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An in-depth introduction to virtual reality programming
Organizer: William R. Sherman

Quantitative and Qualitative Methods for Human-Subject Experiments in Virtual and Augmented Reality
Organizers: Joseph L. Gabbard, Jr, J. Edward Swan II, Stephen R. Ellis

Trends in Mobile AR
Organizers: Dieter Schmalstieg, Tobias Höllerer

Designing immersive VR systems: from bits to bolts
Organizers: Luciano P. Soares, Joaquim A. Jorge

Workshops

IEEE VR 2012 Workshop on Off-The-Shelf Virtual Reality
Organizers: Evan A. Suma, David M. Krum, Mark Bolas

Immersive Visualization Revisited: Challenges and Opportunities
Organizers: Gerwin de Haan, Bernd Hentschel, Daniel Keefe, Oliver Kreylos

AMBIF 2012 (The First International Workshop on Ambient Information Technologies)
Organizers: Yuichi Itoh, Hideyuki Ando, Kiyoshi Kiyokawa, Satoshi Kurihara, Hiroyuki Ohsaki, Tatsuhiro Tsuchiya, Naoki Wakamiya

Message from the Workshop Organizers
Yuichi Itoh, Hideyuki Ando, Kiyoshi Kiyokawa, Satoshi Kurihara, Hiroyuki Ohsaki, Tatsuhiro Tsuchiya, Naoki Wakamiya

Invited Talk: Ambient Intelligence for Network Robot Systems
Norihiro Hagita, ATR Intelligent Robotics and Communication Laboratories, Japan
A Content Search System for Mobile Devices based on User Context Recognition
Tomohiro Mashita, Daijiro Komaki, Mayu Iwata, Kentaro Shimatani, Hiroki Miyamoto, Takahiro Hara, Kiyoshi Kiyokawa, Haruo Takemura, Shojiro Nishio

Owens Luis - A Context-aware Multi-modal Smart Office Chair in an Ambient Environment
Kiyoshi Kiyokawa, Masahide Hatanaaka, Kazufumi Hosoda, Masashi Okada, Hironori Shigeta, Yasunori Ishihara, Fukuhito Ooshita, Hirotsugu Kakugawa, Satoshi Kurihara, Koichi Moriyama

Unobtrusive Measurement of Subtle Nonverbal Behaviors with the Microsoft Kinect
Nathan Burba, Mark Bolas, David M. Krum, Evan A. Sama

Turn-taking Supports Humanlikeness and Communication in Perceptual Crossing Experiments -Toward developing human-like communicable interface devices
Hiroyuki Iizuka, Davide Marocco, Hideyuki Ando, Taro Maeda

Ambient Suite: Room-shaped Information Environment for Interpersonal Communication
Kazuyuki Fujita, Yuichi Itoh, Hiroyuki Ohsaki, Naoko Ono, Keiichiro Kagawa, Kazuki Takashima, Sho Tsugawa, Kosuke Nakajima, Yusuke Hayashi, Fumio Kishino

Human Activity Recognition for a Content Search System Considering Situations of Smartphone Users
Tomohiro Mashita, Kentaro Shimatani, Mayu Iwata, Hiroki Miyamoto, Daijiro Komaki, Takahiro Hara, Kiyoshi Kiyokawa, Haruo Takemura, Shojiro Nishio

Adaptive interactive device control by using reinforcement learning in ambient information environment
Junya Nakase, Koichi Moriyama, Kiyoshi Kiyokawa, Masayuki Numaoy, Mayumi Oyamaz, Satoshi Kurihara

Implementation of a Smart Office System in an Ambient Environment
Hironori Shigeta, Junya Nakase, Yuta Tsunematsu, Kiyoshi Kiyokawa, Masahide Hatanaaka, Kazufumi Hosoda, Masashi Okada, Yasunori Ishihara, Fukuhito Ooshita, Hirotsugu Kakugawa, Satoshi Kurihara, Koichi Moriyama

Pseudo-attraction Force Display Using Vibrating Motors - Design of asymmetric oscillation for generating an illusion of being pulled
Hidenori Hamaguchi, Masataka Niwa, Hiroyuki Iizuka, Hideyuki Ando, Taro Maeda

Toward Large-Scale and Dynamic Social Network Analysis with Heterogeneous Sensors in Ambient Environment
Sho Tsugawa, Hiroyuki Ohsaki, Yuichi Itoh, Naoko Ono, Keiichiro Kagawy, Kazuki Takashimaz, Makoto Imase

FuSa² Touch Display: A Furry and Scalable Multi-touch Display
Kosuke Nakajima, Yuichi Itoh, Takayuki Tsukitani, Kazuyuki Fujita, Kazuki Takashima, Yoshifumi Kitamura, Fumio Kishino

Cup-le: A Cup-Shaped Device for Conversational Experiment
Yusuke Hayashi, Yuichi Itoh, Kazuki Takashima, Kazuyuki Fujita, Kosuke Nakajima, Ikuo Daiho, Takao Onoye