



Association Française de Réalité Virtuelle,
Augmentée, Mixte et d'Interaction 3D

REVERIES

le bulletin électronique de l'AFRV

18 février 2013

Abonnements, remarques, envoi de textes :
laureleroyrv@gmail.com - alexis.paljic@ensmp.fr

numéro 336

CfP	International Journal of Human-Computer Interaction
VRIC	VRIC 2013 Laval Virtual - Advanced Programme
Poste	Arts et Métiers ParisTech Institut Image Post-doc Position
CfP	IHM 2013 à Bordeaux
CfP	ISMAR 2013 Workshops
CfP	ACM Symposium on Spatial User Interaction, SUI 2013

CfP International Journal of Human-Computer Interaction

CALL FOR PAPERS - SPECIAL ISSUE

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



You are cordially invited to make a contribution to a special issue of the International Journal of Human-Computer Interaction (IJHCI), entitled “Does Touch Matter?: The Effects of Haptic Visualization on Human Performance, Behavior and Perception.”

Despite a considerable amount of ongoing research and development (R&D), current efforts in haptic R&D still have significant gaps. In particular, more systematic studies are still required regarding the design, development, and evaluation of haptic technology as well as its effects on human performance, behavior and perception. The primary goal of this special issue is to bridge these gaps in the knowledge and practice domains by presenting the state-of-the-art in research and development related to haptic and tactile interface technology through contributions from researchers in different disciplines.

We are seeking theoretical, methodological, empirical, case, field, and multidisciplinary studies on different aspects of haptic R&D that include, but are not limited to:

- (1) Comprehensive review of the state-of-the-art haptic technology, applications or studies;
- (2) Development of new haptic technology (e.g., haptic sensors and actuators, haptic rendering, etc.)
- (3) Design of an effective haptic feedback considering the user’s perceptual characteristics (such as cutaneous sensation and proprioceptive sensation) under multimodal interaction;
- (4) Affective perspective on haptic & tactile interfaces - affective experience of texture, force, vibration, thermal sensation, etc.;
- (5) Studies on perceptual characteristics of tactile sensing for better design of user experience - vibration, texture, shape, force, interaction of haptic and other sensorial information under multisensory processing, etc.;
- (6) Theoretical frameworks for testing the usability of haptic technology or haptic user interfaces in real-world contexts, or empirical evaluations of such tests;
- (7) Innovative haptics such as shared/collaborative haptic control, neurohaptics, wearable and immersive haptics, etc.;
- (8) Novel haptic applications (e.g., haptics in industry, education, mobile device, entertainment, art, etc.).

GENERAL INSTRUCTIONS FOR PROSPECTIVE AUTHORS

▫ Authors should carefully read the journal's “Instructions for Authors”, which are located at <http://www.tandf.co.uk/journals/journal.asp?issn=1044-7318&linktype=44>.

▫ Authors should send a short letter of intention as soon as possible, and then their complete manuscript and cover letter directly to the Guest Editor-In-Chief, Dr. Chang S. Nam

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



(csnam@ncsu.edu), by email as attached files in MS Wordformat according to the following timetable:

- Letter of Intention (< 100 words):Now
- Manuscript Submission Due: May 31, 2013
- First Round of Reviews Due:August 15, 2013
- First Revision Due:October 15, 2013
- Second Round of Reviews Due:December 15, 2013
- Final Revision Due:February 15, 2014
- Expected Publication Date - The 3rd quarter of 2014
- Please direct any inquiries, includingthe suitability of the work, to the Special Issue Guest Editors: Chang S. Nam (csnam@ncsu.edu), North Carolina State University, USA; Sangwoo Bahn(panlot@gmail.com), North Carolina State University, USA; Paul Richard (paul.richard@univ-angers.fr), Université Angers, France; Takehiko Yamaguchi (yamaguchi.takehiko@gmail.com), Université Angers, France.

VRIC 2013 Laval Virtual - Advanced Programme

VRIC 2013 Laval Virtual – Advanced Programme (42 conferences, 81 authors from 14 countries)

<http://www.laval-virtual.org/2013/?p=408&l>

Wednesday 20 March

Symposium 1 - ROOM A - **Sharing Live User Experience: How New Mixed Reality Technologies and Networks Support Real-Time Interactions** - 10h - 12h30

Symposium 2 - ROOM A - **VR, Serious Game and Interactive Storytelling based training/education** - 14h-18h

Thursday 21 March

Symposium 3 - ROOM B - **Mobile Immersion and Augmented Reality** - 9h - 12h30

Symposium 4 - ROOM A - **A New Kind of Art** - 10h - 17h

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



Friday 22 March

Symposium 5 - ROOM A - **ReVolution Session** - 9h - 11h

Symposium 6 - ROOM A - **The Progress and Uncertainties of Human-Robot Relationships** - 11h - 16h

