

ICVARS 2018

February 24-26, 2018, Brisbane, Australia

2018 the 2nd International Conference on Virtual and Augmented Reality Simulations

<http://www.icvars.org/>

The main objective of ICVARS 2018 is to present the latest research results of computer scientists and engineers related to Virtual and Augmented Reality Simulations topics. The ICVARS 2018 conference brings together people from multiple disciplines and a diversity of cultures to explore new ways to design, develop, and evaluate novel methods for Virtual & Augmented Reality simulations, to discuss ideas that can lead to innovations, and to inspire us all. ICVARS 2017 was held successfully in Macquarie University, Sydney, Australia on Feb 18-21, 2017.

Call for Paper

- 1) Virtual Reality Applications
- 2) Augmented Reality Applications
- 3) Simulation Design and Engineering
- 4) Interactive Technologies
- 5) Computer Games and Game Engineering
- 6) Motion Capture and Tracking
- 7) User Interface Design
- 8) Human-Computer Interaction
- 9) Ubiquitous Computing including practical, technical, empirical and theoretical aspects

Submission Method

Please submit your papers by our online submission system: Electronic Submission System (.pdf)
(<https://cmt3.research.microsoft.com/ICVARS2018>)
or send it directly to conference email: icvars@163.com

Important Date

Submission Deadline: Sep. 30, 2017
Notification of Acceptance: Oct. 20, 2017
Registration Deadline: Nov. 5, 2017
Conference Date: 24-25 Feb. 2018
Tour/Academic Visiting: 26 Feb. 2018

Publication

After a careful reviewing process, all accepted papers after proper registration and presentation, will be published in the conference Proceedings, which will be indexed by Ei Compendex & Scopus.

Contact Us

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