Programm:

Freitag, 29.11.2024

9:45	Opening
9:50	Barbora Koudelková: Gamification in Occupational Therapy: Automating the MABC-2 Motor Skill Evaluation
10:20	Selina Natschke: Adaptive Spatial Augmented Reality in Smart Factories
10:40	Há Trang Phanová: Enhancing Wearable Technology in Dementia Care: A Systematic Review of User Resistance and Design Innovations
11:00	Coffee break
11:30	Alexander Weise: Incorporation of a Voice Assistance System in an existing Ambient Assisted Living system to go further
12:00	Hanna Hliavitskaya: Digital representation of building interiors for individuals with vision impairments
12:20	Lunch
13:30	Martin Doležal: Effects of navigation system use on spatial memory and spatial learning
13:50	Anna Šebíková: Approaches of Design Students to Projects for Users with Specific Needs
14:20	Coffee break
14:50	Jan Karhan: Innovation in Design Education: A Personal Approach to Problem-Solving through Personas
15:20	Georg Eißner: Touch2Music – Development of an instrument for music therapy
15:40	Florian Bender: Use of large language models for the verbal description of motion sequences recorded by a sensor floor
16:00	Demonstrations
18:30	Social Dinner

Samstag, 30.11.2024

10:00	Jenny Portwich: Towards a User Interface for Railway Disposition Management: Visualization Approaches and Challenges
10:30	David Schäfer: Analytical comparison of 3D rendering frameworks for integration into a 3D editor
10:50	Coffee break
11:20	Niklas Kothe: IDOIKON - Development of an online tool with low-threshold tools for the art-historical analysis and documentation of perspective constructions in pictures
11:40	Vojtěch Radakulan: Digital twins in contemporary art galleries
12:10	Lunch
13:20	Adam Loucký: How to organize a data organizer
13:40	Jimmy Orawetz: Text-to-Atmosphere: AI-Based Panorama and Ambience Generation for Multisensory Environments
14:10	Organizer Meeting
15:00	Social Event at Christmas Market