

25th International Conference on Artificial Reality and Telexistence and 20th Eurographics Symposium on Virtual Environments

[CATAESVE 2015

Important dates:

English proofreading before submission (optional): April 13, 2015

Submission deadlines

with rebuttal: May 11, 2015

without rebuttal: July 1, 2015

Notification of results: September 1, 2015

Camera-ready: September 7, 2015

Kyoto, Japan Oct. 28-30, 2015

sponsored by





ICAT-EGVE 2015

October 28-30, 2015 Kyoto International Community House, Kyoto, Japan http://www.ic-at.org/2015/

Call for Papers

ICAT-EGVE 2015 is the merger of the 25th International Conference on Artificial Reality and Telexistence (ICAT 2015) and the 20th Eurographics Symposium on Virtual Environments (EGVE 2015). ICAT-EGVE will be held in Kyoto, Japan between October 28 to 30, conveniently scheduled before SIGGRAPH Asia 2015 in Japan.

This international event will be a unique opportunity for researchers, developers, and users to share their experience and knowledge of virtual reality, as well as augmented reality, mixed reality and 3D user interfaces. And, of course, it is a good time to renew friendships, make new ones, and experience Japan and their innovative researches in virtual reality.

This year we are offering several deadlines in order to attract more high quality research. Our first deadline is specifically targeted for those research papers who wish to receive English proofreading. In addition, we have two types of submission: with rebuttal or without rebuttal. You can choose your preferred reviewing process.

ICAT-EGVE 2015 seeks original, high-quality research papers in all areas of virtual reality, as well as augmented reality, mixed reality and 3D user interfaces. Research papers should describe results that contribute to advancements in the following areas:

- 3D interaction for VR/AR
- VR/AR systems and toolkits
- Immersive projection technologies and other advanced display technologies
- Presence, cognition, and embodiment in VR/AR/MR
- Haptics, audio, and other non-visual modalities
- User studies and evaluation
- Multi-user and distributed VR, tele-immersion and tele-presence
- Serious games and edutainment using VR/AR/MR
- Novel devices (both input and output) for VR, AR, MR, and haptics
- Applications of VR/AR/MR

Papers in other related areas are welcome, too, of course.

All accepted papers will be published in the Digital Library of the Eurographics. In addition, they will be cited and indexed in the ACM Digital Library and IEEE Xplore, including the DOI.

How to Submit

Full papers must be in English and not exceed eight (8) pages in length. Short papers must be in English and not exceed four (4) pages in length. Both full and short papers should be formatted using the Eurographics format.

https://www.eq.org/index.php/publications/quidelines

ICAT-EGVE uses a double-blind review process. Therefore, submissions should not contain information (including citations and optional videos) that unnecessarily identifies the authors or their institutions or places of work.

All papers must be submitted electronically as PDF files. Authors are encouraged to submit videos to aid the program committee in the review of their submissions.

Papers must be submitted through Easychair. Details about the submission procedure will be available soon. Please check the conference web site.

Best Papers

As in previous years, the authors of the best papers (to be selected by the award committee) will be offered to submit an extended version of their paper to the journal *Presence*.

Venue

Kyoto International Community House 2-1 Torii-cho, Awataguchi, Sakyo-ku, Kyoto 606-8536, Japan Access Map: http://www.kcif.or.jp/HP/rental/map/en/access.html

General Co-Chairs

Kiyoshi Kiyokawa, Osaka University, Japan Dirk Reiners, University of Arkansas at Little Rock, USA Anthony Steed, University College London, UK













Questions?

Paper submission: icategve2015-program-chairs@vrsj.org Any other questions: icategve2015@vrsj.org



CATESVE 2015

Important dates:

English proofreading before submission (optional): April 13, 2015

Submission deadlines

with rebuttal: May 11, 2015

without rebuttal: July 1, 2015

Notification of results: September 1, 2015

Camera-ready: September 7, 2015

Kyoto, Japan Oct. 28-30, 2015

sponsored by





ICAT-EGVE 2015

October 28-30, 2015 Kyoto International Community House, Kyoto, Japan http://www.ic-at.org/2015/

Call for Papers

ICAT-EGVE 2015 is the merger of the 25th International Conference on Artificial Reality and Telexistence (ICAT 2015) and the 20th Eurographics Symposium on Virtual Environments (EGVE 2015). ICAT-EGVE will be held in Kyoto, Japan between October 28 to 30, conveniently scheduled before SIGGRAPH Asia 2015 in Japan.

This international event will be a unique opportunity for researchers, developers, and users to share their experience and knowledge of virtual reality, as well as augmented reality, mixed reality and 3D user interfaces. And, of course, it is a good time to renew friendships, make new ones, and experience Japan and their innovative researches in virtual reality.

This year we are offering several deadlines in order to attract more high quality research. Our first deadline is specifically targeted for those research papers who wish to receive English proofreading. In addition, we have two types of submission: with rebuttal or without rebuttal. You can choose your preferred reviewing process.

ICAT-EGVE 2015 seeks original, high-quality research papers in all areas of virtual reality, as well as augmented reality, mixed reality and 3D user interfaces. Research papers should describe results that contribute to advancements in the following areas:

- 3D interaction for VR/AR
- VR/AR systems and toolkits
- Immersive projection technologies and other advanced display technologies
- Presence, cognition, and embodiment in VR/AR/MR
- Haptics, audio, and other non-visual modalities
- User studies and evaluation
- Multi-user and distributed VR, tele-immersion and tele-presence
- Serious games and edutainment using VR/AR/MR
- Novel devices (both input and output) for VR, AR, MR, and haptics
- Applications of VR/AR/MR

Papers in other related areas are welcome, too, of course.

All accepted papers will be published in the Digital Library of the Eurographics. In addition, they will be cited and indexed in the ACM Digital Library and IEEE Xplore, including the DOI.

How to Submit

Full papers must be in English and not exceed eight (8) pages in length. Short papers must be in English and not exceed four (4) pages in length. Both full and short papers should be formatted using the Eurographics format.

https://www.eq.org/index.php/publications/quidelines

ICAT-EGVE uses a double-blind review process. Therefore, submissions should not contain information (including citations and optional videos) that unnecessarily identifies the authors or their institutions or places of work.

All papers must be submitted electronically as PDF files. Authors are encouraged to submit videos to aid the program committee in the review of their submissions.

Papers must be submitted through Easychair. Details about the submission procedure will be available soon. Please check the conference web site.

Best Papers

As in previous years, the authors of the best papers (to be selected by the award committee) will be offered to submit an extended version of their paper to the journal *Presence*.

Venue

Kyoto International Community House 2-1 Torii-cho, Awataguchi, Sakyo-ku, Kyoto 606-8536, Japan Access Map: http://www.kcif.or.jp/HP/rental/map/en/access.html

General Co-Chairs

Kiyoshi Kiyokawa, Osaka University, Japan Dirk Reiners, University of Arkansas at Little Rock, USA Anthony Steed, University College London, UK













Questions?

Paper submission: icategve2015-program-chairs@vrsj.org Any other questions: icategve2015@vrsj.org