

BEREICH SPORTWISSENSCHAFT

VR in Sports Science

Symposium 2024

Supported by the German Research
Foundation



Date: 8th and 9th of April 2024

Location:

Room 125 in building 40 (Zschokkestr. 32, 39104 Magdeburg)

If you arrive by car, you can park behind the building. A parking permit is required for this, which will be provided upon request.

Within Magdeburg, the location is accessible by taking streetcar lines 1, 2, 6, 9, or 10 to "Opernhaus" and walking the remaining distance (approximately 400 meters).

Zoom:

For online participation you can use the following link:

› <https://ovgu.zoom.us/j/67122050742> (<https://ovgu.zoom.us/j/67122050742>)

Meeting-ID: 671 2205 0742

Kenncode: 510123

Lunch:

For lunch, there are several options available near the location. › [Here](https://www.spw.ovgu.de/ispw_media/SPE/AG_Antizip_VR_Sport/divers/Looking_for_Lunch-p-3128.pdf) (https://www.spw.ovgu.de/ispw_media/SPE/AG_Antizip_VR_Sport/divers/Looking_for_Lunch-p-3128.pdf) is an overview.

Objective of the symposium

The aim of the symposium is to bring together all scientists and interested persons who are concerned with the possibilities of virtual reality in sports science. In order to promote national and international networking, this event will be held in English.

A conference fee will not be charged. However, all accommodation and overnight costs are to be paid by the participants themselves.

Registration

We regret to inform you that registration for in-person attendance at the symposium has closed. However, online participation is still available. You can still join us virtually for all the insightful sessions and discussions by writing an e-mail to vr_spowi@ovgu.de.

Timetable

Monday, 08.04.2024

Time		
15:00 - 18:00	Workshop "VR-Modeling"	Dr. Stefan Pastel, M.Sc. Dan Bürger

Tuesday, 09.04.2024

Time		
10:00	David Mann (Amsterdam)	Hitting in Virtual Reality: a 'Home-Run' for the Representative Study of Interception
11:00	Kerstin Witte (Magdeburg)	Visual Perception in Sports under VR Conditions (Review)
11:30	Lunch	

12:30	<u>Session A</u> : Sports in VR	<ul style="list-style-type: none"> ▶ Gilles Montagne (Aix-Marseille): Virtual Reality to optimize the anticipation skills of high-level athletes: the example of the 4x100 m relay ▶ Richard Kulpa (Rennes): Training of anticipation skills of boxers for Paris 2024 with virtual reality ▶ Carla Luttmann (Regensburg): Visual Flow in VR-based Exercises ▶ Stephan Streuber (Coburg): Using Virtual Reality as a tool to study the importance of visual cues in table tennis ▶ Annabelle Limballe (Rennes): Impact of Gaussian blur on perceptual-motor behaviour in boxing: A virtual reality assessment
14:00	Coffee Break	
14:30	<u>Session B</u> : Application of VR for Sports Science Research	<ul style="list-style-type: none"> ▶ David Harris (Exeter): Perception and Learning in Virtual Reality ▶ Mustafa Coskun (Bielefeld): Dual Task Visual Attention in Virtual Reality ▶ Solène Gerwann (Heidelberg): The potential of iVR and AV in Sport and Performance Psychology Research ▶ Marie Otilie Frenkel (Furtwangen): What can we learn from VR/MR trainings for blue light organizations for applications of these technologies in sport science? ▶ Bernhard Lenz (Karlsruhe): DIVE+ New simulator that combines VR and climate simulation ▶ Christian Hansen (Magdeburg): VR/AR in der Chirurgie
16:30 - 17:30	Practical Demonstrations	Testroom 1