

Ethics is AI and XR workshop

As XR content diversifies and makers target everyday applications of these technologies, ethical questions about content creation and its impact on users' wellbeing become more poignant. Artificial intelligence is an important driver of immersive media, and we need to understand and be able to foresee its role in framing ethical guidelines for content creators, developers, distributors, and users of XR.

In this Ethics in AI and XR (AIXR) Workshop we wish to create a platform for researchers, XR makers and interested parties to share the state of the art, new research and thoughts on the ethical challenges and opportunities raised by the intersection of AI with immersive media systems.

We invite papers that approach AI and XR from the theoretical as well as from the applied research angle and that address, but are not limited to the creation and impact of AI onto the users of immersive systems.

Suggested topics:

- ethics of AI algorithms used in XR to emulate reality
- ethics of body and eye tracking
- machine learning and interaction in XR
- relationship between machine learning, AI and entertainment
- bias of selection and representation in narratives and characters
- behaviour recording in XR and permission of data usage
- XR for ethical decision-making with autonomous intelligent systems
- AI for ethical enhancement with XR

We hope to inspire participants to contribute to rich discussions and help frame useful ethics guidelines to serve both AI and XR communities in the making and experiencing of immersive content.

Paper submission format:

Authors are invited to submit an **8-page (regular)** or **4-page (short)** technical paper manuscript in double-column IEEE format following the official [IEEE Manuscript Formatting guidelines](#) and to further consider the IEEE policies for publications https://www.ieee.org/publications_standards/publications/rights/index.html.

Important dates:

Paper submission: 6th October

Notification of acceptance: 18th October

Camera ready submission: 28th October