

Program

Thursday, 23 May 2024

10⁰⁰– Registration

11⁰⁰– Opening

Morning Session

Chair: Anna Mária Bólya

11³⁰–11⁵⁰

Ildikó Horváth

From Traditional to Technological: Exploring the Shift to VR and AI in Performing Arts

11⁵⁵–12¹⁵

Anna Sudár

The Rhythm of Virtual Reality: Dance History Presentation in a Desktop VR Environment

12²⁰–14⁰⁰ **Lunch**

1st Afternoon Session

Chair: Erzsébet Bujdosóné Dani

14⁰⁰–14²⁰

Ahmed Alyousify, Attila Gilányi

Avatars and Applause: Exploring the New Rules of Comedic Engagement in VR

14²⁵–14⁴⁵

Borbála Berki

Embodied Avatars in Virtual Reality Enhancing Learning in Dance Education

14⁵⁰–15¹⁰

Ildikó Papp

Interpreting and Applying Spatial Shapes – How Can We Make the Learning Process Easier?

15¹⁵–15³⁵

Abdallah Alhamad, Attila Gilányi

Simulating Performing Arts in the Metaverse: Utilizing Computer Vision and Motion Capture

15⁴⁰–16⁰⁰ **Coffee Break**

2nd Afternoon Session

Chair: Ildikó Horváth

16⁰⁰–16²⁰

Attila Gilányi

On Virtual Models of the First National Theater of Hungary and Their Applications Related to Performing Arts

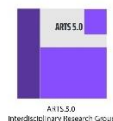
16²⁵–16⁴⁵

Péter Baranyi

Workflows in 3D Digital Environments

16⁵⁰–17²⁰

Virtual, Augmented and Mixed Reality Presentation



Friday, 24 May 2024

1st Morning Session

Chair: László Koppány Csáji

9⁰⁰–9²⁰

Mihály Timár

Importance of Motion Pictures and Video Recordings in Dance Pedagogical Method of Sándor Timár

9²⁵–9⁴⁵

Anna Mária Bólya

Pilot – Measuring Perception of Traditional Dances Different Type of Meters Using Motion Capture

9⁵⁰–10¹⁰

Ferenc Tamás Adamovich

The Correlation System and Purpose of Use of Affective Movement Pedagogy and Virtual Space

10¹⁵–10³⁵

Faris Al-Fayyadh, Attila Gilányi, Péter Gemza

Exploring the Impact of Virtual Reality on Theater Exhibition

10⁴⁰–11⁰⁰

Coffee Break

2nd Morning Session

Chair: Ádám B. Csapó

11⁰⁰–11²⁰

Vessela Statkova

Reimagining Space: Virtual Reality in Scenography Education

11²⁵–11⁴⁵

Lilla Dalma Dominek, Erzsébet Bujdosóné Dani, Nóra Barnucz

Flow Measurement Results of Applying Augmented Reality and Multimedia in Higher Education

11⁵⁰–12¹⁰

Thawra Alyusef

Using Virtual Reality Tools to Help Football Players

12¹⁵–14⁰⁰

Lunch

1st Afternoon Session

Chair: Borbála Berki

14⁰⁰–14²⁰

Marianna Zichar

The Potential of 3D Scanning in Virtual Reality Applications

14²⁵–14⁴⁵

Ádám B. Csapó

VR and Digital Reality: Transitioning from Topical to Workspace-Centered Environments

14⁵⁰–15¹⁰

Barbara Haines

Mapping Motion: Motion-capture Through the Visualization of Benesh Movement Notation System

15¹⁵–15⁴⁰

Coffee Break

2nd Afternoon Session

Chair: Attila Gilányi

15⁴⁰–16⁴⁰

Discussion on Challenges and New Directions Connected to the Future of Applications of Virtual Reality in Performing Arts

16⁴⁰

Closing