



IDEATEXR Workshop Schedule at IEEEVR 2024

The third workshop on Inclusion, Diversity, Equity, Accessibility, Transparency, and Ethics in Extended Reality (IDEATEXR) at IEEEVR 2024 is pleased to share its schedule for March 16, 2024 in Orlando Florida. Our workshop will extend the entire day, and will be split into a morning session centered around accessibility and an afternoon session centered around diversity, equity, inclusion, and ethics. More detail can be seen below.

08:30 - 08:40	Welcome & Opening Remarks
08:40 - 09:40	PAPER SESSION I: ACCESSIBILITY <ol style="list-style-type: none"> Supporting Individuals with Photophobia in VR: A Case Study of VR Shades, an Accessible VR Application with Feature Prototype - <i>Aaron Gluck, Boise State University</i> An Online Survey Assessing the Accessibility Barriers Encountered by Users of Virtual and Augmented Reality - <i>Per Ola Kristensson, University of Cambridge</i> Ergonomic Hand Motion Assistance and AR Rehabilitation: Bridging the Gap in Tremor Disorder Therapies through DEI-focused Mixed Reality - <i>Xinjun Li, Cornell University, & Zhenhong Lei, Rhode Island School of Design</i> Work-in-Progress: Lessons Learned from Using Exergame, 3D Avatar-Based Feedback for Yoga-Self Training in a Preparatory Study - <i>Clarissa Anjani, University of Cambridge</i> Improving Inclusion of Virtual Reality Through Enhancing Interactions in Low-Fidelity VR - <i>Kristen Grinyer, Carleton University</i>
09:40 - 10:00	A Guide on XR Access - Dylan Fox (XRAccess)
10:00 - 10:30	Coffee Break
10:30 - 11:00	LIGHTNING TALKS <ol style="list-style-type: none"> ASL Champ: A New Dimension of Learning American Sign Language in Virtual Reality - <i>Md Shahinur Alam, Gallaudet University</i> XR Research Avenues for Deaf Users - <i>Abraham Glasser, Gallaudet University</i> Immersive Serious Games and Bio-signals in the Cognitive Therapy of People with Intellectual Disabilities - <i>Jesús Gutiérrez, Universidad Politécnica de Madrid</i>
11:00 - 12:00	Discussion Session I: Accessibility in Mixed Reality
12:00 - 13:30	Lunch
13:30 - 14:30	Keynote Speaker - Dr. Guo Freeman (Clemson University) <i>Designing Inclusive and Safe Social VR Systems to Protect Marginalized Communities</i>
14:30 - 15:30	PAPER SESSION II: DIVERSITY, EQUITY, INCLUSION, AND ETHICS <ol style="list-style-type: none"> Don't Forget Our Presence: Exploring VR for Older Adults - <i>Aaron Gluck, Boise State University</i> Navigating Gender Biases in XR: Towards Equitable Technological Future - <i>Jayasri Sai Nikitha Guthula, University of Arkansas at Little Rock</i> EthnoVR 3.0: Fostering Ethnocultural Empathy and Mitigating Ethnocentrism through Immersive Virtual Environments and Virtual Reality Perspective Taking - <i>Daria Hemmerling, AGH University of Science and Technology</i> ARELE-bot: Inclusive Learning of Spanish as a Foreign Language Through a Mobile App Integrating Augmented Reality and ChatGPT - <i>Gustavo Marfia, University of Bologna</i> Deceptive Patterns and Perceptual Risks in an Eye Tracked Virtual Reality - <i>Gabriella Nicole Ramirez, Virginia Tech</i>
15:30 - 16:00	Coffee Break
16:00 - 16:20	Creating a Diverse and Supportive Lab - Dr. Aleshia Hayes (University of North Texas)
16:20 - 17:20	Discussion Session II: Diversity, Equity, and Inclusion in Mixed Reality Research
17:20 - 17:30	Closing Remarks

We are quite excited to shine a light on our key goals with IDEATEXR, and hope that our lineup of talks and discussions will foster new research avenues as well as push the boundaries of mixed reality research. We can't wait to see you in Orlando!

The IDEATEXR Organizing Committee

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