



APPLICATION AND POSTER & DEMO TRACKS ANNOUNCEMENT

The 20th EuroXR International Conference (EuroXR 2023) is taking place November 29th to December 1st 2023 in De Doelen, in Rotterdam within the Immersive Tech Week 2023.

This is an announcement of the **Application Track and the Poster & Demo Tracks**, which will be organized within EuroXR 2023.

1. **Applications track** (2-4 pages abstract): best practices, practical use cases of XR, project results of applications using such technologies in industry and other sectors, actual or potential transfers of academic results, and position papers.

1. **Posters and Demos track** (2-4 pages abstract):

2.
 - a. **Posters:** recently completed XR applied work, work in progress, or unusual applications or live demonstrations of past and on-going projects.
 - b. **Demos:** Technology developers and suppliers, exhibitors, digital artists, and members of the commercial XR communities are all invited to exhibit and demonstrate the latest technologies and applications. Researchers also invited to showcase their latest research as a demo, be it fundamental or applied research.

All accepted abstracts for Applications track and Posters & Demos track will be published in the Application, Poster & Demo proceedings of EuroXR 2023 as an ISBN-registered volume edited by VTT Technical Research Centre of Finland Ltd.

SUBMISSION WEBSITES & GUIDELINES

For all categories of the Applications track and for Posters & Demos track, submissions are managed by [EasyChair](#). More information is available soon in the detailed submission guidelines of these tracks:

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

General Chairs

- Greg Welch (University Central Florida, USA)
- Patrick Bourdot (Université Paris-Saclay, CNRS, France)
- Benjamin de Witt (Director Immersive Tech Week, The Netherlands)

Application Program Chairs

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

Demo and Poster 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)

Organization team

EuroXR – Patrick Bourdot, Mariano Alcaniz Raya, Arcadio Reyes-Lecuona, Frédéric Noël, Gabriel Zachmann
Immersive Tech Week – Benjamin de Wit, Manuel Toledo, Pierre-Stuart Rostain, Regina van Tongeren

MAIN DEADLINES

- Short abstract submissions for all related categories: **August 27, 2023**
- Notification to authors for all related categories: **September 24, 2023**
- Camera ready for all related categories: **October 10, 2023**
- Conference days: **November 29th to December 1st 2023**

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

