



“2022 Open Afternoon GuestXR” – EventLAB

The GuestXR project aims to create an immersive online social space through extended reality, where the focus is on the existence of a machine learning agent called “The Guest”, which can facilitate interaction between participants to help them achieve their intended goals.

Agenda: Tuesday, 15th November 2022

14:30 Welcome coffee

15:00 Intro to GuestXR project

15:00 General project overview – Mel Slater (UB) (15 min)

Mel Slater is a Distinguished Investigator at the Universitat de Barcelona and co-director of the Event Lab, in the Faculty of Psychology. He was Professor of Virtual Environments at University College London 1997-2018 in the Department of Computer Science. In 2005 he was awarded the Virtual Reality Career Award by IEEE Virtual Reality ‘In Recognition of Seminal Achievements in Engineering Virtual Reality’ and is a member of the IEEE Virtual Reality Academy. He is Field Editor of Frontiers in Robotics and AI, and Chief Editor of the Virtual Environments section. He received the A. v. Humboldt - J. C. Mutis Research Award in 2020. He has supervised 40 PhD students in computer graphics and virtual reality. He currently holds a European Research Council Advanced Grant ‘Moments in Time in Immersive Virtual Environments’ (MoTIVE) and is scientific leader of the GuestXR European project.

15:15 Description demo VR United and Chess – Ramon Oliva (UB) (10 min)

Ramon Oliva is a Postdoctoral researcher at the EventLAB, Universitat de Barcelona (UB) since 2016. He obtained his PhD in Computer Science at the Universitat Politècnica de Catalunya (UPC) that same year, with the thesis entitled “A Framework for Navigation of Autonomous Characters in Complex Virtual Environments”, where he developed a new system for AI navigation based on Navigation Meshes. He obtained the Excellent Cum Laude distinction. Prior to this, he joined the EventLAB in November 2013 as a VR Programmer. During his professional career, he has been involved in the technical design and development of many Virtual Reality projects on the fields of medical rehabilitation, psychological treatments, phobias, recreation of historical events, sports training and many others. He has also been in charge of developing and maintaining some of the main tools used internally for the development of the VR scenarios. His research is currently focused on user interaction and experiences in shared virtual environments with multiple people. Since February 2022 he is also a consultant professor at the Universitat Oberta de Catalunya (UOC) at the MSc of Videogames.

15:25 Description demo Conflict Resolution – Esen Küçüktütüncü (UB) (5 min)

Esen Kucuktutuncu is a PhD Student and is part of Event Lab. She received her master's degree in Cognitive Systems and Interactive Media from UPF. Her research focuses on social virtual spaces and the integration of virtual agents in VR.

15:30 Demos and Refreshments

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| ➤ 15:30 VR United (invited room) | 16:30 Chess (invited room) |
| ➤ 15:30 Conflict Resolution (Cave Lab) | 16:30 Concert Dire Straits (Cave Lab) |

LOCATION



EventLAB

CAMPUS MUNDET. Edifici CAVE

Passeig de la Vall d'Hebró, 171 (Barcelona)

Here are instructions about getting to the lab by metro.

By metro, take line 3 ("green") towards Trinitat Nova and get off at Mundet.

(Of course you may have to take another metro line first to get to line 3).

When you get out of the train you go up an escalator. Then at the top turn right.

You will go up another escalator to the street.

When you reach the street, keep walking in the same direction up a hill.

You will very shortly come to a roundabout, and there will be a bus stop with students waiting.

Take the bus (it is free) and get off when it reaches the top of the hill (2-3 mins) and it is where everyone gets off.

When you get off the bus you will be facing some steps.

Walk up the steps and go to the left. You will see a "pre fabricated" building, with the Event Lab name outside.

<https://goo.gl/maps/UzJnsqm23awC8eRU6>

(this google map may not be 100% accurate in locating our exact building).