

	From:	To:	
Time:	13:30	14:45	<h2 style="text-align: center;">ROUNDTABLES &amp; WORKSHOPS</h2> <p><b>Citizen's Think Tank: Join the conversation about the digital environment of the future!</b></p> <p>With: Rathenau Institute</p> <p><b>Voor Nederlands, zie beneden.</b></p> <p>Digital technology is developing rapidly. And the impact on our lives is increasing. Would you like to talk about this? Are you curious about the latest technological developments? On Monday 28 and Tuesday 29 November, the Rathenau Instituut wants to engage with citizens about the digital environment of the future. Some refer to this future as 'the metaverse'. What are your wishes and concerns for this new digital environment? You do not need any technical knowledge to participate, and there are no costs involved. Prior to the conversation you can take a look at the VR Playground in De Doelen for free and get an impression of the latest technological developments. If you live in the Netherlands and are older than 18, sign up! We will take your wishes, concerns and needs with us in our conversations with politicians, policy makers and people from the business community.</p> <p>You can register for one of the free sessions here:  <a href="https://www.rathenau.nl/nl/citizens-thinktank-praat-mee-over-de-digitale-omgeving-van-de-toekomst">https://www.rathenau.nl/nl/citizens-thinktank-praat-mee-over-de-digitale-omgeving-van-de-toekomst</a></p> <p><b>About the Rathenau Instituut</b></p> <p>The Rathenau Instituut has been involved in research and debate about the impact of science, innovation, and technology on society for 35 years. Major private investments in the metaverse require public visions of that metaverse. The Rathenau Institute therefore initiates a dialogue with citizens, policy makers, politicians and entrepreneurs to develop these public visions together. In this way we want to follow up on our ten design requirements for the digital society of tomorrow. What needs to be done to ensure that the metaverse enriches our world, instead of impoverishes it?</p> <p><b>Praat mee over de digitale omgeving van de toekomst!</b></p> <p>Digitale technologie ontwikkelt zich snel. De invloed van bijvoorbeeld sociale media op ons leven wordt steeds groter. Vind jij het interessant om hierover mee te praten? Ben jij benieuwd hoe het internet van de toekomst er uit gaat zien? Of maak je je zorgen over de invloed van technologie op ons leven? Op maandag 28 en dinsdag 29 november wil het Rathenau Instituut met jou in gesprek over de nieuwe digitale toekomst. Sommigen noemen die toekomst ook wel 'de metaverse'. Wat zijn jouw wensen en zorgen over deze nieuwe technologie? We voeren dit gesprek op de Immersive Tech Week in de Doelen in Rotterdam. Je hoeft geen technische voorkennis te hebben om mee te doen. Voorafgaand aan het gesprek kun je gratis een kijkje nemen op de VR Playground in de Doelen en zo een indruk krijgen van de nieuwste technologische ontwikkelingen. Als je in Nederland woont en ouder dan 18 bent, meld je dan aan! We nemen jouw wensen, zorgen en behoeften mee in onze gesprekken die we voeren met politici, beleidsmakers en mensen uit het bedrijfsleven.</p> <p>Je kunt je online aanmelden voor een van de gratis sessies op deze website:  <a href="https://www.rathenau.nl/nl/citizens-thinktank-praat-mee-over-de-digitale-omgeving-van-de-toekomst">https://www.rathenau.nl/nl/citizens-thinktank-praat-mee-over-de-digitale-omgeving-van-de-toekomst</a></p> <p><b>Over het Rathenau Instituut</b></p> <p>Het Rathenau Instituut houdt zich al zo'n 35 jaar bezig met onderzoek en debat over de impact van wetenschap, innovatie en technologie op de samenleving. Grote private investeringen in de metaverse vragen om publieke visies op die metaverse. Het Rathenau Instituut gaat daarom in gesprek met burgers, makers, publieke professionals en overheden om die publieke visies samen te ontwikkelen. Zo willen we vervolg geven aan onze tien ontwerpen voor de digitale samenleving van morgen. Wat moet er gebeuren om te zorgen dat de metaverse onze wereld verrijkt en niet verarmt? Hoe beschermen we kinderen in het onderwijs tegen de risico's van immersieve technologie? En is onze democratie weerbaar genoeg tegen een verdere vervaging tussen nep en echt?</p>
Location:	Studio		
Type:	Roundtable		
Time:	16:00	17:15	<p><b>Citizen's Think Tank: Join the conversation about the digital environment of the future!</b></p> <p>With: Rathenau Institute</p> <p><b>Zie boven.</b></p> <p><b>See above.</b></p>
Location:	Studio		
Type:	Roundtable		
Time:	18:30	19:45	<p><b>Citizen's Think Tank: Join the conversation about the digital environment of the future!</b></p> <p>With: Rathenau Institute</p> <p><b>Zie boven.</b></p> <p><b>See above.</b></p>
Location:	Studio		
Type:	Roundtable		
Time:	08:00	17:00	<p><b>Hackathon: The Sprint</b></p>
Location:	Van Weelde Zaal		

