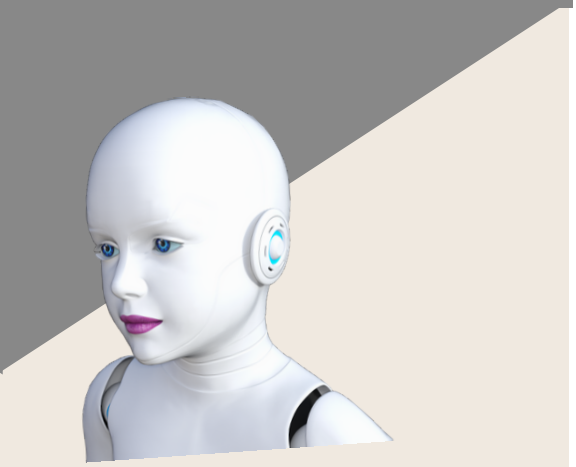
AIVR 2019

CALL FOR PAPER

2019 3rd International Conference on Artificial Intelligence and Virtual Reality

Singapore July 27th-29th, 2019



IMPORTANT DATES

- Deadline of Submission: February 28, 2019
- Notification of Acceptance: March 20, 2019
- Deadline for Registration: April 5, 2019

CONTACT DETAILS

Conference Secretary
Ms. Echo Yang

Tel: +86—18081079313
(10:00am-12:00am;
13:30pm-17:00pm)

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BASIC INFORMATION

2019 3rd International Conference on Aritificial Intelligence and Virtual Reality **(AIVR 2019)** will be held from **July 27th to 29th, 2019**, in Singapore. This conference in the successful AIVR series provides an ideal opportunity for reflection on developments over the last two decades and to focus on future developments.
We look forward to welcoming AIVR2019 in Singapore to provide the international community with a highly interactive and scientifically excellent conference to the further the translation of promising AI & VR technology.

PUBLICATION

All accepted and presented papers will be published in International Conference Proceedings Series, which will be indexed by **Ei Compendex** and **Scopus** and submitted to be reviewed by Thomson Reuters Conference Proceedings Citation Index (ISI Web of Science).

SUBMISSION

Submissions should include author information, abstract, 5-10 keywords, and be in **PDF** format. Each submission must be **full 4 pages** at least and written in **English only**. It is imperative to prepare the paper using the **standard template**.

A：through submission system:
http://confsys.iconf.org/submission/aivr2019

B： Via E-mail: aivr@iact.net

CALL FOR PAPER

- Tracking, physical environment mapping, registration
- Data generation, manipulation, analysis, and validation
- AI platforms for VR/AR, cloud-based platforms
- System components, virtual reality platforms
- Generation of immersive environments and virtual worlds
- Environments for gaming, simulation, training
- Visualization, optimized and realistic rendering
- ision for VR/AR, deep learning for VR/AR
- Standards and theoretical models for AI and/or VR
- Semantic and cognitive aspects of virtual reality
- Depth perception, multimodal perception
- Multimodal interaction and experiences in VR/AR
- Machine learning for multimodal interaction
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- More topics: http://www.aivr.org/cfp.html