ISMAR 2011

Call for Papers/Participation

The Tenth IEEE International Symposium on Mixed and Augmented Reality

Oct. 26 – 29, 2011, Basel, Switzerland

http://www.ismar11.org

The fields of Mixed Reality (MR) and Augmented Reality (AR) seek to interactively combine real and virtual objects and environments in 3D. The basic paradigm enables fascinating new types of user interfaces, and is beginning to show significant impact on industry and society. The field is highly interdisciplinary, and MR/AR concepts are applicable to a wide range of applications.

This year we are proud to present the 2011 IEEE International Symposium on Mixed and Augmented Reality (ISMAR 2011). The symposium will be held on Oct 26–29, 2011 at Congress Center in Basel, Switzerland. We invite you all to participate in this great event for the exchange of new ideas in this exciting field! ISMAR now invites contributions in two programs: the Science & Technology (S&T) program and a complementary Arts, Media and Humanities (AMH) program.

Science and Technology Program:

In recent years, MR/AR has been expanding from an exciting research proposition into a publicly-acknowledged technology.

The field is highly interdisciplinary, combining work in disciplines such as signal processing, computer vision, computer graphics, user interfaces, human factors, wearable computing, mobile computing, computer networks, displays, and sensors. The growing interest in MR/AR applications is creating new challenges for research in all of these areas.

We invite papers, posters, workshops, tutorials submissions in the general field of Mixed and Augmented Reality.

Topics of interest include, but are not limited to, MR/AR aspects of:

- Sensing;
- Modeling;
- Information presentation;
- Interaction;
- Human factors;
- System architectures;
- Displays;
- MR/AR applications.

Arts, Media & Humanities Program:

The 2011 ISMAR Arts, Media and Humanities chairs invite artists, designers, architects, urbanists, and scholars to explore the potential of Mixed and Augmented Reality within their respective fields. We welcome artifacts, musings, probings, discourses, and insights to be presented at ISMAR 2011 in the form of papers, posters, art exhibits and performances, panels, workshops, demos, and tutorials.

Topics of interest include, but are not limited to, case studies, deployments, prototypes, and evaluations of Mixed and Augmented Reality in:

- Art;
- Media art;
- Performing arts;
- Architecture;
- Urban design;
- Game design;
- Toys;
- Social media;
- Transhumanism;
- Design research;
- Product design;
- Advertising and marketing.

Submission Categories

The followings are the categories of solicited types of work. For detailed submission and formatting instructions, visit the website at www.ismar11.org.

Papers and Posters (S&T and AMH)

Regular written papers and posters are solicited. All accepted papers and posters will be published in the proceedings. Papers must have a minimum of four pages and maximum of ten pages, while posters are limited to two pages.

Note, that there is only one category for papers - there is no distinction between full and short papers. The acceptance for publication will be partly based on the contribution per page of the paper. For example, a paper in six pages will be expected to have more contribution than one with four pages. Material simultaneously submitted to ISMAR and another venue will be rejected without review. Please see the web site for full details.

Innovation Workshops

ISMAR 2011 will have a series of workshops the day before the conference to cover the innovative applications of MR/AR and newly emerging areas of MR/AR. We invite you to submit workshop proposals with pioneering research and fresh application areas.

Informative Tutorials

The purpose of the tutorials is to expand the knowledge of the MR/AR community. Topics can range from introductory for MR/AR novices to highly technical for MR/AR researchers. We invite individuals or teams interested in presenting such a tutorial to submit proposals.

S&T Demonstrations

ISMAR 2011 will provide exhibition space for demonstrations of MR/AR to the community. These demonstrations can take the shape of live, interactive demos, lab/corporate exhibitions, or both.

Art Exhibits

ISMAR 2011 is soliciting new art that exploits MR/AR as a medium. We encourage artists to provide proposals for works implemented with AR technologies, as well as for works based on mixed reality concepts.

Selected work will be shown in the electronic arts festival, Shift, which hosts a traditional exhibition environment. Presentations and panel discussions for invited artists will be held at the conference center.

Tracking Competition & AMH Contests

The first Tracking Competition at ISMAR'08 caught much attention. For ISMAR 2011, we will complement this contest with design and game contests. Details regarding the contests (rules, dates) will be made available on the ISMAR conference website in June.

Important Deadlines

Paper and Poster Abstracts: **May 11**
Paper and Poster Submission: **May 18**
Workshop Proposals: **June 3**
Tutorials: **June 3**
Art Exhibits: **June 3**
S&T Demonstrations: **August 15**
Tracking Competition Entry: **August 15**

Organization and Contact

General chairs:
Prof. Martin Wiedmer, FHNW
Dr. Vincent Lepetit, EPFL

Program chairs:
Science and Technology:
Prof. Jun Park, Hongik University Prof. Gerhard Reitmayr, TU GRAZ Prof. Greg Welch, UNC

Arts, Media and Humanities:
Dr. Raphael Grasset, HIT Lab NZ/ICG
Jan Torpus, FHNW
Mark Podlaseck, IBM Research

Venue

The symposium will be held at the Congress Center in Basel, Switzerland. Basel is located in the very north-west of Switzerland at the boarders to Germany and France. It can be reached by the Basel/Mulhouse Airport or Zürich Airport (one hour train ride).