

ICAT-EGVE 2014



Call for Papers

ICAT-EGVE 2014 will be 24th International Conference on Artificial Reality and Telexistence (ICAT 2014) and the 19th Eurographics Symposium on Virtual Environments (EGVE 2014) in Bremen, Germany.

This international event will be a unique opportunity for researchers, developers, and users to share their experience and knowledge with 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 the Christmas fair downtown.

ICAT-EGVE 2014 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 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.

Submission

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.

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. Authors are encouraged to submit videos to aid the program committee in the review of their submissions.

Papers must be submitted through the online submissions site.

Details about the submission procedure can be found on the conference web page: <http://icategve14.uni-bremen.de>

Deadlines

Abstract submission:	August 22
Paper submission:	September 1
Notification of results:	October 6
Camera-ready version:	October 27
Conference starts:	December 8

Web Page

The home page of the conference is <http://icategve14.uni-bremen.de>

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Best papers

Like 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.

In addition, NVIDIA is happy to support this with the donation of a Quadro 6000 graphics card to the authors of the best paper presented at the conference.

Conference Co-Chairs

Gabriel Zachmann
Carolina Cruz-Neira
Kiyoshi Kiyokawa

Program Chairs

Takuya Nojima, Japan
Dirk Reiners, USA
Oliver Staadt, Germany

About the conference

ICAT - the International Conference on Artificial Reality and Telexistence - is the oldest international conference on Virtual Reality and Telexistence, started in 1991. Artificial Reality and Telexistence augment human ability in perception, understanding, action, time and space. They also enable humans seemingly to be everywhere at the same time, i.e., enable humans to be virtually ubiquitous. ICAT has been held in various cities around the world, including Tokyo, Taipei (2000), Seoul (2004), Christchurch (2005), Hanzhou (2006), Esbjerg (2007), Yokohama (2008), Lyon (2009), Adelaide (2010), Osaka (2011), Madrid (2012) and Tokyo (2013) again.

EGVE - the Eurographics International Symposium on Virtual Environments - is the Eurographics Symposium for the exchange of experience and knowledge among researchers and developers concerned with using and improving virtual reality. It started in 1993 as a workshop, and successful symposiums have recently been held in Zurich 2003, Grenoble 2004, Aalborg 2005, Lisbon 2006, Weimar 2007, Eindhoven 2008, Lyon 2009, Stuttgart 2010, Nottingham 2011, Madrid 2012, and Paris 2013.

ICAT and EGVE were already merged two times, in Lyon in 2009, and in Madrid in 2012. After these two very successful experiences, and many formal and informal discussions, the steering committees of both ICAT and EGVE expressed the desire to expand and strengthen their cooperation through the merger of the ICAT conference and the EGVE conference into a conference named ICAT-EGVE. The aim of the merger is to expand the conference in order to make it one of the foremost scientific conferences in the field of virtual reality in future.

The recent cooperation with EuroVR through the Joint Virtual Reality Conference (JVRC), has also been very successful, EuroVR being responsible for the industrial part of the conference. This cooperation is extended in the form of two independent, but co-located conferences (ICAT-EGVE the scientific conference, and EuroVR the industrial one), thus allowing attendees to focus either on the most recent scientific progresses, or on the industrial applications, or on both.