

Committees

General Chair

Prof. Cecilia Sik Lányi, University of Pannonia, Hungary

Honorary Chairs

Prof. Mariano Alcañiz, Valencia Polytechnic University, Spain

Prof. Laszlo Szirmai-Kalos, Budapest University of Technology and Economics, Hungary

Honorary Committee

Prof. Valéria Csépe, member of the Hungarian Academy of Science, Brain Imaging Centre

Prof. Zoltán Vidnyánszky, Director of Brain Imaging Center, Eotvos Loránd Research Network

Prof. Péter Baranyi, Széchenyi István University

Prof. Levente Kovács, Óbuda University, Hungary

International Scientific Board

Prof. Helen Meng, Chinese University of Hong Kong, China

Prof. József K. Tar, Óbuda University, Hungary

Dr. Katarzyna Chmielewska, Kazimierz Wielki University, Poland

Dr. Attila Gilányi, University of Debrecen, Hungary

Dr. Miroslav Macík, Czech Technical University in Prague, Czech Republic

Dr. Mika Luimula, Turku University of Applied Sciences, Finland

Prof. Annamária Várkonyiné Kóczy, Óbuda University, Hungary

International Organizing Committee

Prof. Horváth László, Óbuda University, Hungary

Dr. Ing. Matthias Wölfe, Karlsruhe University of Applied Sciences, Germany

Dr. Erzsébet Tóth, University of Debrecen, Hungary

Dr. Marianna Zichar, University of Debrecen, Hungary

Dr. Victor Häfner, Karlsruhe Institute of Technology, Germany

Dr. Zoltán Süle, University of Pannonia, Hungary

Technical Program Committee Chair

Prof. János Abonyi, University of Pannonia, Hungary

Technical Program Committee Co-Chair

Dr. Ildikó Horváth, Óbuda University, Hungary

Technical Program Committee

to be determined

Publication Chair

Anikó Szakál, Óbuda University, Hungary

Treasurer

Anikó Szakál, Óbuda University, Hungary



IEEE CVR 2023 Cognitive Aspects of Virtual Reality

26 - 27 October, 2023
Hungary

Scope :

Cognitive Aspects of Virtual Reality (cVR) investigates the next phases of IT evolution characterized by a transition from digital environments based on 2D graphical user interfaces (e.g. windows, images, 2D widgets) to 3D spaces which represent a higher-level integration of VR/AR/MR/Metaverse/loD systems, human spatial cognition, the 2D digital world (i.e. Web 2.0, Web 3.0) and artificial intelligence (AI). A primary focus of cVR is how this transition simultaneously makes use of and augments human capabilities, including psychological, cognitive and social capabilities – especially capabilities linked to a deeper understanding of geometric, temporal and semantic relationships. By extension, cVR further investigates the effects of these changes in human and AI capabilities with respect to a variety of sectors including education, commerce, healthcare, industrial production and others

Contributions are expected from the following areas:

- Industry 4.0 in VR, Digital Twin
- UI/UX of Virtual Reality
- VR/AR/XR/Metaverse/DR/loD
- Internet of Digital & Cognitive Realities (loD)
- Management and marketing in VR
- VR-supported design
- VR education
- VR events
- VR supported decision making
- Cognitive Cloud
- VR-supported rehabilitation
- VR operation systems
- Social VR
- Cognitive aspects of avatars
- Socio-cognitive aspects of Virtual Reality
- Cognitive Infocommunications
- Photorealistic VR
- VR Haptics
- Emerging new cognitive capabilities in VR
- Gamification in VR environment
- AI in VR

Authors are encouraged to submit full papers describing original, previously unpublished, complete research, not currently under review by another conference or journal, addressing state-of-the-art research and developments. All papers will be reviewed and accepted papers will appear in the conference proceedings. Papers must be submitted electronically via EasyChair in IEEE format (double column A/4, 4-6 pages long).

Authors' Schedule First submission: 1 June, 2023

Notification: 26 August, 2023

Final submission: 26 September, 2023

Track and Session Organizers:

Those who would like to propose a track or session (a set of oral or DEMO presentations) in order to introduce the new scientific results of their fields or large-scale international projects are warmly welcome. Please kindly note that the minimum number of sessions is 3 per track and 1 session is of 4 publications.

<https://scitope.com/cvr23>