

## CDVE2021 Conference Session List

<b>Sections</b>	<b>Authors</b>	<b>Title</b>
CA1	Barbara M. Anthony, Miryam Galvez, and Chris Ojonta	(Sh)Questions of Sincerity in Cooperative Polls
CA1	Therese Anne Rollan, Caslon Chua and Leorey Marquez	Crowd Cognitive Modeling as a Vital Process for Collaborative Disaster Management
CV1	Yu Liu, Paul Craig, and Fabiola Polidoro	Animated Transitions for Multi-user Shared Large Displays
CV1	Tianyu Zhu, Takayuki Fujimoto	A 360-degree video shooting technique that can avoid capturing the camera operator in frame
CE1	Yacine Mezrag and Conrad Boton	Integrating 4D simulations and Virtual Reality environments: An innovative prototype
CE1	Maria Rosaria Stufano Melone and Domenico Camarda	Collective knowledge management in city planning: Building spatial-cognition ontologies from literary works
CE2	Peter Nørkjær Gade, Kjeld Svidt and Rasmus Lund Jensen	Practitioner Experiences and Requirements for Rule Translation Used for Building Information Model-based Model Checking
CE2	Kobkaew Opasjumruskit, Sirko Schindler, and Diana Peters	(Sh)Automatic Data Sheet Information Extraction for Supporting Model-based Systems Engineering
CA2	Hai Chau Le, Weidong Huang, Mark Billingham and Eng Hwa Yap	Identifying Human Factors for Remote Guidance on Physical Tasks
CA2	Kazuya Komatsu, Pimlapat Yoothong and Pornsuree Jamsri	A Sufficiency Agriculture Learning Platform for the Development of New Agriculturists
CA2	Tran Khanh Linh and Phan Duy Hung	Building a Remote Laboratory based on NVIDIA GeForce Experience and Moonlight Streaming
CA3	Yalmar Ponce Atencio, Manuel J. Ibarra, Julio Huanca Marín, Richard Flores Condori, Fidel Ticona Yanqui, and Juan Oré Cerrón	(Sh)Calligraphic Drawing for Collaborative Virtual Whiteboard Systems
CA3	Kanata Itoh and Takayuki Fujimoto	The Potential of Campus Business and Estimated Cost of In-Class Advertising
CA3	Ngo Tien Luu and Phan Duy Hung	Loan Default Prediction using Artificial intelligence for the Borrow – Lend Collaboration
CA4	Ursula Kirschner and Martin Kohler	Collaborative Filmmaking: Extending the Modes of Working Together by a Digital Platform
CA4	Jang Ho Lee	(Sh)Large-Sized Tablet-Based Live Mobile Learning System with a Large Whiteboard Area

CE3	Le Hoang Nam and Phan Duy Hung	Building a Big Data Oriented Architecture for Enterprise Integration
CE3	Phan Duy Hung, Do Thuy Trang and Tran Khai	Integrating Chatbot and RPA into enterprise applications based on open, flexible and extensible platforms
CD1	Eric Brattli and Weihai Yu	Supporting Undo and Redo for Replicated Registers in Collaborative Applications
CD1	Wojciech Palacz, Iwona Grabska-Gradzińska, Leszek Nowak and Ewa Grabska	(Sh)Designing Plots for Multiplayer Games with the Use of Graph Transformation Rules
CD1	Leszek Nowak, Iwona Grabska-Gradzińska, Ewa Grabska, Wojciech Palacz, Mikołaj Wrona, Agnieszka Konopka, Krzysztof Mańka, Michał Okrzesik, Dominik Urban, Karolina Szypura, Andrzej Mikołajczyk and Jakub Kuligowicz	(Sh)Graph Rules Hierarchy as a Tool of Collaborative Game Narration Creation
CA5	Chakrit Snae Namahoot, Michael Brückner and Sakesan Sivilai	Smart, Practical, and Low-Cost Assistant System for Hospital Nutritionists in Times of a Pandemic
CA5	A Salaiwarakul	Addressing the Constraints of the Elderly Tourist in a Recommendation Algorithm
CA5	Do Quang Dat and Phan Duy Hung	Improvement for Time Series Clustering with the Deep Learning Approach
CV2	Guillaume Magnette, Yoanne Didry and Xavier Mestdagh	(Sh)Automatic picture-matching of crested newts
CV2	Olivier Parisot and Thomas Tamisier	(Sh)Reproducible improvement of images quality through Nature Inspired Optimisation
CV2	Eva Pajorova and Ladislav Hluchy	(Sh) Virtual Learning Tools for Students with Delimited Ability