cVR 2024

Debrecen
Hungary
6-7 November

3rd International Conference on Cognitive Aspects of Virtual Reality

IEEE Sponsorship is under process

SUBMISSION DEADLINE: 15 JUNE, 2024
Conference homepage: https://scitope.com/cvr24

Extended Papers will be invited to Special Journal Issues

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/IoD 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.

Chairs

Prof. David Brown, Nottingham Trent University, United Kingdom
Dr. Ildikó Horváth, Corvinus University of Budapest, Hungary

Honorary Chairs

Prof. Mariano Alcañiz, Valencia Polytechnic University, Spain
Prof. Péter Baranyi, University of Pannonia, Hungary
Prof. Cecília Sik-Lányi, University of Pannonia, Hungary

If you would like to initiate a track please contact us at
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