IDEATExR Workshop Schedule at ISMAR 2024

The fourth workshop on Inclusion, Diversity, Equity, Accessibility, Transparency, and Ethics in Extended Reality (IDEATExR) at ISMAR 2024 is pleased to share its schedule for October 25th, 2024 in the Greater Seattle Area, Washington. Our workshop will be in the morning session from 08:30 to 12:00. More detail can be seen below.

08:30 - 08:40	Welcome & Opening Remarks
08:40 - 10:00	**PAPER SESSION** 1. AI-Powered AR for Enhancing Sports Playability for People with Low Vision: An Exploration of ARSports - *Jaewook Lee, University of Washington* 2. XRAI-Ethics: Towards a Robust Ethical Analysis Framework for Extended Artificial Intelligence -*Lorenzo Stacchio, University of Macerata* 3. INDYvr: Towards an Ergonomics-based Framework for Inclusive and Dynamic Personalizations of Virtual Reality Environments - *Raquel T. Cabrera-Araya, Texas A&M University* 4. Design Considerations for Augmented Reality Location-Based Exergaming: Lessons from Pokemon Go - *Wallace Morris, Virginia Tech* 5. Five Ways Function Models Enable Accessible Mixed Reality Interfaces - *Per Ola Kristensson, University of Cambridge* 6. VR/AR for Users with Tic Disorders: Challenges and Opportunities - *Joseph McVelia, Lancaster University*
10:00 - 10:30	Coffee Break
10:30 - 11:20	**Keynote Speaker - Dr. Brendan David-John (Virginia Tech)** *Title TBD*
11:20 - 11:55	Discussion Session: Security & Privacy in Mixed Reality
11:55 - 12:00	Closing Remarks

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

The IDEATExR Organizing Committee
Lee Lisle, PhD, Virginia Tech
Cassidy Nelson, Ohio University
Matt Gottsacker, University of Central Florida
Missie Smith, Auburn University