

2024 the 10th International Conference on
Virtual Reality

Bournemouth, United Kingdom

July 20-22, 2024

“ Discovering Virtual Reality,
Embracing Future Today ”

ICVR 2024

2024 the 10th International Conference on Virtual Reality (ICVR 2024)
will be held during July 20-22, 2024 in Bournemouth, UK.

Co-sponsored by Bournemouth University, United Kingdom.

ICVR 2024 is a forum to discuss new advances and developments in virtual reality by involving researchers, senior technical people, domain experts, and academics together. Authors are solicited to contribute to the conference by submitting original works that illustrate research results, projects, surveying works and industrial experiences that describe significant advances in related fields of virtual reality.

CALL FOR PAPERS

Topic Area #1 - Technologies & Applications

- VR, AR, MR, and XR Applications
- 2D/3D and volumetric display and projection technology
- 3D authoring
- Computer graphics techniques for VR, AR, MR and XR
- Immersive 360° video streaming
- Immersive analytics and data visualisation
- Modeling and simulation techniques in VR, AR, MR, and XR

- Multi-user and distributed systems
- Multimodal capturing and reconstruction
- Scene description and management issues
- Software architectures, toolkits, and engineering
- Games and storytelling in VR, AR, MR and XR
- AI for VR, AR, MR, and XR

Topic Area #2 - Multi-sensory Experiences and Techniques

- Audio interfaces, sound rendering, spatialized audio, auditory perception, and psychoacoustics
- Embodied agents, virtual humans and avatars
- Haptic and tactile interfaces, pseudo haptics, and touch-based UI
- Multisensory rendering, registration, and synchronization
- Perception, cognition and general effects on psychology and use
- Social VR, spatial presence, and agency
- Teleoperation and telepresence



Topic Area #3 - Interaction

- Affective computing and design
- 3D user interactions
- 3DUI metaphors
- Collaborative interactions
- Ethical and moral issues
- Human factors and ergonomics

- Locomotion and navigation
- Multimodal/cross-modal interaction and perception
- Non-visual interfaces (such as olfactory)
- Touch, tangible and gesture interfaces
- Usage research, evaluation methods and empirical studies

For more information, pls visit: <http://www.icvr.org/cfp.html>

SPECIAL CHAPTER

Please submit your proposal via the following link: <http://hgg922om6hjbwthb.mikecrm.com/ZdBt2hr>

Special & Invited Session

1. Invited sessions consist of 4 to 6 thematically related invited papers.
2. Invited session proposals consist of a brief statement of purpose and extended abstracts of the included invited papers.
3. Invited papers are submitted and reviewed following the same process as contributed papers, and are included in the conference proceeding.

IMPORTANT DATES

Full Papers Submission: March 1, 2024

Notification of Paper Status: April 1, 2024

SUBMISSION METHOD

Submission System: <http://www.easychair.org/conferences/?conf=icvr2024>

Template Paper:

word: <http://www.icvr.org/instruct8.5x11x2.doc>

LaTex: <http://www.icvr.org/ieee-latex-conference-template.zip>

Submission Instruction: <http://www.icvr.org/toolkit.html>

PUBLICATION

Accepted papers will be included in ICVR 2024 conference proceedings.

PUBLICATION HISTORIES

ICVR 2023 | ISBN No.: 979-8-3503-4580-3

ICVR 2022 | ISBN No.: 978-1-6654-7910-3

ICVR 2021 | ISBN No.: 978-1-6654-2309-0

ICVR 2020 | ISBN No.: 978-1-4503-7720-1

ICVR 2019 | ISBN No.: 978-1-4503-6092-0

ICVR 2018 | ISBN No.: 978-1-4503-6408-9

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