Type:	Roundtable	<p>During the Immersive Tech Week in De Doelen in Rotterdam a hackathon will take place from Monday 28 to Wednesday 30 November in which multidisciplinary teams will focus on challenges around themes such as Health, Climate &amp; Sustainability, Culture &amp; Entertainment, Productivity, Inclusion and Industry. Solutions and opportunities will be sought in applications such as VR, AR and XR. Work is being done on challenges submitted by companies and governments.</p> <p><b>Team composition</b> Participants can register individually or as members of a team. Note: It is required that there are at least three expertises in the team. A team consists of a maximum of seven people. Teams with two expertises or less will be supplemented by team members with other expertise.</p> <p><b>Practical information</b> Attendance to the hackathon and Immersive Tech Week is free for all participants. The hackathon lasts for three days. You are welcome every day, from Monday 08.00 to Wednesday 17.00. The hackathon will take place at De Doelen. During the hackathon, teams will be provided with (free) food and drinks.</p> <p><b>Support</b> Technical support staff and subject matter experts are present on the floor on an irregular basis.</p> <p><b>Facilities</b> A table, power and internet access are available for each team. A number of headsets and the like are jointly available for all teams.</p> <p><b>Prizes</b> A jury of experts will select three prize winners. Several cash prizes are available. The amount of the amounts is yet to be announced.</p> <p><b>Copyright</b> Everything produced by teams will be available as Creative Commons Share Alike.</p> <p><b>Registration</b> Registration for the hackathon is open until 18 November 2022.</p> <p><b>Organisation</b> The Sprint is organised by Hogeschool Rotterdam in collaboration with VR Days (Immersive Tech Week), Municipality of Rotterdam and De Doelen <a href="https://vrdays.co">https://vrdays.co</a></p> <p><b>Contact</b> For questions, please contact: Frederike Manders <a href="mailto:f.c.manders@hr.nl">f.c.manders@hr.nl</a> Peter van Waart <a href="mailto:p.van.waart@hr.nl">p.van.waart@hr.nl</a></p>
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From:	To:	<b>EXPERIENCES</b>
Time:	13:00 20:00	
Location:	Grote Zaal Hal	

