papers and 5 short papers presented together with 8 scientific posters were carefully reviewed and selected from 54 submissions. The papers are organized in topical sections named: Immersive Interaction; Training, Teaching and Learning; Industrial Applications and Data Analysis; Perception, Cognition and Evaluation; and Scientific Posters.



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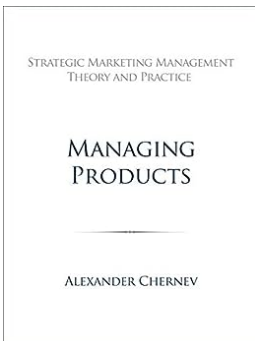
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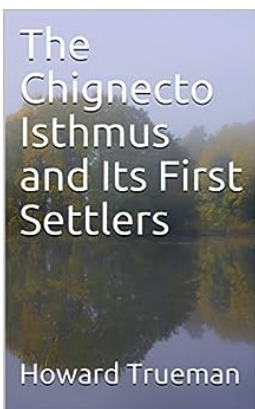
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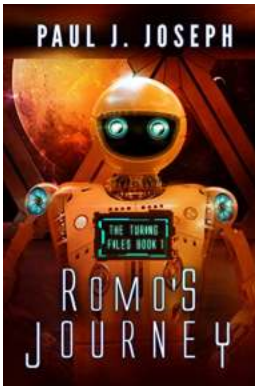
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