

2016 IEEE International Workshop on Mixed Reality Art (MRA 2016)

**Greenville, South Carolina, USA
19 March 2016**



**IEEE Catalog Number: CFP16G54-POD
ISBN: 978-1-5090-1376-0**

**Copyright © 2016 by the Institute of Electrical and Electronics Engineers, Inc
All Rights Reserved**

Copyright and Reprint Permissions: Abstracting is permitted with credit to the source. Libraries are permitted to photocopy beyond the limit of U.S. copyright law for private use of patrons those articles in this volume that carry a code at the bottom of the first page, provided the per-copy fee indicated in the code is paid through Copyright Clearance Center, 222 Rosewood Drive, Danvers, MA 01923.

For other copying, reprint or republication permission, write to IEEE Copyrights Manager, IEEE Service Center, 445 Hoes Lane, Piscataway, NJ 08854. All rights reserved.

****** This is a print representation of what appears in the IEEE Digital Library. Some format issues inherent in the e-media version may also appear in this print version.***

IEEE Catalog Number:	CFP16G54-POD
ISBN (Print-On-Demand):	978-1-5090-1376-0
ISBN (Online):	978-1-5090-1375-3

Additional Copies of This Publication Are Available From:

Curran Associates, Inc
57 Morehouse Lane
Red Hook, NY 12571 USA
Phone: (845) 758-0400
Fax: (845) 758-2633
E-mail: curran@proceedings.com
Web: www.proceedings.com

CURRAN ASSOCIATES INC.
proceedings
.com

TABLE OF CONTENTS

Node Kara: An Audiovisual Mixed Reality Installation.....	1
<i>A. Camci, A. Forbes</i>	
Exploring Embodied Experience of Flying in a Virtual Reality Game with Kinect.....	5
<i>X. Tong, A. Kitson, M. Salimi, D. Fracchia, D. Gromala, B. Riecke</i>	
Synesthesia Audio-Visual Interactive-Sound and Music Visualization in Virtual Reality with Orbital Observation and Navigation	7
<i>B. Outram</i>	
The Galileo Project.....	9
<i>W. Caldwell, R. McHugh, T. Upthegrove</i>	
DigitalQuest: A Mixed Reality Approach to Scavenger Hunts	11
<i>M. Cavallo, A. Forbes</i>	
Author Index	