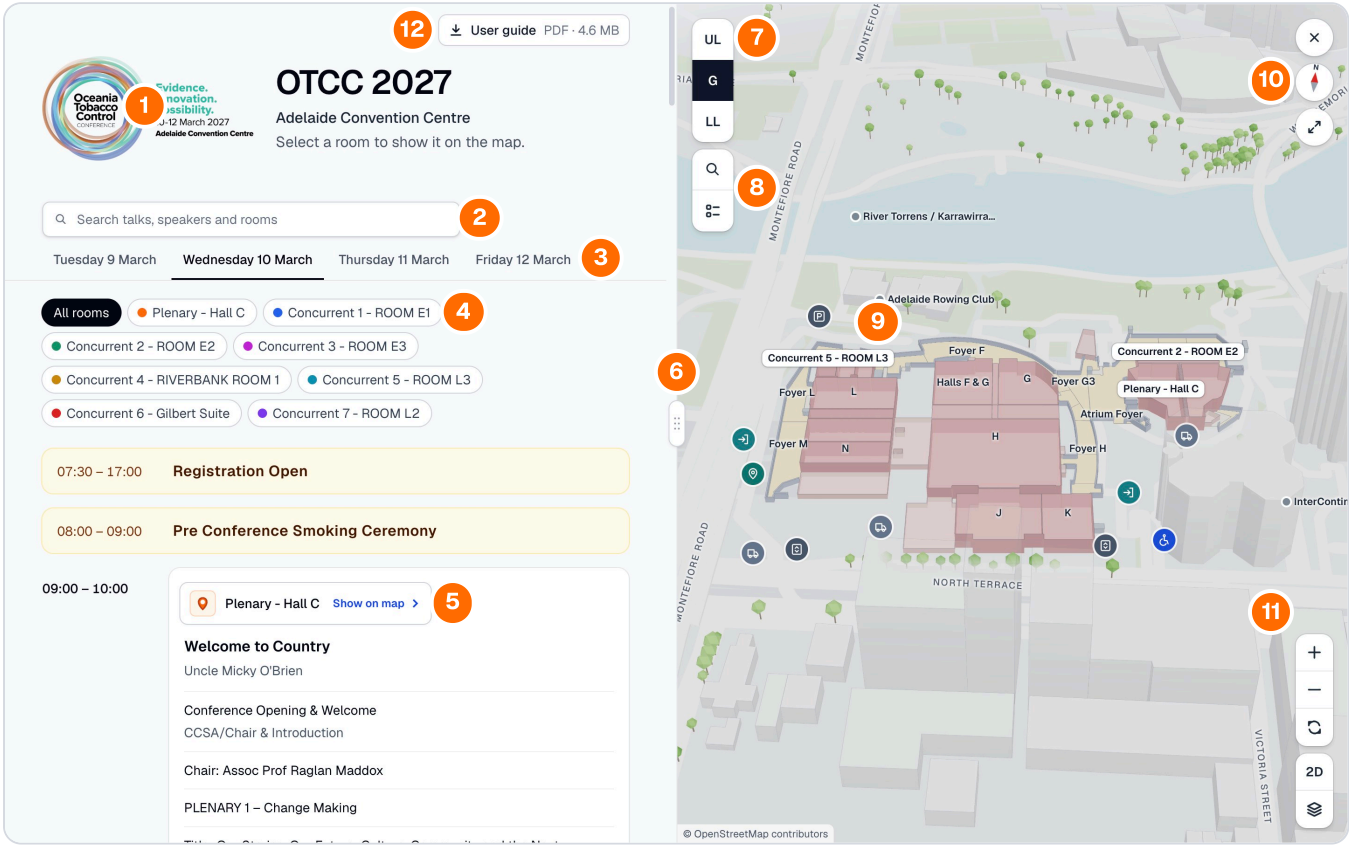
Event program and venue map

How to find talks, speakers and rooms, and get around the venue in 3D. A guide for delegates and visitors.

Venue maps
ICMS Australasia

Your event's program page shows the whole program day by day, with an interactive 3D map of the venue beside it. Select any room in the program and the map takes you straight to it. The screens in this guide show one example event; every event's program works the same way.



