Level B (lower floor)

D-01 A Mixed-Initiative Interface for Animating Static Pictures
D-02 Haptopus: Haptic VR Experience Using Suction Mechanism Embedded in Head-mounted Display
D-03 HoloRoyale: A Large Scale High Fidelity Augmented Reality Game
D-04 Scout: Mixed-initiative Exploration of Design Variations through High-Level Design Constraints
D-05 Cubic Keyboard for Virtual Reality
D-06 Interactive Tangram: Rapid Prototyping with Modular Paper-folded Electronics
D-07 DextreES: Wearable Haptic Feedback for Grasping in VR via a Thin Form-Factor Electrostatic Brake
D-08 AccordionFab: Fabricating Inflatable 3D Objects by Laser Cutting and Welding Multi-Layered Sheets
D-09 FDSense: Estimating Young’s Modulus and Stiffness of End Effectors to Facilitate Kinetic Interaction on Touch Surfaces
D-10 VR Grabbers: Ungrounded Haptic Retargeting for Precision Grabbing Tools
D-11 An Interactive Pipeline for Creating Visual Blends
D-12 MoSculp: Interactive Visualization of Shape and Time
D-13 Shape-Aware Material: Interactive Fabrication with ShapeMe
D-14 FacePush: Introducing Normal Force on Face with Head-Mounted Displays
D-15 Transparent Mask: Face-Capturing Head-Mounted Display with IR Pass Filters
D-16 SilentVoice: Unnoticeable Voice Input by Ingressive Speech
D-17 PuPoP: Pop-up Prop on Palm for Virtual Reality

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D-16 MetaArms
D-17 PuPoP VR
D-18 Haptic Sensation
D-19 Face/On: Actuating the Facial Shadow- Art Hardware Device Enabling Touch Interaction on Kraft paper
D-18 Artificial Motion Guidance: an Intuitive Device based on Pneumatic Gel Muscle (PGM)
D-19 Wearable Haptic Device that Presents the Haptics Sensation Corresponding to Three Fingers on the Forearm
D-20 OptRoc: Constructing Interactive Surface with Multiple Functions and Flexible Shape by Projected Image
D-21 Sprout: Crowd-Powered Task Design for Crowdsourcing
D-22 Tacttoo: A Thin and Feel-Through Tattoo for On-Skin Tactile Output
D-23 Montage: A Video Prototyping System to Reduce Re-Shooting and Increase Re-Usability
D-24 The Exploratory Labeling Assistant: Mixed-Initiative Label Curation with Large Document Collections
D-25 Roussillon: Scraping Distributed Hierarchical Web Data
D-26 [Sponsor Demo] gTec
D-27 [Sponsor Demo] Nureva
D-28 [Sponsor Demo] MakeBlock
D-29 [Sponsor Demo] Adobe
D-30 [Sponsor Demo] Facebook Reality Labs
D-31 Scenograph: Fitting Real-Walking VR Experiences into Various Tracking Volumes
D-32 MetaArms: Body Remapping Using Feet-Controlled Artificial Arms
D-33 DMesh: 4D Printing Morphing Non-Developable Mesh Surfaces
D-34 PrintMotion: Actuating Printed Objects Using Actuators Equipped in a 3D Printer
D-35 MagicPAPER: An Integrated Shadow- Art Hardware Device Enabling Touch Interaction on Kraft paper
D-36 Face/On: Actuating the Facial Shadow- Art Hardware Device Enabling Touch Interaction on Kraft paper
D-37 The Immersive Bubble Chart: a Semantic and Virtual Reality Visualization for Big Data
D-38 Face/On: Actuating the Facial Shadow- Art Hardware Device Enabling Touch Interaction on Kraft paper
D-39 Collaborative Virtual Reality for Low-Latency Interaction
D-40 CamTrackPoint: Camera-Based Pointing Stick Using Transmitted Light through Finger
D-41 FTIR-based Touch Pad for Smartphone-based HMD Enhancement

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Level C (upper floor)

D-42  A Stretch-Flexible Textile Multitouch Sensor for User Input on Inflatable Membrane Structures & Non-Planar Surfaces
D-43  Ultra-Low-Power Mode for Screenless Mobile Interaction
D-44  DualPanto: A Haptic Device that Enables Blind Users to Continuously Interact with Virtual Worlds
D-45  Using Affective Computing for Proxemic Interactions in Mixed-Reality
D-46  TrussFormer: 3D Printing Large Kinetic Structures
D-47  Immersive Trip Reports
D-48  Screen–Camera Communication via Matrix Barcode Utilizing Imperceptible Color Vibration
D-49  Unlimited Electric Gum: A Piezo-based Electric Taste Apparatus Activated by Chewing
D-50  Haptic Interface Using Tendon Electrical Stimulation
D-51  A Demonstration of VRSpinning: Exploring the Design Space of a 1D Rotation Platform to Increase the Perception of Self-Motion in VR
D-52  Dynoblock: Dynamic 3D Printing for Instant and Reconstructable Shape Formation
D-53  I/O Braid: Scalable Touch-Sensitive Lighted Cords Using Spiraling, Repeating Sensing Textiles and Fiber Optics
D-54  Hybrid Watch User Interfaces: Collaboration Between Electro-Mechanical Components and Analog Materials
D-55  Authoring and Verifying Human-Robot Interactions
D-56  Unimanual Pen+Touch Input Using Variations of Precision Grip Postures
D-57  Demonstrating Gamepad with Programmable Haptic Texture Analog Buttons
D-58  Next-Point Prediction for Direct Touch Using Finite-Time Derivative Estimation
D-59  Turbulence Ahead - A 3D Web-Based Aviation Weather Visualizer
D-60  Knobology 2.0: Giving Shape to the Haptic Force Feedback of Interactive Knobs