

FIRST CALL FOR CONTRIBUTIONS

The **EuroXR Association** (<https://www.euroxr-association.org/>) would like to invite researchers and practitioners in the field of XR to contribute to the 20th EuroXR International Conference - EuroXR 2023. This year, the EuroXR Conference will be colocated with **Immersive Tech Week (formerly VRDays)**. It will be held with in-person attendance. Also, we will reinvigorate the applications track, the live on-site demos, and the posters. So participants will get an exciting and enriching experience.

We seek original, high-quality contributions in all areas related to virtual reality, augmented reality, mixed reality, and 3D user interfaces.

TYPES OF CONTRIBUTIONS

- **Scientific papers** (full, medium, or short) must describe novel research results and will be published in a Springer LNCS volume (Lecture Notes in Computer Science);
- **Applications extended abstracts** are meant to describe practical use cases of XR technologies and will be published in an ISBN-registered proceedings, edited by VTT, Technical Research Centre of Finland Ltd.
- **Posters** may present preliminary results or work-in-progress of research or application projects. They are accompanied by an extended abstract.
- **Demos** may accompany any type of submission or may be submitted independently. They are accompanied by an extended abstract.

In the **scientific track**, authors can choose between:

- **Full paper:** 14-20 pages in the Springer format (about eight pages in traditional two-column format) with ~30 minutes presentation at the conference
- **Medium paper:** 8-12 pages in Springer's format with ~20 minutes of presentation
- **Short paper:** 4-6 pages Springer format with ~10 minutes presentation. This type is meant for work-in-progress, position papers, and similar content.

Submissions to the applications, posters, or demos track will consist of a 2-4 pages extended abstract. Upon acceptance, they will be published in the ISBN-registered proceedings, edited by VTT, as mentioned above. More information about these tracks will appear soon on the conference web page.

SUBMISSION GUIDELINES (SCIENTIFIC TRACK)

Submissions have to be uploaded to the submission management system of **Springer (EquinOCS)**. More information on this and formatting instructions will appear soon on the conference web page.

Submitted manuscripts must not have been previously published. A manuscript is considered to have been previously published if it has appeared in a peer-reviewed journal, magazine, book or conference proceedings that is reliably and permanently available afterwards in print or electronic form to non-attendees, regardless of the language of that publication. A manuscript identical or substantially similar in content (in its entirety or in part) to one submitted to EuroXR should not be simultaneously under consideration for another conference or journal during any part of the review process, from the submission deadline until final notifications of decisions are emailed to the authors.

Submissions (including citations and optional videos) should not contain information that identifies the authors, their institutions, funding sources, or their places of work. Relevant previous work by the authors should be cited in the third person to preserve anonymity.

In case of acceptance, at least one author is expected to present the paper in person at the conference.

REVIEW PROCESS (SCIENTIFIC TRACK)

The review process will be performed in two stages:

- During the first stage, all submissions will be reviewed by at least three independent reviewers, and notifications will be sent to the authors. Authors will then have an opportunity to clarify issues identified by the reviewers.
- In the second stage, the reviewers will make a final recommendation on the paper.

Scientific Program Chairs

- Krzysztof Walczak, Poznań University of Economics and Business, Poland
- Gabriel Zachmann, University of Bremen, Germany
- Omar A. Niamut, TNO, The Netherlands Mariano
- Alcañiz, LabLENI/UPV, Spain
- Wolfgang Stuerzlinger, Simon Fraser University, Canada.

General Chairs

- Greg Welch, UCF, Florida, USA
- Patrick Bourdot, University Paris-Saclay, VENISE team, France
- Benjamin de Witt, Director Immersive Tech Week, Rotterdam, Netherlands

IMPORTANT DATES

(SCIENTIFIC TRACK)

- **Final notifications:** July 3, 2023
- **Camera-ready:** September 18, 2023
- **Conference:** November 28-30, 2023
- **Deadline scientific papers:** April 24, 2023
- **Notifications:** June 12, 2023
- **Rebuttal deadline:** June 19, 2023

Each deadline is 23:59:59 AoE

TOPICS OF INTEREST

EuroXR specifically covers, but is not limited to the following topics.

HUMAN FACTORS

- User studies on all topics related to XR
- Presence, realism, validity, fidelity
- 3D user interfaces and/or 3D interaction metaphors
- Self-representation and embodiment, avatars, virtual humans
- Cybersickness and side effects
- Perception and cognition
- Cost effectiveness and cost efficiency
- Ethical procedures and guidelines
- Cybersecurity, data protection and other legal issues

TECHNOLOGIES

- XR system architecture
- Collaborative and distributed XR
- Augmented Reality and mobile devices
- Augmented virtuality
- Novel input devices
- Tracking and motion technologies
- Advances in display technologies
- Image-based 3D modelling and rendering
- Realistic rendering of dynamic or complex scenes
- 3D audio rendering and related technologies
- Haptics and force-feedback, algorithms, systems, and devices.
- Realtime audio rendering and interfaces
- Real-time modelling & simulation
- Immersive collaboration: technologies, use cases, management
- Immersive analytics: interactions, models, architectures
- Artificial intelligence for XR
- Virtual humans for XR
- Crowd simulations
- Teleoperation and telepresence

APPLICATIONS

- Industrial applications
- Aerospace and Transport
- Construction and Architecture
- Manufacturing and Engineering
- Consumer neuroscience
- Organizational neuroscience
- Medicine and Rehabilitation
- Product and Process design
- Robotics
- Training and Education
- Cultural heritage
- Creative Practice
- Serious Gaming and Edutainment

