EuroVR 2014

!! LAST-MINUTE: Special Issue of the Springer Virtual Reality journal !!

The authors of a selection of the best papers (to be determined by the awards committee) will be offered the opportunity to submit an extended version of their paper to a special issue of the Springer Virtual Reality journal, which will also be advertised through an open Call For Papers. All papers submitted to the Special Issue will be subject to the journal's standard review process.

Call for Contributions

The European Association for Virtual Reality and Augmented Reality (www.eurovr-association.org) announces its annual conference, EuroVR, in 2014.

The Conference

The EuroVR 2014 conference follows up on the previous issues of the Joint Virtual Reality Conferences (JVRC) 2009 through 2013, with a new format. Expanding on the success of JVRC, EuroVR 2014 is designed as a communication and networking event for the industrial and scientific communities in virtual reality, augmented reality and mixed reality (VR/AR/MR) to exchange scientific research, novel developments in technology, real-world use-cases, and best practices.
In addition, the conference will be co-located with the ICAT-EGVE conference - 24th International Conference on Artificial Reality and Telexistence (ICAT) and 20th Eurographics Symposium on Virtual Environments (EGVE) joint conference.

Call for Contributions

We invite the submission of presentations describing applied research, leading-edge technology, innovative applications, customer needs, best practices, and R&D project results in the areas of Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR).

We welcome submissions from both industry and academia, and in a range of formats spanning the following categories:

*   Paper: 4-6 pages
*   Poster plus, optionally, short paper of 1-2 pages
*   Demos (video or live presentation) plus, optionally, short paper of 1-2 pages
*   Oral presentation plus, optionally, handout

All papers and posters must be presented by at least one of the authors at the conference.

Topics

EuroVR 2014 seeks original, high-quality submissions in all areas related, but not necessarily restricted to:

*   Novel devices (both input and output) for VR, AR, MR, and haptics
*   VR system architectures
*   Collaborative and distributed VR
*   Augmented reality and mobile devices
*   Novel ways for applying VR/AR/haptics, etc.
*   Perception and human factors
*   Multi-modal and 3D interaction
*   Presence, cognition, and embodiment in VR/AR/MR
*   Haptics, audio, and other non-visual modalities
*   Cyber sickness and other issues
*   Tracking, sensing, and processing sensor data
*   Tele-operation, tele-immersion, tele-presence
*   Novel data flow architectures
*   Cost effectiveness and cost efficiency
*   Serious games and edutainment using VR/AR/MR
*   Applications in manufacturing and engineering, aerospace, logistics, construction and architecture, medical and rehabilitation, training and education, cultural heritage, etc.

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Publication

Accepted submissions that consist of or are complemented by a paper will be published in the conference proceedings with an ISBN number.

In addition, the authors of a selection of the best papers (to be determined by the awards committee) will be offered to submit an extended version of their paper to a special issue of the Springer Virtual Reality journal.

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

Important dates

- Submission deadline: 29 August 2014
- Notification of review results: 26 September 2014
- Camera-ready version due: 13 October 2014
- Conference starts: 8 December 2014

Details about the submission procedure can be found on the conference web page: http://eurovr14.uni-bremen.de

Conference Venue

University of Bremen, Germany

Organizing Committee

Prof. Gabriel Zachmann, University of Bremen, Germany
Prof. Angelos Amditis, ICCS, Greece

Program Chairs

Jérôme Perret, Haption GmbH (DE)
Mascha van der Voort, University of Twente (NL)
James Ritchie, Heriot-Watt University (UK)
Kaj Helin, VTT (FI)
Vincent Lepetit, Technical University of Graz (AT)
Francesco Ferrise, Politecnico di Milano (IT)
Valter Basso, Thales Alenia Space (IT)
Christoph Runde, Virtual Dimension Center (DE)

About EuroVR

EuroVR is the European Association for Virtual Reality and Augmented Reality (www.eurovr-association.org). It is an international, non-profit association designed to bring together all those interested in VR/AR/MR technologies and to further the development and deployment of such technologies.