1. **The event**, its venue and logo.
2. **Search the program** for talks, speakers and rooms.
3. **Day tabs.** Select a day to see its program.
4. **Room filters.** Show one room's sessions only. The dot is the room's colour.
5. **Room button.** Shows where a session is on the map.
6. **Divider.** Drag to give the program or the map more room.
7. **Levels.** Switch between the venue's floors.
8. **Map search and map key.**
9. **The 3D map.** Drag, scroll and click to explore.
10. **Hide the map, compass and full-screen map.**
11. **Zoom, reset, 2D and all-levels views.**
12. **User guide.** Download this guide.

The program and map sit side by side on screens at least 1024 pixels wide: most laptops and desktops, and tablets held sideways. On a phone you get the program on its own, with the map one tap away (see **On a phone**).

Reading the program

Change days

Select a day tab above the program to see that day. The program opens on the first day, or on today while the event is on. The page address remembers the day, so a link you share opens on the same day.

What's on, at a glance

- **Times** run down the left. Each time slot lists what's on in every room at once.
- **Yellow bars** are for everyone: registration, breaks, meals and anything across all rooms.
- **White cards** are what's on in each room. A card starts with its room, then the session title.
- **Talks in a session** are listed beneath its title, with their start times, abstract numbers and speakers. Talks the organisers haven't timed yet are listed without a time.

Show one room

The buttons above the program list the day's rooms. Select one to see only that room's sessions, and **All rooms** to see everything again. Beside the map, choosing a room also shows it on the map.

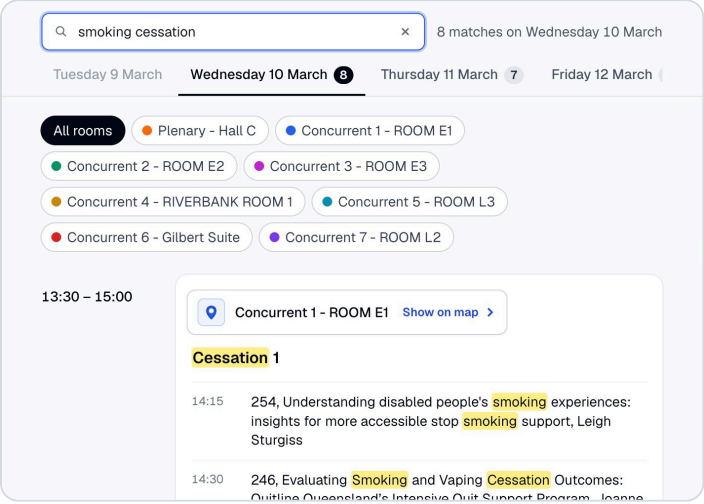
Each room has a colour of its own, shown by the dot on its button, and keeps it on every day. The same colour marks the room in the program and on the map, so you can tell rooms apart at a glance.

Room buttons

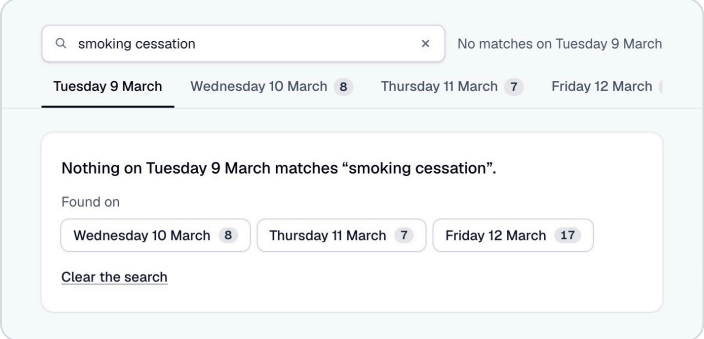
Every card starts with a room button, like Room E2 Show on map ›. Its pin is the room's colour. Select it to see where the session is (see **Finding a room on the map**).

A room name in grey with no button is a room the organisers haven't placed on the map.

Searching the program



The day narrows to what matches. Each day tab shows how many matches it has.

