

## 3rd CALL FOR CONTRIBUTIONS

### Deadline extension & Keynote Speakers

#### REMINDER:

Authors of the top accepted papers will get an opportunity to submit an extended version to the journals Computers & Graphics or Frontiers in Virtual Reality.

#### EXTENDED DEADLINES

After a number of requests, the Scientific Program Chairs are pleased to inform you that deadlines for Scientific contributions at EuroXR 2023 have been extended.

Please note that no change is planned for the deadlines of the **Application track** and **Posters & Demos track** of EuroXR 2023.

#### INVITED SCIENTIFIC SPEAKERS

EuroXR 2023 will welcome some prestigious Scientific Keynote Speakers:

- **Tabitha Peck** (Davidson College, USA) - <https://www.davidson.edu/people/tabitha-peck/>  
*Understanding and Harnessing Self-Avatars to Investigate and Mitigate Bias*
- **Ferran Argelaguet** (Hybrid team, Inria, France) - <https://sites.google.com/site/fargelag/>  
*The Infinite Loop Understanding, Improving and Enriching VR Interaction*

Abstracts related to these Keynotes and information on three others Keynote Speakers will be available soon on the conference website

#### SUBMISSION WEBSITES & GUIDELINES

Proceedings of the Scientific track of EuroXR 2023 will be edited by Springer Nature as a Lecture Notes in Computer Science (LNCS). Therefore, such submissions and accepted contributions have to be uploaded thanks to the Online Conference Service (EquinOCS) of Springer.

For all Scientific contributions, please use the following EquinOCS website:

<https://equinocs.springernature.com/service/EuroXR2023>

and scientific guidelines are available here:

<https://www.euroxr-association.org/conference2023/submission-guidelines-for-scientific-track/>

For further information, feel free to contact the [Scientific Program Chairs](#) of EuroXR 2023.

Regarding the Application track and Posters & Demos track of EuroXR 2023, these proceedings will be published an ISBN-registered volume edited by VTT Technical Research Centre of Finland Ltd.

This portal will open after the Scientific track submission deadline.

This will be announced with another call and in the guidelines these tracks:

<https://www.euroxr-association.org/conference2023/submission-guidelines-for-application-track/>

For further information, feel free to contact the Application [Program Chairs](#) or the [Posters & Demos Chairs](#) of EuroXR 2023.

### EXTENDED DEADLINES

(SCIENTIFIC TRACK)

- **Deadline scientific papers:** April 24, 2023 → **May 15, 2023**
- **First notifications:** June 12, 2023 → **June 25, 2023**
- **Rebuttal deadline:** June 19, 2023 → **July 3, 2023**
- **Final notifications:** July 3, 2023 → **July 13, 2023**
- **Camera-ready:** September 18, 2023 (**no change**)

Each deadline is 23:59:59 AoE ([Time Zone Converter](#)).

#### 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

#### 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.
- **Kyle Johnsen**, University of Georgia, USA

#### General Chairs

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

#### Application Program Chairs

- **Frederic Noel** (Grenoble-INP, Université Grenoble Alpes, France)
- **Kaj Helin** (VTT, Finland)
- **Armin Grasnack** (IU Internationale Hochschule, Germany)
- **Mario Lorenz** (Chemnitz University of Technology, Germany)
- **Despina Michael-Grigoriou** (Cyprus University of Technology, Cyprus)

#### Posters & Demos Chairs

- **Wolfgang Schäfer** (ZHAW Zurich University of Applied Sciences, Switzerland)
- **Arcadio Reyes Lecuona** (Universidad de Málaga, Spain)
- **Hugo Falgarone** (CEO & Founder of SkyReal, France)
- **Matthieu Poyade** (Glasgow School of Art, UK)