**Playground**

Type:	Experience
	<p>Playground showcases breathtaking immersive, digital worlds and experiences that connect the real and the virtual in new and unexpected ways. Free for all! A place to come together and engage with new technologies such as AR, VR, Web3, haptics and more. Playground is a space at de Doelen featuring state of the art technology and unforgettable immersive and interactive experiences for people of all ages and backgrounds to enjoy.</p> <p>Access to Playground is FREE but you need to reserve a time-slot so we can ensure a good experience for everyone.</p> <p><b>TENNIS ESPORTS: VR TENNIS AS A VIRTUAL SPORT</b> Building a virtual sport from grassroots to enhance the tennis experience and increase participation</p> <p><b>DRIFTSPACE</b> Driftspace is a social sharing platform for spatial media in VR. Spacemittens is our latest experiment in social VR using networked hand tracking and gesture detection. Play with friends as glittering disco-ball avatars in zero gravity and paint with your fingers in the infinite expanse of space.</p> <p><b>EMPOWER PEOPLE WITH XR MEDITATION EXPERIENCES</b> CaptainVR is developing Immersive coaching and health Experiences to empower people. They measure the effectiveness of the tools with Biofeedback to empower people to become the captain of their lives again.</p> <p><b>DIGITAL HUMANS</b> 4DR Studios bringS 'soul to digital' through high-quality volumetric productions that capture even the subtlest movement and expression in razor-sharp detail. Showcase of work by Studio 100, Guillame de pakketbezorger uit de 18e eeuw, Schola Medica, BUAS, Envisions, Chagall, Studio Wildvreemd, Virtual Acting, YLE.</p> <p><b>THE VIRTUAL CAMPUS</b> When COVID hit, ErasmusX, a radical innovation unit within Rotterdam Erasmus university, took action and created a virtual version of the campus in Minecraft. The project was rewarded with the Best in Class Award 2021.</p> <p><b>STYLY AR INSTALLATION</b> STYLY invites visitors into an immersive mixed reality experience featuring the creative expressions of 6 international artists. Using Augmented Reality designed on the STYLY Studio platform, each immersive installation invites a playful interaction with the physical surroundings of the VR Days Playground.</p> <p><b>VALKYRIE INDUSTRIES</b> While wearing EIR armbands and Meta Quest 2 headset, the audience will experience engaging fitness HIIT classes. Get prepared to be electrified to get to the top of the fitness leaderboard</p> <p><b>VELICUS</b> Introducing CPR+, a Mixed Reality application that allows you to practice CPR while interacting with digitally projected objects. Instead of practicing on just a manikin, you can create a more immersive experience by seeing an actual person, heightening the educational experience and increasing learning retention.</p> <p><b>VR HEALTHY</b> VR Healthy conducts research into the physical and mental health aspects of VR games. They have developed a certification for VR games based upon any benefits found through scientific research.</p> <p><b>WINTOR</b> Understand the history of Rotterdam by its statues. At the Playground you can find 3D scanned statues from the city center and learn more about it. If you want to see the real deal, you can use the AR-tour to go out and learn more at the sites of the statues using a location-based AR tour.</p> <p><b>ROTTERDAM PHILHARMONISCH ORKEST</b> The Virtual Reality Orchestra Discoverer - experience a 3D experience with the orchestra. Step on the stage and stand in the middle of the orchestra. Listen and watch it from different positions.</p> <p><b>WISDOM</b> Wisdom is a breakthrough in science education that explains the effects of psychedelics on the brain within the predictive coding neuroscience framework. You will also be able to interact with the Wisdom character outside of VR with a biofeedback meditation game.</p> <p><b>JUSTIN BEAVER: CLIMATE CHANGE FROM ANIMALS' PERSPECTIVE</b> Justin Beaver is a unique interactive VR film experience where the audience can experience climate change, pollution and global warming from the perspective of an animal.</p> <p><b>INTOD'MENTIA</b> This experience allows players to experience an ordinary day from the perspective of someone with early dementia.</p> <p><b>CINE VR</b> CINEVR is a virtual movie theater available with a VR headset to watch 2D, 3D and 360° videos alone or with friends and family in one of the 8 amazing thematic 3D theaters: drive-in, beach, lmax, antic theater, haunted house, spaceship... CINEVR is the first block of a global metaverse dedicated to entertainment with more than 600k downloads worldwide.</p>
	<p>From: To:</p>
Time:	13:00 17:00
Location:	Willem Burger Foyer