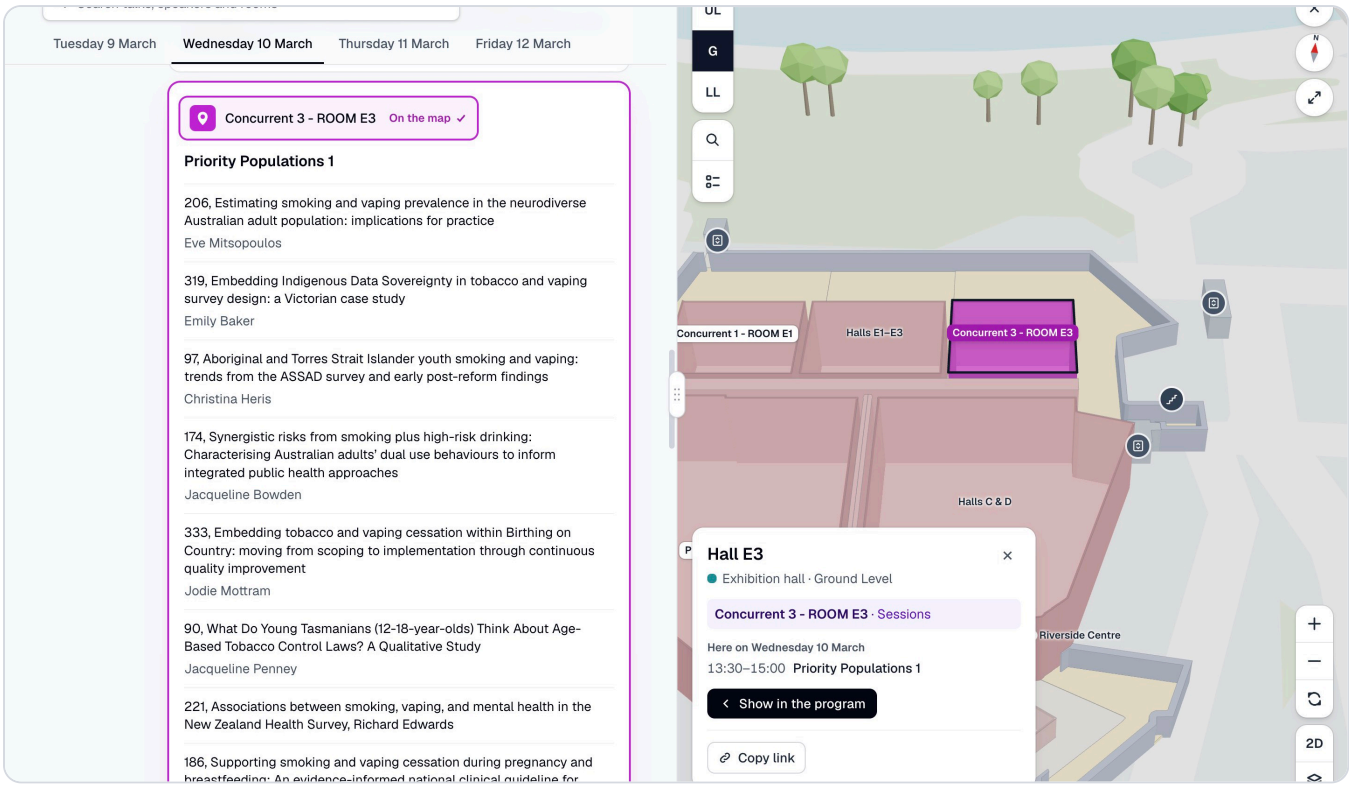


If nothing on this day matches, the program lists the days that do. Select one to go to it.

Type in **Search talks, speakers and rooms** at the top of the program.

- The day narrows to the items that contain **every word** you type, and those words are highlighted.
- It searches session and talk titles, speakers, abstract numbers and room names.
- Capitals and accents don't matter: **tupeka** finds **Tūpeka**.
- If a session's title matches, all its talks stay. Otherwise only the talks that match are shown, under their session.
- The number of matches shows beside the box, and on each day tab. Days with no matches are greyed out.
- It works with the room filters, to search one room.
- Select **×** in the box, or press Esc, to clear it.

Finding a room on the map



Select a room button and the map goes to the room, colours it in the room's own colour (purple for Room E3 here), and marks every session held there.

Show a room

Select a room button, such as Room E3 Show on map ›. The map:

- switches to the room's level and glides to it,
- colours the room in its own colour and shows its full name.

