

Preliminary Program

Please note that the conference program provided is subject to changes and updates







EUROPEAN & BELGIAN ECOSYSTEMS

TECH&INDUSTRY | SCIENCE

ENTERTAINMENT CULTURE&HERITAGE				
DAY 3	20-oct			

	DAY 1 18-oct		DAY 2 19-oct		DAY 3 20-oct	
	PLENARY	BREAK-OUT	PLENARY	BREAK-OUT	PLENARY	BREAK-OUT 1
						_
					AR for Tourism - Tech Talk	
	OPENING WORDS			Scientific Conference with Fraunhofer	KEYNOTE - Art & Museum	Conference & demos for students
	XR: Towards 2030 - VIP session		PANEL on generative AI		Make the city your own with AR	
	European Public Policy		PANEL on Mocap & VolCap		Stereoscopic forgotten archives	
			Use-case Mocap	Institute	Skins & Avatars to change the game	
	Farmer Francisco B. Welson		Metaverse Marketing			
	European Ecosystem Builders		How AR is changing the world		Perspective Intersection: Crossroads of Viewpoints	PANEL: XR in Education
	xhibition visits B2B ress tour of exhibition area 1PM-2.15PM	XR4EU General Assembly		Visionnaries Think Tank	unch Time Exhibition visits B2B XR Showcase sponsored by INVR	
		Presentation of Horizon Europe				
		projects DG CNECT workshop + feedback	XR industry use-cases	Producer's POV		
				XR4Human workshop	Broadcasters' POV	Conference and demos for students
	Meet the Belgian champions in XR		Next-gen content creation		Spatial and social audio in XR projects	
	Coffee break		WIIT Panel		CLOSING PANEL: XR Challenges for the future of XR	
ı	M 5		Coffee Break		Visit of AR galery	
	Meet the European Metaverse Research Network					
ı			IMPULSE Program - Pitch Party			
Research & Industry in the Metaverse		Entrepreneurship				
J			Content Creation			
	Networking mixer sponsored by Meta				EUROPEAN XR AWARD	S
			Networking mixer		dress code: black-tie / formal wear	
			EUROPEAN XR AWARDS Ceremony			
					Open to all - upon registration	
					Stereopsia After-party	