Call for Demonstrations

We live in a time where computational power is becoming ever more ubiquitous and accessible. Amongst others, Artificial Intelligence (AI), Virtual Reality (VR), and Augmented Reality (AR) are heavily dependent on availability of such resource, making them highly fruitful areas of computer science research. Although these fields evolved separately, they share an interest in human senses, skills, and knowledge production. Thus, bringing them together will enable us to create more natural and realistic virtual worlds, and develop better, more effective applications. Ultimately, this will lead to a future in which humans and humans, humans and machines, and machines and machines are interacting naturally in virtual worlds, with use cases and benefits we are only just beginning to imagine.

We invite researchers and practitioners to submit extended abstracts of systems and working prototypes as Demos, Industry Demos, or Video Demos. Submissions should demonstrate how the technology of AI and VR/AR could be used to generate experiences that allow humans to see, hear, talk, think, learn, and solve problems in virtual and augmented environments. The purpose of the demonstrations/video submissions is to give IEEE AIVR attendants a real, practical, and interactive idea of the presenters' research ideas, scientific contributions, or engineering solutions in an interactive setting. All kinds of demonstrations of working systems, prototypes, video visions, or proof-of-concepts that demonstrate new solutions, interesting ideas, or new applications of AI+VR/AR systems and applications are welcome.

We strongly encourage submissions that demonstrate both AI and VR/AR simultaneously, but also welcome works that focus more on one side or the other. We prefer demo to video submissions, but offer this option to address system portability issues.

Potential topics include but are not limited to:

* Artificial Intelligence and machine learning in VR/AR
* Digital VR/AR games
* Communication between humans and AI
* Affective human-virtual world interaction
* Design of emotionally intelligent AI agent in VR/AR
* AI Based Customization, recommender systems and personalisation in VR/AR
* Information visualisation in VR/AR space
* Affective ambient intelligence in mixed realities
* AI based emotion mediated communication in VR/AR

* Tools for authoring emotional intelligence in VR/AR
* Multimodal interfaces in VR/AR
* Human-human emotional communication in VR/AR
* AI platforms for VR/AR, cloud-based platforms
* AI/VR/AR visions,
* Multimodal AI Interaction and Experiences in VR/AR
* Gaming and game narratives, immersive AI storytelling and gameplay
* Other Emerging Trends (Learning, Health, Collaboration, Manufacturing, etc.)

We encourage authors of regular paper submissions to submit associated demos. If this is the case, please submit the extended abstract where you also indicate the submission ID of the corresponding regular paper.

For submission guidelines and more information visit conference website: **http://aivr.asia.edu.tw/2018/**

Important dates
- **Submission deadline**: 2nd of September
- **Notification date**: 30th of September
- **Camera-ready submission**: 31st of October

For more information contact us on: ieee.aivr.demo@gmail.com