Call for Papers

12th International Symposium on Ubiquitous Virtual Reality

ISUVR2017 *Augmented Experience in Ubiquitous VR*

June. 27 - July. 1, 2017
NAIST(Nara Institute of Science and Technology), Japan

Hosted by **HCI Korea**   *Organized by* **KAIST GSCT | KAIST ARRC**   *Sponsored by* **KAIST | NAIST | VRSJ SigMR | IEIE sigAH | HCI Korea sig10+**

Ubiquitous computing accelerates the quality of services and user experience in our daily lives. With this paradigm, 12th International Symposium on Ubiquitous Virtual Reality (ISUVR) has been a successful venue allowing professional researchers and students to share interdisciplinary research results and future research ideas about "Ubiquitous VR" with other researchers from different backgrounds. ISUVR is a forum to discuss and share ideas on "Augmented Experience in Ubiquitous VR", which combines AR/MR/VR related technologies to feel physical and social existence for Ubiquitous VR systems/applications. The aim of this symposium is to facilitate intellectual exchange on working-in-progress research activities with the world's most active researchers invited to ISUVR 2017.

Paper and Poster Program

We invite original and innovative research idea papers in the field of **AR, MR, VR, and HCI** of any interdisciplinary areas such as Arts and Humanities that bridge the main field.
The following topics are welcomed, but are not limited to :

- Theoretical backgrounds/conceptual frameworks for Ubiquitous VR
- Fundamental technologies for Ubiquitous VR
  - Computer Graphics
  - Computer Vision
  - Virtual Reality & Augmented Reality
  - Web 2.0 and Social Computing
  - Authoring and Mashup
  - Context-awareness
  - Pervasive & Ubiquitous Computing
- Systems and Applications for Ubiquitous VR
- Human-Computer Interaction and design concepts for Ubiquitous VR

All accepted papers will be published by Conference Publishing Services (CPS) and submitted to IEEE Xplore® and CSDL Digital Libraries.

Interactive Programs

- **ISUVR Main Conferences**

  Invited talks
  - Kai Kunze (Keio Graduate School of Media Design, Keio University, Japan)
  - Jason Orlosky (Osaka University, Japan)
  - Jinshi Cui (Peking University, China)

- **ISDCH** (International Symposium on Digital Cultural Heritage)
  - Nara, Japan

Location

NAIST(Nara Institute of Science and Technology), Japan

Important Dates

- Paper/Poster Abstract Submission : April 23, 2017
- Notification : May 7, 2017
- Camera Ready Submission : May 14, 2017
- Registration Deadline : May 30, 2017

For more Information

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