



BREAKOUT SESSION SCHEDULE DAY 1: EXPO HALL/SHOWCASE/DEMOS OPEN 11:30-5:00

	Breakout 1	Breakout 2	Breakout 3
10:00 to 12:00	Keynote - Ray Dolby Ballroom		
12:00 to 2:00	Lunch, Exhibit Hall and VR Showcase Open (showcase opens at 11:30)		
2:00	Postmortem: Bringing Adventure Time to Virtual Reality - Holden Link & Nic Vasconcellos (Turbo Button)	Immersive Clinical Care with Virtual Reality - Arno Hartholt & Skip Rizzo (USC Institute for Creative Technologies)	Playstation VR - Richard Marks (Sony Computer Entertainment)
2:15			
2:30	Break	Break	Break
2:45	Audio challenges in virtual reality - Nicolas Tsingos (Dolby Laboratories)	VR/AR Funding - Tipatat Chennavasin (The Venture Reality Fund), Jamie Kantrowitz, Amitt Mahajan (Presence Capital)	Using Vuforia to Build Breakthrough Experiences on Mobile and Eyewear - Brigitte Alexander (PTC Inc)
3:00			
3:15	Break	Break	Break
3:30	Pipelines for AR&VR - It's much harder than you think - Terrence Masson (Building Conversation), Bill Polson (Independent)	Augmented Creativity: Bridging the real and virtual worlds to enhance creative play - Mattia Ryffel (Disney Research Zurich)	Plugin Into RealSpace3D Audio - Rod Haxton (VisiSonics)
3:45			
4:00	Break	Break	Break
4:15	Multiplatform VR - Shipping a Vive, Oculus and Playstation VR title in Unity - Devin Reimer & Alex Schwartz (Owlchemy Labs)	Adding Interactivity To Immersive Cinema With Unity - Andrew Cochrane (Mirada Studios)	Using AR Effects to get creative with reality - Robert McCain (Sony Mobile)
4:30			
4:45	Break	Break	Break
5:00	Augmenting Space Exploration with VR/AR - Victor Luo & Jeff Norris (NASA JPL)	VR in the Classroom -- Real Experiences with Virtual Learning - Lisa Castaneda & Tom Swanson (foundry10)	Finding Monsters Adventure VR Experience - Rafael Ferrari & Gabriela Thobias (Black River Studios)
5:15			
5:30	Break	Break	Break
5:45		Using Unity at Valve - Zach Barth (Valve)	Building Better Worlds: Leap Motion Co-founder/CTO on the Arrival of VR - David Holz (Leap Motion)
6:00	Networking Reception - Pool Deck		
6:15 to 8:00			
8:00		Awards Ceremony - Ray Dolby Ballroom	
8:15	Awards Ceremony - Ray Dolby Ballroom		
8:30	Awards Ceremony - Ray Dolby Ballroom		
8:45	Awards Ceremony - Ray Dolby Ballroom		
9:00	End	Ends	End



BREAKOUT SESSION SCHEDULE DAY 2: EXPO HALL/SHOWCASE/DEMOS OPEN 8:30-5:00

	Breakout 1	Breakout 2	Breakout 3
9:15	How to Successfully Adapt Mobile Games into VR Games - Guy Bendov (Sidekick VR games)	Escape from Antarctica : in the footsteps of Shackleton - Scott Ashton (Lost In The Machine)	Rendering Faster and Better with GameWorks VR - Nathan Reed (NVIDIA)
9:30			
9:45	Break	Break	Break
10:00	Vision 2020 - Kurt Akeley (Lytro, Inc.), George Bloom (CBS Digital), Mike Capps (Vision Summit 2016), Nonny de la Pena (Emblematic Group), Philip Rosedale (High Fidelity), Jesse Schell (Schell Games)	Enterprise-Grade AR for Operational Environments: A Postmortem - Steve Richey (Float Mobile Learning)	Making world sensing games with Project Tango - Johnny Lee (Google)
10:15			
10:30		Break	Break
10:45	Break	Virtual Reality Arcades: Today and Tomorrow - Ivan Blaustein & Jamie Kelly (VRcade)	Pillars of Presence: Amplifying VR Immersion - Vincent Hamm & Ben Padgett (Oculus)
11:00		Break	Break
11:15		Break	Break
11:30	Building Inside the Box: Creating Complex Rooms and Covering a Lot of Ground in Room-Scale VR - Jono Forbes (Archean / Defective Studios)	Cityscapes in Mixed and Virtual Reality - Kelly Malone (Taqtile)	Knowing When to Break the Rules - Jesse Joudrey (VRChat LLC)
11:45			
12:00	Break	Break	Break
12:15	What People Do in VR: Designing believable experiences - Kimberly Voll (Radial Games)	The Cognitive Implications of Widespread VR - Dioselin Gonzalez & Timoni West (Unity Technologies)	Delivering VR for Everyone on Everyday Phones - Vincent Hamm & Ben Padgett (Oculus)
12:30			
12:45 to 1:45	Lunch	Lunch	Lunch
1:45	Finding Monsters Adventure VR Experience - Rafael Ferrari & Gabriela Thobias (Black River Studios)	Architecting VR - Julien Lyngé (Arch Virtual)	Adding natural motion to VR experiences - Fred Meyer & Phil Morris (Vizuality Studio Ltd.)
2:00			
2:15	Break	Break	Break
2:30	Don't just teleport - How to walk around something that is bigger than your tracked space - Diego Montoya & Daniel Sproll (REFLEKT GmbH)	Build Architectural and Gaming Environments That Create Presence in VR - Carl Callewaert (Unity Technologies)	Ghostly Mansion: Solving the mystery of developing for Project Tango - Aaron Pulkka (Rabbx Inc.)
2:45			
3:00	Break	Break	Break
3:15	Emotional Presence in Virtual Reality. The Making of Cafe Ame and Sisters - Robyn Gray (Otherworld Interactive)	Introduction to Building VR Experiences in Unity - Carl Callewaert (Unity Technologies)	Creating Mixed Reality Apps with Vuforia - David Beard (PTC Inc)
3:30			
3:45	Break	Break	Break
4:00	Using OSVR to support practically any device or peripheral in your VR/AR experience - Yuval Boger (Sensics, Inc.)	Adventures in Cinematic VR: A Year in Review - Eric Shamlin (Secret Location)	Achieving High Quality Mobile VR Games - Carl Callewaert (Unity), Roberto Lopez Mendez (ARM)
4:15			
4:30	End	Break	Break
4:45		The ITA's "What's Next" Sessions & Panel - Jon Goldman (Skybound Entertainment), Wanda Meloni (Open Gaming Alliance), Charles Morrow (MorrowSound), Daryl Sartain (ITA VR Council), Neil Schneider (The Immersive Technology Alliance), David Traub (Epiphany Film Fund)	Increase frame rate and save time using Simplygon - David Larsson (Simplygon)
5:00			
5:15		Ends 5:45	End