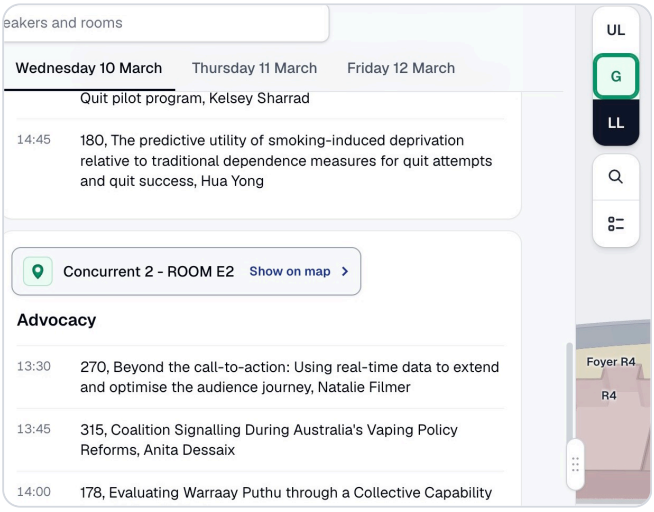
In the program, the button changes to Room E3 On the map ✓ and every card in that room gets an outline in the same colour, so you can see what else is on there that day.

Moved the map away? Select the room button again to go back to the room.

Preview before you select

Point at a room button or room filter and the room glows on the map. If it's on another level, that level's button is outlined in the room's colour instead, so you know which floor to look on.

You can also click any room on the map itself to select it.



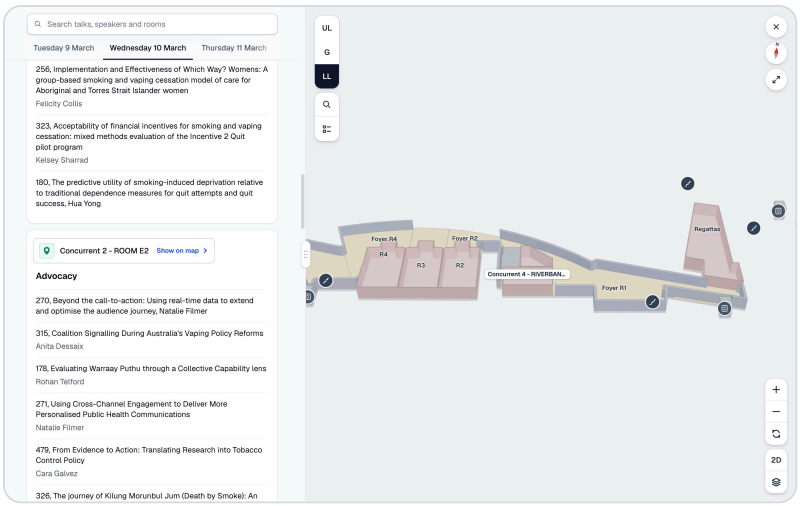
Pointing at a room on another floor outlines that floor's button in the room's colour (here, G for Ground Level).

The room card

When a room is selected, a card on the map shows its name, what kind of room it is, its level and what's on there that day.

- **Show in the program** scrolls the program back to that room's session.
- **Copy link** copies a link that opens the program with this room shown.
- ×, or Esc, clears the room.

Making the program or the map bigger



Drag the handle on the divider to resize the two halves. Here the map has been made wider.

The line between the program and the map has a handle with a dotted grip in the middle.

- **Drag** the handle left or right. Either side can take up to about two thirds of the screen.
- **Double-click** it to even the halves.

Your choice is remembered on this device.

With the keyboard, press Tab until the handle is selected, then use ← → to move it, Home or End for the limits, and Enter to even the halves.

Hide the map

For the program on its own, select ✕ at the top right of the map. **Show map**, at the top right of the program, brings it back, and so does choosing a room. This is remembered too.

Getting around the 3D map

The map shows one level of the venue at a time, in 3D. Rooms, foyers and facilities such as lifts, stairs and entrances are labelled, and nearby streets and landmarks help you get your bearings.

With a mouse or trackpad

Action	3D view	2D plan view
Drag	Rotate and tilt	Move the map
Right-drag	Move the map	Rotate
Scroll or pinch	Zoom in and out, towards the pointer	
Click	Select a room or facility. Click empty space to clear it.	

