SPP2236 AUDICTIVE - Kick-off Meeting, April 27th, 2021

Schedule for the day - tentative:

* 8:55   **ARRIVE (please update your zoom application so we all can use the commenting function)**

* 9:00   Welcome and orientation

* 9:20   Meet in small groups and get to know each other

* 10:05 **BREAK**

* 10:20 Project presentations:

    1. Influence of visual cues in interactive audiovisual virtual environments on auditory attention decoding and cortical tracking of speech
    2. APlausE-MR – Audiovisual Plausibility and Experience in Multi-Party Mixed Reality
    3. Audio-visual perception of vehicles while navigating in traffic: Design, evaluation, and research application of multimodal virtual environment technologies
    4. Cognitive and signal-driven factors in static and dynamic distance perception

    BREAK

    5. Development and Validation of Audio-visual VR Technology on the Basis of Experiments on Auditory Localization and Attention in Virtual and Real 3D-Spaces
    6. Evaluating cognitive performance in classroom scenarios using audiovisual virtual reality – ECoClass-VR
    7. Influence of audio rendering in virtual environments on realism, presence, and socio-cognitive processing

    BREAK

    8. Listening to, and remembering conversations between two talkers: Cognitive research using embodied conversational agents in audiovisual virtual environments
    9. Perceptual learning and neural plasticity in synthetic worlds. The case of distance perception
    10. QoEvaVE – QoE Evaluation of Interactive Virtual Environments with Audiovisual Scenes

* 13:00 **LUNCH BREAK**

* 14:00 Presentation of Coordination Project and Research Data Management

* 14:20 Exercise 'research process', meet and discuss in teams

* 14:50 Quick presentation of results

* 15:20 **BREAK**

* 15:35 Presentation of networking possibilities and funds - incl. discussion

* 16:00 Outlook - how to stay connected, upcoming meetings & workshops

* 16:20 Wrap-up & Conclusion

* 17:00 **END**