ACM TVX'18 Workshops

Workshops have been an integral part of the ACM TVX conference ever since its establishment in 2014, succeeding the EuroITV conference series. Workshops at TVX are a forum for interactive, open discussion and even practical exercises, typically addressing specific or novel topics and emerging areas.

For the 5th edition of the event, from a high-quality set of proposals, the chairs selected a total of 3 workshops which complement each other in scope, format, and research background. The following workshops took place on the first day of the conference (June 26, 2018):

- Care TVX: Challenges and Design to improve TV in in-hospital environment and for visually impaired people (half-day workshop)
  https://caretvx.ls2n.fr
- 360° Video Storytelling and Virtual Reality Workshop (full-day workshop)
  https://www.amsterdamcreativeindustries.com/content/workshop-day-virtual-reality
- Somewhere between Search and Recommendation: An Alternative Thinking for Video Content Discovery Method (invited, half-day workshop)
  http://www.ntvx.kr

The TVX'18 Adjunct Proceedings contain the substantial papers that have been accepted for and presented at the respective workshops. The description abstracts of the workshops themselves have been published in the ACM Digital Library.

TVX'18 Workshops Co-Chairs
Katrien De Moor (NTNU, Norway)
Britta Meixner (Tiledmedia B.V., The Netherlands)
Stanley Chang (National Chiao Tung University, Taiwan)

Index of Workshop Papers of ACM TVX'18

Proceedings of Care TVX: Challenges and Design to improve TV in in-hospital environment and for visually impaired people
- Toinon Vigier, Yannick Prié, Florian Melki, Matthieu Perreira Da Silva, Fabien Picarougne, Samuel Bulteau, and Olivier Charlet: *New VR platform for the personalization of care in psychiatry: the example of ReViSTIM project*
- Jinah Su, Jieun Han, and Gyu Hyun Kwon: *Value Sensitive Design for Clinical Dashboard in the Medical Context*

Proceedings of 360° Video Storytelling and Virtual Reality Workshop
- Asreen Rostami, Chiara Rossitto, and Annika Waern: *Frictional Realities*
- Andrea Mancianti: *Artistic Strategies Towards a Possible Performative Approach to Embodiment in VR*
- Mario Montagud, Juan A. Núñez, Themistoklis Karavellas, Ibai Jurado, and Sergi Fernández: *Convergence between TV and VR: Enabling Truly Immersive and Social Experiences*
- Rene Kaiser: *Towards Applying the Virtual Director Concept to 360 Degree Video Content*
- Juan A. Núñez, Mario Montagud, Isaac Fraile, David Gómez, and Sergi Fernández: *ImmersiaTV: an end-to-end toolset to enable customizable and immersive multi-screen TV experiences*