On a touch screen

One finger	Rotate (3D) or move (2D)
Two fingers	Pinch to zoom, drag to move
Tap	Select a room or facility

With the keyboard

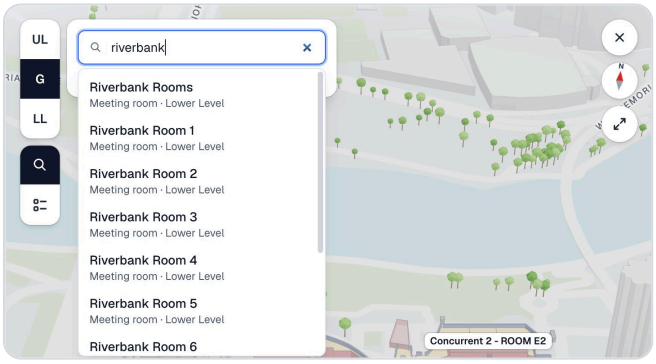
/	Search the map
Page Up Page Down	Level up or down
Esc	Clear the selected room
← ↑ → ↓	Move the map
Shift + arrows	Rotate and tilt
+ −	Zoom in and out

Click the map (or Tab to it) first, so the keys move the map rather than the program.

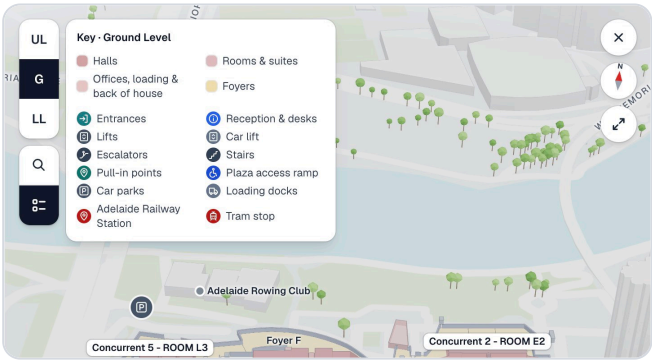
The map's buttons

The map keeps its buttons to the edges, folded away until you need them, so the venue stays in view.

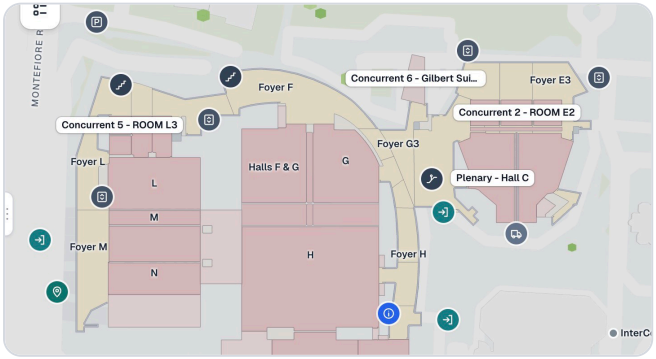
UL G LL	**Levels.** One button per floor, top floor first, like a lift. The dark button is the floor on screen.
	Search the map for rooms, facilities, talks and speakers. Choose a result to go to it. Press / to open it from anywhere.
	Map key. What the colours and icons on this level mean.
	Hide the map. Gives the program the whole screen. Select **Show map** above the program to bring it back.
	Compass. Points north as you turn the map. Select it to turn the map back to its starting direction.
	Full-screen map. Opens the event's map on its own page, keeping the room you've chosen.
+ −	**Zoom in and out.**
	Reset view. Shows the whole level again from the starting angle.
2D	**2D plan view.** Looks straight down, like a printed floor plan. Select **3D** to switch back.
	Show all levels. Stacks every floor so you can see how they sit on top of each other. Select a level's label to go to it.



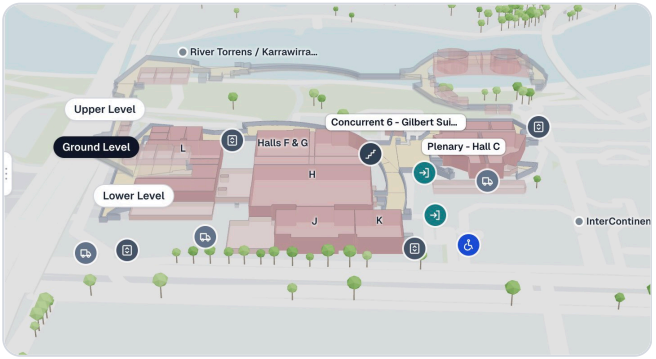
Map search. It closes when you choose a result, press Esc or click elsewhere.



The map key for the level on screen.



