

Result Report

2024 IEEE International Symposium on Mixed and Augmented Reality

政策・メディア研究科

修士 2 年

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The Status of ISMAR 2024

2024 IEEE International Symposium on Mixed and Augmented Reality (ISMAR 2024) was held at the Hilton Hotel in Bellevue, Seattle, USA, over the course of five days. This year's conference included both conference and journal tracks. A total of 369 papers were submitted to the conference track, with an additional 68 papers recommended from the journal track to the conference track. After peer review and rebuttal, 133 papers were accepted onto the conference track, resulting in an overall acceptance rate of 30.4%. This year's conference features an inspiring set of keynote speakers, 11 workshops, three tutorials, a doctoral consortium, and 20 research demonstrations. Next year's ISMAR will be held in South Korea.

Conference Participation and Research Outcomes

During this conference, the participant expanded their research network, connecting with researchers from around the world, including scholars from top institutions such as the University of Liverpool, Xi'an Jiaotong University, the Hong Kong University of Science and Technology, University of California and etc. These researchers mainly work in the fields of Human-Computer Interaction (HCI) and Computer Graphics (CG).

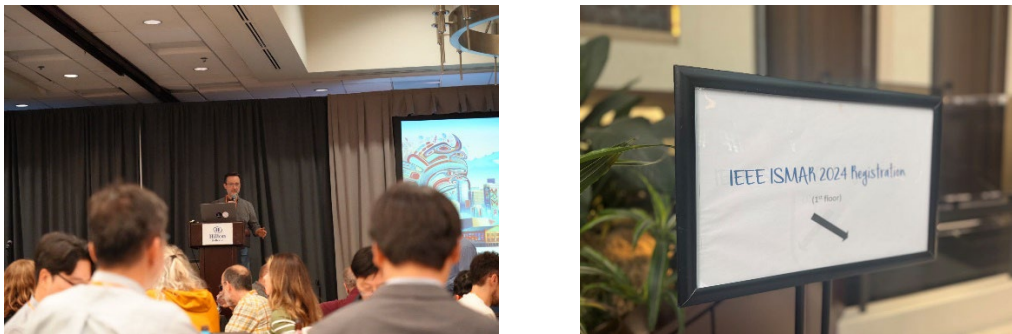


Fig 1. In ISMAR 2024

There were two presentations related to the participant's work at the conference. The first was a co-authored full paper, in which we developed a user interface based on spring and vibration feedback. This research primarily explored teleoperation scenarios and investigated how a user interface could mitigate the impact of latency on operators.

The second presentation was a work in progress demonstration. Our goal was to use wind displays to create the illusion of floating, thereby enhancing the sense of presence in VR flying experiences.

Both studies under the peer review and will be published in the ISMAR / ISMAR Adjunct Proceedings.

Additional after the Conference

After the conference, the participant connected with researchers from the University of Washington (UW) and had a visit to the Human Centered Design & Engineering department in UW. Additionally, the participant attended a keynote lecture on HCI titled "未踏峰連山", delivered by Professor Hiroshi Ishii from the MIT Media Lab at the Seattle Public Library.

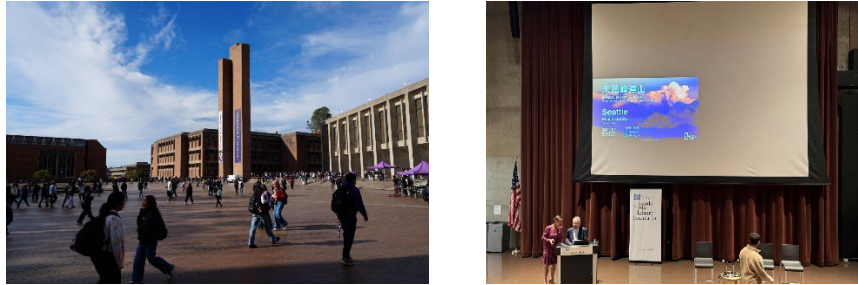


Fig 2. Visiting University of Washinton and Keynote Talk held by Prof.Hiroshi Ishii from MIT Media Lab

Future Works and Research Insights

During this conference, through discussions with researchers from around the world, the participants received valuable feedback that provided significant inspiration for their Work-in-Progress project. These interactions also broadened the participant's academic horizons.

Special Thanks

Part of the research mentioned above was conducted during my exchange period at the University of Tokyo as a special auditing student. I would like to express my heartfelt gratitude to Prof. Yuki BAN and Prof. Shinichi WARISAWA from the University of Tokyo for their substantial guidance and support throughout the past year. I am also deeply thankful to Keio University and my advisor, Prof. Kazunori TAKASHIO, for unwavering support behind the scenes. I will do my best to continue my research activity in the future.

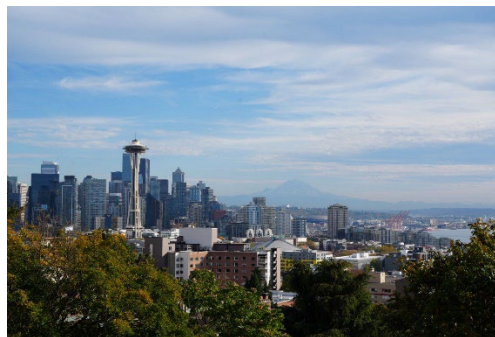


Fig 3. The View of Seattle