**Call for Contributions**

**1. Inform the Chair**
**2. Submission URL:**
https://www.iariasubmit.org/conferences/submit/newcontribution.php?event=ACHI+2024+Special
Please select Track Preference as **AVRAR**

**3. Note:** *For 2024, all events will be held in a hybrid mode: on site or virtual choices (live, prerecorded videos, voiced presentation slides, and .pdf slides). We hope for better times allowing us to return to the traditional on site scientific events. However, we are ready to adapt any which way the conditions dictate.*

Special track
# AVRAR: Applied VR/AR - Immersion, Accessibility and Emerging Trends

**Chair**
Prof. Dr. Nicholas H. Müller, Technical University of applied Sciences Würzburg-Schweinfurt, Germany
nicholas.mueller@thws.de

along with

# ACHI 2024, The Seventeenth International Conference on Advances in Computer-Human Interactions
https://www.iaria.org/conferences2024/ACHI24.html
May 26-30, 2024 - Barcelona, Spain

The Applied VR/AR - Immersion, Accessibility and Emerging Trends special track at ACHI 2024 represents a concerted academic effort to critically engage with the rapidly evolving fields of virtual and augmented reality. As scholars and practitioners, we aim to deepen the understanding of VR/AR technologies not only as tools for innovation, but also as catalysts for paradigm shifts in human-computer interaction, educational methodologies, and digital accessibility. This track is dedicated to fostering rigorous academic discourse, promoting empirical research, and encouraging theoretical advances that explore the multifaceted dimensions of VR/AR technologies. We are committed to scholarly inquiry that examines the implications, challenges, and potentials of these technologies in diverse societal contexts.

At the heart of our academic inquiry is the issue of accessibility in VR/AR. This has a dual focus: firstly, ensuring that these technologies are accessible to a wide range of users, including those with different abilities; and secondly, exploring how VR/AR can be used as tools to improve accessibility in different domains. We aim to bridge the gap between technological advances and social inclusion by encouraging research that addresses the usability, adaptability, and ethical considerations inherent in the use of immersive technologies. This track encourages papers that provide critical insights into how VR/AR can be used to create more inclusive and equitable digital environments.

Emerging trends in VR/AR provide fertile ground for academic exploration, and this track aims to be at the forefront of identifying and analysing these developments. We invite scholarly contributions that not only present the latest innovations, but also critically assess their implications for the future of technology, society, and individual user experience. By bringing together a diverse range of academic perspectives, we aim to build a comprehensive understanding of the evolution of VR/AR and anticipate future challenges and opportunities. Our goal is to cultivate an academic environment at ACHI 2024 where interdisciplinary dialogue flourishes, leading to a deeper and more nuanced understanding of VR/AR's role in shaping our digital future.

**Topics include, but not limited to**

- **Innovative Interfaces in VR/AR:** Exploring advancements in user interface design specific to VR and AR, focusing on how these interfaces enhance user experience and interaction in immersive environments.
- **VR/AR for Enhanced Learning and Training:** Investigating the application of VR and AR in educational and training settings, including their effectiveness in improving learning outcomes and providing hands-on experience in safe, controlled virtual environments.
- **Accessibility and Inclusivity in VR/AR Design:** Examining strategies and best practices for making VR/AR technologies accessible to people with diverse abilities, including considerations for universal design principles in the development of these technologies.
- **Emerging Trends in VR/AR Content Creation:** Delving into the latest trends in VR/AR content creation, including storytelling, game design, and artistic expression, and how these are shaping user experiences and expectations.
- **Ethical and Social Implications of VR/AR Technologies:** Addressing the ethical, social, and psychological impacts of VR/AR, including issues related to privacy, data security, and the long-term effects of immersive technologies on human behavior and society.

**Contribution Types**
- Regular papers [in the proceedings, digital library]
- Short papers (work in progress) [in the proceedings, digital library]
- Posters: two pages [in the proceedings, digital library]
- Posters: slide only [slide-deck posted on www.iaria.org]
- Presentations: slide only [slide-deck posted on www.iaria.org]
- Demos: two pages [posted on www.iaria.org]

**Important Datelines**
*Inform the Chairs: As soon as you decide to contribute*
Submission: April 10
Notification: April 28
Registration: May 8
Camera-ready: May 8
*Note: The submission deadline is somewhat flexible, providing arrangements are made ahead of time with the chair.*

**Paper Format**
- See: http://www.iaria.org/format.html
- Before submission, please check and comply with the editorial rules: http://www.iaria.org/editorialrules.html

**Publications**
- Extended versions of selected papers will be published in IARIA Journals: http://www.iariajournals.org
- Print proceedings will be available via Curran Associates, Inc.: http://www.proceedings.com/9769.html
- Articles will be archived in the free access ThinkMind Digital Library: http://www.thinkmind.org

**Paper Submission**
https://www.iariasubmit.org/conferences/submit/newcontribution.php?event=ACHI+2024+Special
Please select Track Preference as **AVRAR**

**Registration**
- Each accepted paper needs at least one full registration, before the camera-ready manuscript can be included in the proceedings.
- Registration fees are available at http://www.iaria.org/registration.html

**Contact**
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Logistics (Steve McGuire): steve@iaria.org