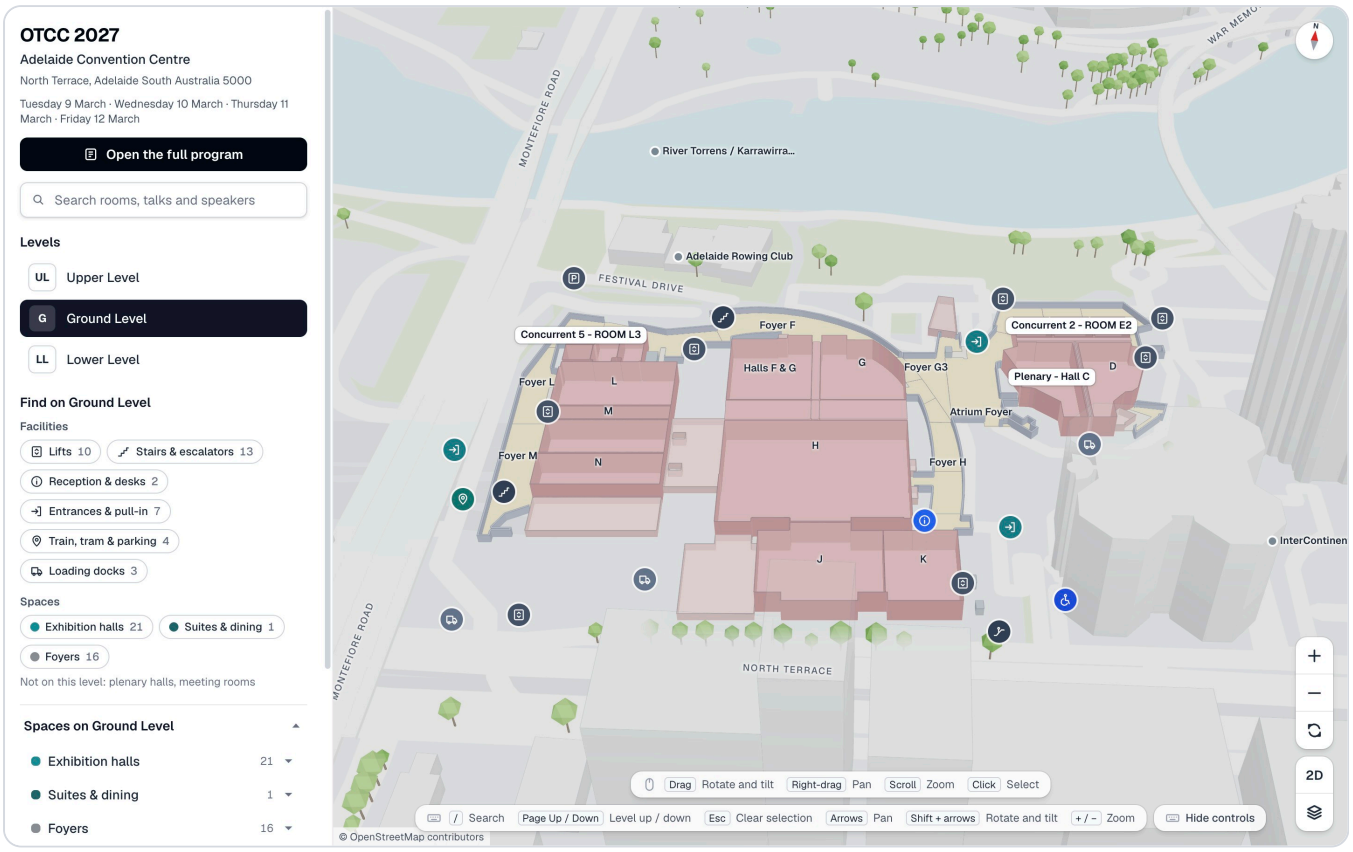
2D plan view.



All levels, stacked. Select a level's label to go to it.

The full-screen map

For more room, or to find facilities, open the map on its own page with the full-screen button at the top right of the map. It opens on the room you've chosen. To return, select **Open the full program** or use your browser's back button.



