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Paper 1 (Long paper):

Title: Refined experiment of the Altered Human Joystick for User Cohabitation in Multi-stereoscopic Immersive CVEs

Authors: Weiya Chen, Nicolas Ladeveze, Céline Clavel and Patrick Bourdot

Paper 2 (Technote):

Title: Vishnu: Virtual Immersive Support for HelpiNg Users – An Interaction Paradigm for Collaborative Remote Guiding in Mixed Reality

Authors: Morgan Le Chénéchal, Thierry Duval, Valérie Gouranton, Jérôme Royan and Bruno Arnaldi

Paper 3 (Extended abstract):

Title: 3D Collaborative Interaction for Aerospace industry

Authors: Damien Clergeaud, François Guillaume and Pascal Guitton

Paper 4 (Extended abstract):

Title: Bringing real world objects, spaces, actions, and interactions into social VR

Authors: Misha Sra and Chris Schmandt

Paper 5 (Position paper):

Title: When the Giant meets the Ant – An Asymmetric Approach for Collaborative and Concurrent Object Manipulation in a Multi-Scale Environment

Authors: Morgan Le Chénéchal, Jérémy Lacoche, Jérôme Royan, Thierry Duval, Valérie Gouranton and Bruno Arnaldi