IARIA

The First International Conference on Artificial Intelligence and Immersive Virtual Reality
AIVR 2024
April 14 - 18, 2024 - Venice, Italy
http://www.iaria.org/conferences2024/AIVR24.html

www.iaria.org

Important deadlines:

Submission (full paper)	January 8, 2024
Notification	February 18, 2024
Registration	March 4, 2024
Camera ready	March 14, 2024

Tracks:

Principles and design

VR (Virtual Reality), AR (Augmented), XR (Extended), MR (Mixed) and IVR (Immersive) Reality
Real and virtual environments, augmented reality usability, mobile virtual reality
AR/MR-based co-design, Hybrid 2D/3D user Interface, AR with intelligent tutors
Digital augmented physical games, AR entertainment
Trends in AR, Spatial AR cues
Display and interface adaptations for VR
AR universal design for education
Dedicated AI-support for VR-oriented software systems
eXtended Reality (XR) in assistive systems
Design for users with cognitive disabilities
Design of Mixed Reality (MR) systems
Do-creation-based design of XR technologies
Guidelines for designing XR apps

Human-Virtual collocation

Collaborative Immersive Virtual Reality (IVR) analytics
Active and Passive Haptics, Haptic Feedback, Visual Feedback, Tangible Interaction
Haptic Human-Machine Teaming
Robot Teammate
Human Trust in a Virtual Assistant
AR teaching materials, Mobile AR Tutorial Systems
Remote collaboration in VR, Collaborative MR
Groupware and MR, MR remote collaboration
Emotion sharing and augmentation in cooperative VR, MR remote collaboration
Education via IVR

Shared and tracking environments

360 Panoramas, 3D Reconstructed Scenes, Omnidirectional cinemographs, Virtual theaters
Cognitively adaptive training in VR,
Perception in MR,
Shared social data in AR
Digital augmented physical games,
AR entertainment
AR tracking
Authentication in VR
AI-based neuroimaging for immersive virtual environments
Education via AI-IVR
Training via AI-IVR

Human analytics

Gaze modeling and interpretation,
Social network loneliness,
Gesture interaction for AR applications
Sharing gestures in remote collaboration, AV mirrors
Eye Gaze and hand gesture sharing
Physiological sensing in VR
Individualized VR for mental health
Generative-AI for human experience development
AI for human digital twins
Integration of XR in primary education