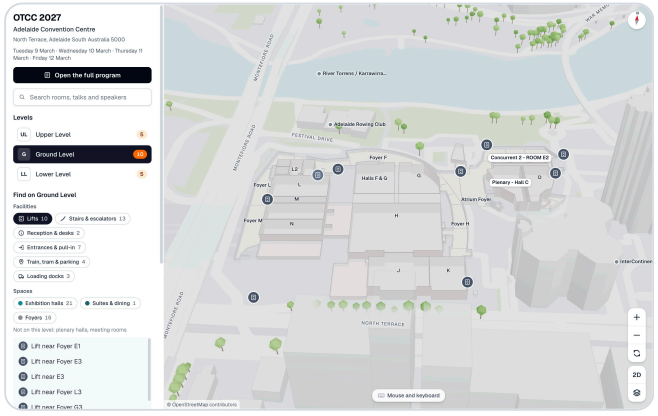
The full-screen map. **Mouse and keyboard**, at the bottom, shows the controls whenever you need a reminder.

The side panel

- **Event, venue and dates.** The venue's address opens in Google Maps for directions.
- **Open the full program** takes you back to the program.
- **Search** rooms, talks and speakers.
- **Levels**, with each floor's name.
- **Find on this level**: see below.
- **Spaces** lists every room on the level by type. Select one to go to it.
- **Legend**, **Map display** (turn room names, street names, facility icons and event labels on or off) and **About this map**.

Find lifts, entrances and more

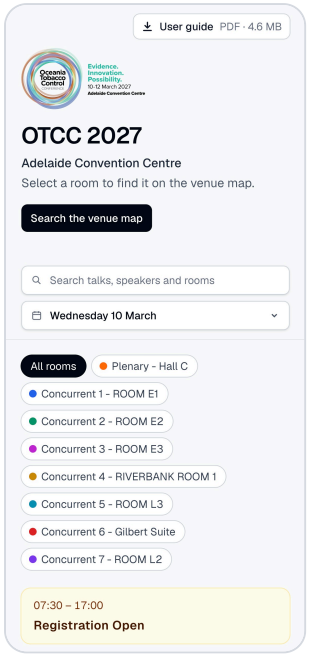
Under **Find on this level**, select a facility (such as lifts, stairs, entrances or reception) or a type of room. The map highlights every match on the level, each level's button shows how many it has, and a list beneath lets you go to each one. Select it again to turn it off.



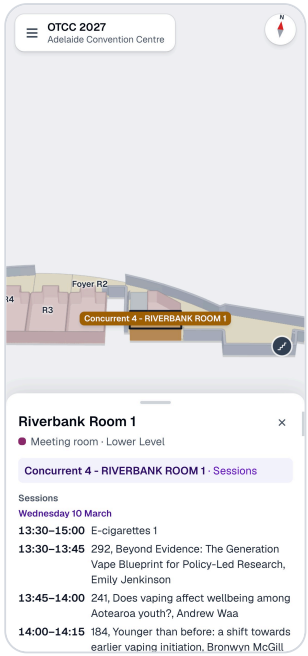
Lifts on the Ground Level, with counts for every floor.

On a phone

On a phone the program has the screen to itself, and the map is one tap away.







The program

- Search and room filters work as on a laptop.
- When the days don't fit across the screen, pick one from the **day dropdown** under the search box. While you search, it shows each day's number of matches.
- Each card's room button says **Open map** and opens the map on that room.
- **Search the venue map** opens the map.

The map

- **Event name** (top) opens the venue guide: levels, facilities, rooms, legend and display options.
- **Level button** picks a floor, and switches between 3D, 2D plan and all levels.
- **Program** goes back to the program; the **target** re-centres the map.
- **Search** is along the bottom.

Room details

- Tap a room, or open one from the program, and its details slide up from the bottom.
- Tap the handle at the top to make the panel bigger or smaller, and **×** to close it.
- One finger rotates the map; two fingers zoom and move.

Tablets held sideways, and other screens at least 1024 pixels wide, show the program and map side by side, as on a laptop.

Good to know

- **Share what you're looking at.** The page address keeps the day and any room you've chosen. **Copy link** on a room card copies it for you.
- **Always up to date.** The program follows the organisers' changes within about a minute.
- **Times** are shown as the organisers list them in the program.
- **Open the map in a new tab.** Hold Ctrl (⌘ on a Mac) as you select a room button.
- **If the 3D map won't load**, your browser or device may not support 3D graphics. The program, level buttons, lists and search still work; try an up-to-date browser.
- **Less motion.** If your device is set to reduce motion, the map changes view without animating.
- **Keyboard and screen readers.** Everything works from the keyboard, and screen readers announce changes to the map.