



The 26th International Conference on Artificial Reality and Telexistence 21st Eurographics Symposium on Virtual Environments

Sept 30, 2016: Paper submission deadline

<http://icat-egve-2016.org/>

CALL FOR PARTICIPATION

ICAT-EGVE 2016 is the merger of the 26th International Conference on Artificial Reality and Telexistence (ICAT 2016) and the 21st Eurographics Symposium on Virtual Environments (EGVE 2016). ICAT-EGVE 2016 will be held in Little Rock, Arkansas, USA, from December 7th to 9th 2016. *We are fortunate to have been able to secure an exceptional venue for this event: the conference will be held at the **Clinton Presidential Library** (<https://www.clintonlibrary.gov/>)*

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 old friendships, make new ones, and experience all that Little Rock has to offer.

ICAT-EGVE 2016 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:

- | | | |
|---|---|---|
| <ul style="list-style-type: none"> • 3D interaction for VR/AR | <ul style="list-style-type: none"> • Haptics, audio, and other non-visual modalities | <ul style="list-style-type: none"> • Novel devices (both input and output) for VR, AR, MR, and haptics |
| <ul style="list-style-type: none"> • VR/AR systems and toolkits | <ul style="list-style-type: none"> • Multi-user and distributed VR, tele-immersion and tele-presence | <ul style="list-style-type: none"> • Applications of VR/AR/MR |
| <ul style="list-style-type: none"> • Immersive projection technologies and other advanced display technologies | <ul style="list-style-type: none"> • User studies and evaluation | <ul style="list-style-type: none"> • Papers in other related areas are welcome, too, of course. |
| <ul style="list-style-type: none"> • Presence, cognition, and embodiment in VR/AR/MR | <ul style="list-style-type: none"> • Serious games and edutainment using VR/AR/MR | |

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 including the DOI. There will be a set of selected Best Papers, which will be invited to submit an extended version to the journal Presence.

For Submission information, Deadlines, and other information visit: <http://icat-egve-2016.org/>