Poster arrangement:

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1301 1201 1302 1202 1303
1101 2307 2301 1102 5001

2302 5002 1103 2303 1204
2201 2209 5003 1104 2304

1105 5004 4001 1106 2305 2202
1107 2306 2203 1108 5005 2204

5006 2205 1109 1203 4002
2206 2308 1110 4003 2309

2312 4004 3201 1111 2207 1112
2311 1113 4005 3101 3102 4006

4007 3301 3202 2310 4008 1114
4009 3302 2208 3302 4010 2210
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	1103	Hands-free AR Work Support System Monitoring Work Progress with Point-cloud Data Processing
	1104	Endoscopic Image Augmentation Reflecting Shape Changes During Cutting Procedures
	1105	Toward Enhancing Robustness of DR System: Ranking Model for Background Inpainting
	1106	Interactive Visualizations for Monoscopic Eyewear to Assist in Manually Orienting Objects in 3D
	1107	Movable Spatial AR On-The-Go
	1108	2D-3D Co-segmentation for AR-based Remote Collaboration
	1109	Manipulating Haptic Shape Perception by Visual Surface Deformation and Finger Displacement in Spatial Augmented Reality
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	1111	Avatar-Mediated Contact Interaction between Remote Users for Social Telepresence
	1112	Towards Estimating Usability Ratings of Handheld Augmented Reality Using Accelerometer Data
	1113	Abecedary tracking and mapping: a toolkit for tracking competition
	1114	Retrieving Lights Positions Using Plane Segmentation with Diffuse Illumination Reinforced with Specular Component
	1201	Improved SPAAM Robustness Through Stereo Calibration
	1202	Road Maintenance MR System Using LRF and PDR
	1203	Geometric Mapping for Color Compensation using Scene Adaptive Patches
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	1301	On-site AR Interface with Web-based 3D Archiving System for Archaeological Project
	1302	Photo Billboarding: A Simple Method to Provide Clues that Relate Camera Views and a 2D Map for Mobile Pedestrian Navigation
	1303	Automatic Visual Feedback from Multiple Views for Motor Learning
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	2204	Augmenting mobile C-arm fluoroscopes via Stereo-RGBD sensors for multimodal visualization
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	2310	ARPML: The Augmented Reality Process Modeling Language
	2311	Authoring Tools in Augmented Reality: An Analysis and Classification of Content Design Tools
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	3102	Semi-Parametric Color Replication Method for Optical See-Through Head-Mounted Displays
	3201	Augmented Reality during Cutting and Tearing of Deformable Objects
	3202	Efficient Computation of Absolute Pose for Gravity-Aware Augmented Reality
	3301	RGBDX: fi rst design and experimental validation of a mirror-based RGBD Xray imaging system
	3302	Introducing Augmented Reality to Optical Coherence Tomography in Ophthalmic Microsurgery
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	4004	[Poster] Designing for Engagement in Augmented Reality Games to Assess Upper Extremity Motor Dysfunctions
	4005	Augmented Reality Tool for Markerless Virtual Try-on around Human Arm
	4006	Augmented "Ouch!". How to create intersubjective augmented objects into which we can bump
	4007	Using Augmented Reality to Promote Homogeneity in Learning Achievement
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	5006	Supporting Asynchronous Collaboration within Spatial Augmented Reality