

# AIVR 2026

2026 10th International Conference on  
Artificial Intelligence and Virtual Reality

<http://aivr.org/>

Kobe, Japan

July 11-13, 2026

## Publication

All accepted papers will appear in the conference proceedings published by Springer-Verlag in One volume of *Springer Book Series Smart Innovation, System and Technologies (SIST)*. The book series is indexed by SCOPUS, EI Compendex, INSPEC, WTI Frankfurt eG, zbMATH, Japanese Science and Technology Agency (JST), SCImago, DBLP. All books published in the series are submitted for consideration in Web of Science

## Call for papers

### 1. System techniques, performance, and implementation

- ▶ System components
- ▶ Virtual reality platforms
- ▶ AI platforms for VR/AR
- ▶ Cloud-based platforms
- ▶ Data generation, manipulation, analysis, and validation
- ▶ Tracking
- ▶ Physical environment mapping
- ▶ Registration
- ▶ Vision for VR/AR
- ▶ Deep learning for VR/AR
- ▶ Standards and theoretical models for AI and/or VR

### 3. Cognitive aspects, perception, user behaviour

- ▶ Semantic and cognitive aspects of virtual reality
- ▶ Depth perception
- ▶ Multimodal perception
- ▶ Behaviour and activity generation
- ▶ Representations of self (avatars)
- ▶ Embodiment

### 5. Interactions / interactive and responsive environments

- ▶ Multimodal interaction and experiences in VR/AR
- ▶ Machine learning for multimodal interaction
- ▶ Human-virtual user/agent interaction
- ▶ Human to human communication in virtual environments
- ▶ Collaboration and communication

### 2. Content creation and modelling

- ▶ Generation of immersive environments and virtual worlds
- ▶ Environments for gaming, simulation, training
- ▶ Visualization, optimized and realistic rendering
- ▶ Geometric modelling and design in immersive settings
- ▶ Animations
- ▶ Crowd-simulation
- ▶ Character modelling
- ▶ Customization and personalization (e.g., for training)

### 4. AI technologies

- ▶ Search
- ▶ Planning
- ▶ Reasoning
- ▶ Knowledge representation
- ▶ Natural language processing
- ▶ Robotics and perception

### 6. Applications and case studies

- ▶ Data and knowledge representation
- ▶ Problem solving
- ▶ Spatial visualization
- ▶ Multimodality for visualization
- ▶ Visualization for domains
- ▶ Arts, leisure, and entertainment

More Topics, please visit at <http://aivr.org/cfp.html>

## Submission

1. Full paper (publication and presentation)
  2. Abstract (presentation only)
1. For full paper and abstract, please upload it(pdf.) to the Electronic Submission System (.pdf)  
<https://www.zmeeting.org/submission/aivr2026>
  2. Send your enquiry to [aivr@chairmen.org](mailto:aivr@chairmen.org)
- More details about submission, please visit at <http://aivr.org/sub.html>

## Conference Schedule

July 11, 2026 (Saturday) | Conference Sign in, Materials Collection, and Welcome Reception  
July 12, 2026 (Sunday) | Opening Remarks & Keynote Speeches & Authors' Presentations in Parallel Sessions  
July 13, 2026 (Monday) | Authors' Presentations in Parallel Sessions

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## Contact

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## Important Dates

Submission deadline: April 25, 2026

Notification date: May 25, 2026

Registration deadline: June 10, 2026

Dates of the Conference: July 11-13, 2026