**OTTO VON GUERICKE UNIVERSITÄT MAGDEBURG**

**BEREICH
SPORTWISSENSCHAFT**

---

**VR in Sports Science**

**Symposium 2024**

Supported by the German Research Foundation

**DFG** Deutsche Forschungsgemeinschaft

---

**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/SPTE/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) |

| Time | Session | Details |
|---|---|---|
| 11:30 | Lunch | |
| 12:30 | <u>Session A:</u> Sports in VR | ▸ Gilles Montagne (Aix-Marseille): Virtual Reality to optimize the anticipation skills of high-level athletes: the example of the 4x100 m relay<br>▸ Richard Kulpa (Rennes): Training of anticipation skills of boxers for Paris 2024 with virtual reality<br>▸ Carla Luttmann (Regensburg): Visual Flow in VR-based Exercises<br>▸ Stephan Streuber (Coburg): Using Virtual Reality as a tool to study the importance of visual cues in table tennis<br>▸ 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 | ▸ David Harris (Exeter): Perception and Learning in Virtual Reality<br>▸ Mustafa Coskun (Bielefeld): Dual Task Visual Attention in Virtual Reality<br>▸ Solène Gerwann (Heidelberg): The potential of iVR and AV in Sport and Performance Psychology Research<br>▸ Marie Ottilie Frenkel (Furtwangen): What can we learn from VR/MR trainings for blue light organizations for applications of these technologies in sport science?<br>▸ Bernhard Lenz (Karlsruhe): DIVE+ New simulator that combines VR and climate simulation<br>▸ Christian Hansen (Magdeburg): VR/AR in der Chirurgie |
| 16:30 - 17:30 | Practical Demonstrations | Testroom 1 |