**Church of VR (open to all)**

<p>Type:</p>	<p>Experience</p>	<p>At the Church of VR, you have the opportunity of experiencing the most creative projects of 2022, a rich selection of innovative, inspiring, intimate, mindboggling and award winning creative VR projects. Transcend into the virtual, move into the future, dive into someone else's inner world or become part of an entirely different place and time on earth.</p> <p>Selected projects:</p> <p><b>Kubo walks the city</b> Like an "ethno-detective", follow the footsteps of Kubo, a Korean writer in his urban flanerie in Seoul in 1934.</p> <p><b>Spacewalkers</b> Experience history as you immerse yourself in the world's first-ever spacewalk captured in cinematic VR outside the International Space Station.</p> <p><b>Everywhen</b> A 360° video adaptation of EVERYWHEN – an intermedia performance that deals with the topic of historic recurrence through movement, 3d visuals, and sound spatialization.</p> <p><b>Chroma 11</b> Chroma 11 is a Virtual Reality immersive experience based on the true story of lost love of dance artist Aaron Khek Ah-hock and his partner Ix Wong Thien-pau.</p> <p><b>Clouded VR</b> Upload your mind to the cloud and immerse yourself in a dystopian virtual holiday in the Cloud Hotel, and enjoy an abstract narrative experience.</p> <p><b>Uncanny alley</b> Uncanny Alley is a murky corner of the Metaverse that follows Gh0st, Glitch and other Metazins as they navigate their corner of the Metaverse.</p> <p><b>Quantum bar</b> Eager to serve engaging conversations, the Quantum Bar's AI bartender is always happy to hear what's on his visitors' minds.</p> <p><b>Darkening</b> How is the world perceived by someone with depression? The animated immersive film uses virtual reality to address depression and the ways to cope with it.</p> <p><b>I pity the garden</b> I Pity the Garden is an immersive artwork about a premonition of the end. Through the VR experience, the viewer is led into a realm of magical realism.</p> <p><b>Immortelle</b> Immortelle is an atmospheric and figurative 6DOF work illustrating the flights and falls of psychological endurance.</p> <p><b>This is not a ceremony</b> You're invited to witness an unforgettable cinematic VR experience, guided with care and kindness by tricksters, matriarchs and buffalo.</p> <p><b>The Choice</b> The Choice is a virtual reality experience that lets us see from a different perspective the emotional and complex nature behind one woman's choice.</p> <p><b>Lavrynthos</b> Lavrynthos places you at the heart of the labyrinth of Crete to tell you the story of the unlikely relationship between the Minotaur and his next meal: a girl named Cora.</p> <p><b>(Hi)story of a Painting: The Light in the Shadow</b> An animated 6DoF VR series aimed at engaging young audiences with art by creating intimate, gripping and relatable experiences.</p> <p><b>From the main square</b> A civilization blossoms, with all its contradictions, only to become a danger to itself. Encircling a central square, a new town emerges in all its diversity.</p> <p><b>Diary of a shapeshifter</b> Haunted by a shadow casted by fear an artist faces surreal manifestations of his subconscious mind.</p>
<p>From:</p>	<p>To:</p>	<p><b>Creators' Lab</b></p>
<p>Time:</p>	<p>10:00      17:00</p>	
<p>Location:</p>	<p>Eduard Flipse Zaal</p>	

Type:

Creators at work

Creators' Lab is the place where new content is being created during Immersive Tech Week. This way we facilitate the development of XR storytelling and give European XR creators an extra push in the back.

Together with CineDans and Design Academy Eindhoven we have selected two projects whom we are providing with tech, developers and mentors to make a leap in their project. This year the creators are Margherita Landi and the Blies Brothers.

On Tuesday, Wednesday and Thursday, visitors can join to see the first results and interact with the makers from 17:00-18:00.

On Friday the final results are presented in a special session from 12:45- 13:30 also in the Eduard Flipse Zaal.

The Blies Brothers (Stéphane Hueber-Blies & Nicolas Blies) are two French multimedia artists and filmmakers. They used the CineDans VRLab as initial research for their new project 'The Taste of Unbalance': a poetic, choreographed walk in virtual space. VR in combination with AI makes you aware of your own way of walking by emphasizing the synchronous and asynchronous nature of your footsteps.

Margherita Landi is a choreographer and video maker. Since 2014, she has been involved in research on the body and new technologies and how the relationship between the two transforms many common human rituals. During the CineDans VRLab, Margherita researched the implementation of VR within the Laban notation system, a dance notation system invented by the dancer, choreographer and theoretician Rudolf von Laban in the first half of the 20th century.

If you want to visit out of visiting hours, call or email Laura Eager on +447909078907 or [lauraeager.info@gmail.com](mailto:lauraeager.info@gmail.com).