Message from the Workshop and Tutorial Chairs

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ISMAR 2016 Workshop and Tutorial Chairs

We are really pleased to introduce the workshops and tutorials of the 15th International Symposium on Mixed and Augmented Reality. This year, we selected 7 workshops and 3 tutorials, covering a broad range of AR & MR topics and engaging presentation format. New for this year, the previous ISMAR MASH’D conference track has been redesigned as workshop, exploring new horizons and new form in the context of Media, Arts, Social Sciences, Humanities and Design.

Workshops
The purpose of the workshops is to provide participants with the opportunity to present and discuss research ideas on cutting-edge research topics related to Mixed and Augmented Reality as Science & Technology and Arts, Media, & Humanities. We also encourage the researchers from different academic communities outside the Mixed and Augmented Reality community as well as from industry or public institutions to bring together and to collaborate and discuss with each other about possible future topics and trends.

- Media, Arts, Social Sciences, Humanities & Design (MASH’D)
- Collaborative Mixed Reality Environments (CoMiRE)
- Perceptual Issues in Augmented Reality
- 2nd International Workshop on Diminished Reality as Challenging Issue in Mixed and Augmented Reality (IWDR2016)
- Standards for Mixed and Augmented Reality
- Interaction Design Principles of Augmented Reality focusing on the Ageing Population
- Workshop on Human Behavior Analysis and Visualization for Collective Visual Sensing

Tutorials
The purpose of the tutorials is to expand the knowledge of the Augmented Reality/Mixed Reality community and foster the next generation of AR/MR researchers, developers, and artists.

- Augmented Reality - Principles and Practice
- DAQRI ARToolKit Tutorial
- Microsoft Hololens Tutorial

We wish you a great time at the ISMAR 2016 workshops and tutorials!