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## The Second International Conference on Artificial Intelligence and Immersive Virtual Reality

**AIVR 2025**

**April 6 - 10, 2025 - Valencia, Spain**

<http://www.iaia.org/conferences2025/AIVR25.html>

### Important deadlines:

Submission (full paper)	December 3, 2024
Notification	February 2, 2025
Registration	February 16, 2025
Camera ready	March 2, 2025

### Tracks:

#### Principles and design

VR (Virtual Reality), AR (Augmented), XR (Extended), MR (Mixed) and IVR (Immersive) Reality  
Real and virtual environments, augmented reality usability, mobile virtual reality  
AR/MR-based co-design, Hybrid 2D/3D user Interface, AR with intelligent tutors  
Digital augmented physical games, AR entertainment  
Trends in AR, Spatial AR cues  
Display and interface adaptations for VR  
AR universal design for education  
Dedicated AI-support for VR-oriented software systems  
eXtended Reality (XR) in assistive systems  
Design for users with cognitive disabilities  
Design of Mixed Reality (MR) systems  
Do-creation-based design of XR technologies  
Guidelines for designing XR apps

#### Human-Virtual collocation

Collaborative Immersive Virtual Reality (IVR) analytics  
Active and Passive Haptics, Haptic Feedback, Visual Feedback, Tangible Interaction  
Haptic Human-Machine Teaming  
Robot Teammate  
Human Trust in a Virtual Assistant  
AR teaching materials, Mobile AR Tutorial Systems  
Remote collaboration in VR, Collaborative MR  
Groupware and MR, MR remote collaboration  
Emotion sharing and augmentation in cooperative VR, MR remote collaboration  
Education via IVR

#### Shared and tracking environments

360 Panoramas, 3D Reconstructed Scenes, Omnidirectional cinemographs, Virtual theaters  
Cognitively adaptive training in VR,  
Perception in MR,  
Shared social data in AR  
Digital augmented physical games,  
AR entertainment  
AR tracking  
Authentication in VR  
AI-based neuroimaging for immersive virtual environments  
Education via AI-IVR  
Training via AI-IVR

#### Human analytics

Gaze modeling and interpretation,  
Social network loneliness,  
Gesture interaction for AR applications  
Sharing gestures in remote collaboration, AV mirrors  
Eye Gaze and hand gesture sharing  
Physiological sensing in VR  
Individualized VR for mental health  
Generative-AI for human experience development  
AI for human digital twins  
Integration of XR in primary education