

# **2018 IEEE 4th VR Workshop on Sonic Interactions for Virtual Environments (SIVE 2018)**

**Reutlingen, Germany  
18 March 2018**



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## **Program – Sunday 18th March 2018**

see IEEE VR program overview for further details: <http://ieeivr.org/2018/program/overview.html>

**9:00-9:30 Welcome**

**9:30-10:30 1st session – oral presentations O1 – Sound Spatialization**

- Daniele Salvati, Carlo Drioli, Federico Fontana and Gian Luca Foresti. Importance of binaural cues of depth in low-resolution audio-visual 3D scene reproductions.....1
- Roberto Barumerli, Michele Geronazzo and Federico Avanzini. Round Robin Comparison of Inter-Laboratory HRTF Measurements – Assessment with an Auditory Model for Elevation.....7

**10:30-11:00 Break**

**11:00-12:00 2nd session – oral presentations O2 – Applications of sound in space**

- Haojie Wu, Daniel Ashmead, Haley Adams and Bobby Bodenheimer. 3D Sound Rendering in a Virtual Environment to Evaluate Pedestrian Street Crossing Decisions at a Roundabout.....12
- Angelika C. Kern and Wolfgang Ellermeier. Influence of hearing your steps and environmental sounds in VR while walking.....18

**12:00 13:30 Lunch**

**13:30-15:00 3rd session – oral presentations O3 – Music and sonic interactions in VR**

- Liang Men and Nick Bryan-Kinns. LeMo: Supporting Collaborative Music Making in Virtual Reality.....22
- Falk Morawitz. Quantum – An art-science case study on sonification and sound design in virtual reality.....28
- Michele Geronazzo, Francesca Nardello and Paola Cesari. An Educational Experience with Motor Planning and Sound Semantics in Virtual Audio Reality.....33

**15:00-15:30 Poster/Demo craze (PDC)**

**15:30-16:00 Break**

**16:00-17:15 Posters & Demos**

- Tray Minh Voong and Michael Oehler. Sound Radiation of Musical Instruments in VR Environments.....38
- Alex Baldwin, Stefania Serafin and Cumhur Erkut. Towards the Design and Evaluation of Delay-based Modeling of Acoustic Scenes in Mobile Augmented Reality.....44
- Christoph Urbanietz and Gerald Enzner. Binaural Rendering for Sound Navigation and Orientation.....49

- Maria Cuevas-Rodriguez, Lorenzo Picinali, Daniel Gonzalez-Toledo, Carlos Garre, Ernesto de La Rubia-Cuestas, Luis Molina-Tanco, David Poirier-Quinot and Arcadio Reyes-Lecuona. The 3D Tune-In Toolkit – 3D audio spatialiser, hearing loss and hearing aid simulations.....54

**17:15-17:30 Closing**