

# IX SYMPOSIUM 2018 - WORKSHOPS

## THE CONQUEST OF REALITY

<p>May 30 (Wednesday) <b>Ambient Intelligence</b></p> <p>Opening keynote: <b>Tamiko Thiel (Munich)</b></p>	<p>May 31 (Thursday) <b>Presence in a Multifold Metaverse</b></p> <p>Opening keynote: <b>Diane Gromala (Vancouver)</b></p>	<p>June 1 (Friday) <b>Outils et procédés de l'expérience immersive</b></p> <p>Opening keynote: <b>Zach Lieberman (New York)</b></p>
<p><b>1A</b> <i>Current projects and works to inspire new understanding of the world we live in.</i></p> <p><b>Nora Bateson</b> (Stockholm), filmmaker, writer, lecturer, president <a href="#">International Bateson Institute</a></p> <p><b>Eames Demetrios</b> (Los Angeles), geographer-at-large <a href="#">Eames Office</a>, <a href="#">Kcymaerxthaere</a></p> <p><b>Kent Bye</b> (San Francisco), journalist, researcher, <a href="#">Voices of VR podcast</a></p> <p><b>1B</b> <i>Entwined Reality</i> (Mixed Reality : AR, VR, MR, XR...)</p> <p><b>Isaac Cohen / Cabbibo</b> (San Francisco), artist</p> <p><b>2</b> <i>Internet of things, deep machine learning and augmented reality: What is space?</i> (Artificial Intelligence (AI), Internet of Things (IoT), Augmented Reality (AR))</p> <p><b>Alexandra Deschamps-Sonsino</b> (London), founder, <a href="#">Designswarm</a></p> <p><b>Sandra Rodriguez</b> (Montréal/Boston), director <a href="#">EyeSteelFilms</a>, professor, <a href="#">MIT OpenDoc Lab</a></p> <p><b>Masaki Fujihata</b> (Tokyo), artist</p> <p><b>3</b> <i>Immersive visualization</i></p> <p><b>Pierre Levy (Ottawa)</b>, professor-researcher, <a href="#">University of Ottawa</a></p> <p><b>Louis Van Beurden</b> (Montréal), developer, <a href="#">IEML Dev</a></p> <p><b>Jimin Guo (Cambridge MA)</b>, researcher, <a href="#">Harvard Medical School</a></p> <p><b>Emmanuel Durand (Montréal)</b>, researcher, <a href="#">SAT Métalab</a>, <a href="#">Projet Bretez</a></p>	<p><b>1A</b> <i>Body modelisation in virtual spaces: How do I look? How does it sound?</i></p> <p><b>Laurent Ciroen</b> (Montreal), founder, <a href="#">Xangle</a></p> <p><b>Éric Paré</b> (Montréal), founder, <a href="#">Liquid Bodies</a></p> <p><b>Mark Boulos</b> (Richmond VA), director, <a href="#">Time Machine</a></p> <p><b>Mélodie Mousset</b> (Zurich), artist, <a href="#">Hanahana</a></p> <p><b>1B</b> <i>VR and blockchain (Ethereum): Explore the Decentraland SDK</i></p> <p><b>Trevor Waldorf</b> (Boston), Project Manager, <a href="#">Decentraland</a></p> <p><b>2</b> <i>Sense of presence, embodiment and attitude change in virtual reality (VR) and in cinematic virtual reality (CVR)</i></p> <p><b>Andrea Stevenson Won</b> (Ithaca, NY), professor-researcher, <a href="#">Cornell University</a></p> <p><b>Tanja Katarina Aitamurto</b> (Palo Alto), researcher, <a href="#">Stanford University</a></p> <p><b>3</b> <i>Unlock the full potential of inVR collaborative 3D authoring with Masterpiece VR</i></p> <p><b>Jeff Ross</b> (Ottawa), Creative Team, <a href="#">Masterpiece VR</a></p>	<p><b>1A</b> <i>Creating audio realities</i></p> <p><b>Jean-Marc Jot</b> (San Francisco), Chief scientist, <a href="#">Magic Leap</a></p> <p><b>Jean-Pascal Beaudoin</b> (Montréal), founder, <a href="#">Headspace</a></p> <p><b>1B</b> <i>Using openFrameworks to create AR experiences</i></p> <p><b>Zach Lieberman</b> (New York), co-creator, <a href="#">openFrameworks</a></p> <p><b>2</b> <i>The reality artist toolbox</i></p> <p><b>Jean-François Ménard</b> (Montréal), CTO, <a href="#">D-Box</a></p> <p><b>Olivier Palmieri</b> (Montréal), Game Director, VR expert, <a href="#">Ubisoft</a></p> <p><b>Jean-Luc Labelle</b> (Montréal) démonstrateur <a href="#">Vantrix</a> (Montréal) <a href="#">VYV</a> (Montréal)</p> <p><b>3</b> <i>Immersive sound landscapes</i></p> <p><b>Thalie Keklikian</b> (Montréal), researcher, <a href="#">Audiokinetics</a></p> <p><b>Nathan Harris</b> (Montréal), researcher, <a href="#">Audiokinetics</a></p> <p><b>Thibault Carpentier</b> (Paris), researcher, <a href="#">IRCAM</a></p>

1A – 1<sup>st</sup> floor east - Agora

1B – 1<sup>er</sup> floor west - Black Box

2 – 2<sup>nd</sup> floor - Co-Lab

3 – 3<sup>rd</sup> floor - Satosphere