



HCI International 2013

15th International Conference
on Human-Computer Interaction
21-26 July 2013, Las Vegas, NV, USA
The Mirage Hotel
www.hcii2013.org

Call for Participation

for an affiliated conference
in the context of HCI International 2013

VAMR 2013

**Fifth International Conference on Virtual,
Augmented and Mixed Reality**
Chairs: **Randall Shumaker, USA**

Virtual Reality (VR) refers to computer-simulated environments that can simulate physical presence in the real and in imaginary worlds. Augmented Reality (AR) is a live, direct or indirect, view of a physical, real-world environment whose elements are augmented by computer-generated sensory input. Mixed reality refers to the merging of real and virtual worlds to produce new environments and visualizations where physical and digital objects co-exist and interact in real time. Virtual, augmented and mixed worlds are becoming a significant part of interaction experience in everyday life, with important applications, amongst others, in health, learning, culture and entertainment. This conference addresses advances in the design, development, and evaluation of Virtual, Augmented and Mixed Reality systems, as well as their application in a variety of domains.

The HCII 2013 Conference Proceedings will be published by **Springer** in a multi-volume set. Papers will appear in volumes of the LNCS and LNAI series. Extended Poster abstracts will be published in the CCIS series. All volumes will be available on-line through the SpringerLink Digital Library, readily accessible by all subscribing libraries around the world, and will be indexed by a number of services including EI and ISI CPCI-S.

Areas of interest of the VAMR 2013 Conference include, but are not limited to those listed here:

- Applications
 - History and culture
 - Education
 - Entertainment
 - Consumer products
 - Industrial
 - Medical and healthcare
 - Military
 - Rehabilitation
 - Virtual worlds and social computing
- Interaction and navigation in VR and MR
 - Avatar instantiation
 - Immersion
 - Orientation and navigation
 - Teleoperation, puppeteering, and autonomy
- Issues in development and use of VR and MR
 - Distributed environments
 - Embodiment
 - Fidelity
 - Performance measurement
 - Platform requirements
 - Presence in VR and MR
 - Criteria and measurement
 - Design issues
 - Simulator sickness
 - Situational awareness
- Underlying & supporting technologies
 - Display technologies
 - Telepresence systems
 - Mobile systems
 - Alternative computing environments
 - Wearable
 - Pervasive computing
 - CAVE and multi-participant environments
 - Head mounted displays
 - Field of view
 - Resolution
 - Rendering speed
 - Parallax and perspective
 - Long-term persistent environments
 - Multimodal interfaces
 - Sensory substitution
 - Tracking VAMR-relevant technologies
 - Visualization and image rendering