



# IEEE AIVR 2019

2<sup>nd</sup> IEEE International Conference on  
Artificial Intelligence and Virtual Reality

Co-located with IEEE ISM 2019

Wyndham Hotel Bayside, San Diego, California  
December 9-11, 2019

<http://ieee-aivr.org>

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## CALL FOR PARTICIPATION

Research in Virtual Reality (VR) is concerned with computing technologies that allow humans to see, hear, talk, think, learn, and solve problems in virtual and augmented environments. Research in Artificial Intelligence (AI) addresses technologies that allow computing machines to mimic these same human abilities. Although these two 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.

The **IEEE International Conference on Artificial Intelligence and Virtual Reality (AIVR 2018)**, now in its second run, is a unique event, addressing researchers and industries from all areas of AI as well as Virtual, Augmented, and Mixed Reality. It provides an international forum for the exchange between those fields to present advances in the state of the art, identify emerging research topics, and together define the future of these exciting research domains. We invite researchers from VR, as well as Augmented Reality (AR) and Mixed Reality (MR) to participate and submit their work to the program. Likewise, any work on AI that has a relation to any of these fields or potential for the usage in any of them is welcome.

### Areas of interest

- Systems, including techniques, performance, & implementation
- Content creation and modelling
- Cognitive aspects, perception, user behavior
- AI technologies for VR/AR
- Interactions / interactive and responsive environments
- Applications and use cases
- Ethical & societal aspects of AI and VR/AR

### Conference highlights

**Keynotes from industry** (H. Benko from *Facebook Reality Labs*, V. Swaminathan from *Adobe*, P. Conoval from *Northrop Grumman Corp.*) and **academia** (J. Bailenson from *Stanford*, C. Dede from *Harvard*, P. Cesar from *CWI*, T. Höllerer from *UC Santa Barbara*)

Strong **technical program** with full, short, and industry paper presentations, including best paper award, and two special sessions on "Immersive analytics" and "VR applications & experiences – Opportunities for AI?"

Practical **hands on sessions** with posters and demonstrations of interactive systems and new research results plus three **workshops**:

- From Capture to Rendering of Digital Humans for AR/VR (CRDH)
- Modeling and Animating Realistic Crowds and Humans (MARCH)
- Ethics in AI & XR (AIXR)

### VENUE & LOCATION

AIVR 2019 will take place from Dec 9-11, 2019 at the Wyndham Hotel Bayside, located right at the beautiful San Diego Bay in San Diego, California, USA.

Check the conference's website (<http://ieee-aivr.org>) for further details.  
Discounted early bird registration ends November 30, 2019.

### Sponsors



### In cooperation

