Call for Papers

Recent technological advances have ushered in a new era of immersive experiences, with innovations like head-mounted displays and wearable sensing devices. However, the new level of immersiveness and realism offered in immersive realities comes with many open challenges. Growing data volumes and system performance constraints, including latency, computation power, energy efficiency, and bandwidth limitations, are now central concerns. Understanding user behaviour remains essential for enhancing future immersive technologies. These challenges and opportunities present a rich set of problems to be explored.

In this context, MMVE is an interactive and discussion-oriented workshop that serves as an inclusive and interdisciplinary forum, spanning a broad range of topics related to immersive experience or Extended Reality (XR), including Mixed Reality (MR), Augmented Reality (AR), and Virtual Reality (VR). This workshop provides a unique opportunity for researchers in the field, from both academia and industry, to gather and foster discussions, share novel ideas, and present cutting-edge research contributions. It's a dynamic space where innovation knows no bounds and new collaborations can begin.

Topics

Immersive & Interactive Content

- 3D virtual environments
- 3D graphics
- 3D meshes
- Light fields
- Point clouds
- Omnidirectional media
- Authoring language and tools

Support for Immersive Multimedia Systems

- Immersive & interactive multimedia systems (i.e., VR, AR, MR)
- Sensor systems
- Vision systems
- Wearable systems
- Operating systems
- Distributed systems
- Middleware
- Mobile and embedded systems

Quality & Performance of Immersive Multimedia Systems

- Performance metrics:
  - Latency, Scalability, Throughput, etc.
- Objective quality metrics:
  - Video and Audio Quality, Quality of Experience, etc.
  - Evaluation methodologies
  - Security and privacy

Perception & Behaviour in Immersive Experience

- Psychological effects and perception
- Multisensory processes
- Social interactions
- Human-computer interaction
- User behaviour analysis and modelling

Applied Contexts of Immersive Multimedia Systems

- Social VR/XR
- Cinematic Virtual Reality
- Digital TV
- Games/Entertainment
- Education
- Healthcare
- Storytelling

Submission Instructions

Full papers (4-6 pages, incl. references) or **short papers** (2-3 pages, incl. references) covering original work within the listed or related topics. Submissions must be blinded and use the standard ACM proceedings style and constitute original, unpublished work.

Submissions will be peer-reviewed and will be included in the ACM MMSys proceedings upon acceptance.

Important Dates

Submission Deadline

January 26th, 2024

Acceptance Notification

March 8th, 2024

Camera-Ready Version

March 22nd, 2024

Organising committee

Silvia Rossi Centrum Wiskunde & Informatica (CWI) Amsterdam NL
Débora Christina Muchaluat-Saade Universidade Federal Fluminense (UFF) Niterói, BR
Thomas Röggla Centrum Wiskunde & Informatica (CWI) Amsterdam, NL