Wednesday 20 March - VRIC 2013

Symposium 1 - ROOM A Sharing Live User Experience: How New Mixed Reality Technologies and Networks Support Real-Time Interactions 10h - 12h30

Chair: Marc Pallot, Nottingham University Business School, UK and Collaborative Engineering, Italy

Co-Chairs: Petros Daras, CERTH-ITI, Greece

10h: (9) Immersion, from Goggles to Transmedia (Pierre Berger, Diccan.com, France)

10h20: (13) SmurfBox: A Collaborative Mixed Reality Environment for Generating Virtual Character Animations in Real-Time (Ruediger Beimler, Gerd Bruder, Frank Steinicke, University of Wuerzburg, Germany)

10h40: (12) Prototyping Natural Interactions in Virtual Studio Environments by Demonstration: Combining Spatial Mapping with Gesture Following (Dionysios Marinos, Björn Wöldecke, Chris Geiger, University of Applied Sciences Düsseldorf, Germany)

11h: (16) Three-dimensional Monitoring of Weightlifting for Computer Assisted Training (Anargyros Chatzitofis, Nicholas Vretos, Dimitrios Zarpalas, Petros Daras, Centre for Research and Technology Hellas - Information Technologies Institute, Greece)

11h20: (42) Augmented Sport: Exploring Collective User Experience

(Marc Pallot, Collaborative Engineering, Italy, Remy Eynard, Benjamin Poussard, Olivier Christmann, Simon Richir, Arts et Metiers ParisTech, Angers)

11h40: Sharing Live User Experience: 3D LIVE project

Vision & Overview / The three scenarios: Jogging, Golfing and Skiing

12h30: Lunch break (Conference Lunch at Hotel Perier du Bignon if you bought a ticket when you have registered)

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



Symposium 2 - ROOM A VR, Serious Game and Interactive Storytelling based training/education 14h - 18h

Domitile Lourdeaux, Heudiasyc UM7253, Université de Technologie de Compiègne

Valérie Gouranton, Team Hybrid (BUNRAKU), INSA Rennes, IRISA, Inria, France

Samir Garbaya, Le2i, INSTITUT IMAGE - ENSAM

14h: >>>> OPENING KEYNOTE SPEAKER: VR, AR and Serious Games... What's Next? - March 20, 2013, 14h.

Robert Stone, Professor, VR Pioneer, for his 25 years of working time in VR field, Human Interface Technologies (HIT) Team, Chair in Interactive Multimedia Systems within the College of Engineering and Physical Sciences at the University of Birmingham

15h: (30 POSTER)- **Virtual Reality for Skin Exploration** (Marie-Danielle Vazquez, BASF Beauty Care Solutions SAS France, Christophe Mion, Scalable Graphics, France and Solene BASF Beauty Care Solutions SAS France)

15h10: (17) - **Low-Cost Simulation of Robotic Surgery** (Kasper Grande, Martin Kibsgaard and Martin Kraus, Aalborg University, Denmark)

15h30: (28) - **The effect of guided and free navigation on spatial memory in mixed reality** (Alberto Betella, SPECS Lab - Universitat Pompeu Fabra, Spain, Enrique Martínez, SPECS Lab - Universitat Pompeu Fabra, Spain, Ulysses Bernardet, Simon Fraser University, Canada, Paul F. M. J. Verschure, SPECS Lab - Universitat Pompeu Fabra and ICREA, Spain)

15h50 : Coffee break

16h15: (29) - **The Ghost in the Shell Paradigm for Virtual Agents and Users in Collaborative Virtual Environments for Training** (Thomas Lopez, Florian Nouviale, Valérie Gouranton and Bruno Arnaldi, INSA de Rennes, IRISA, INRIA France)

16h45: (38) - **HUMANS: a HUMAN Models based Artificial eNvironments Software platform** (Vincent Lanquepin, Domitile Lourdeaux, Camille Barot, Kevin Carpentier and Kahina Amokrane, Heudiasyc, Université de Technologies de Compiègne, France)

17h15: Panel **“VR and training: a revolution?”**

18h - End of symposium

20h - Gala Dinner

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



Thursday 21 March - VRIC 2013

Symposium 3 - ROOM B ••••• Mobile Immersion and Augmented Reality ••••• 9h - 12h30

Chairs: Prof. Samir Otmane, UEVE/IUT/Laboratoire IBISC EA 4526

Dr. Jean Yves Didier, UEVE/UFR ST/ Laboratoire IBISC EA 4526

9h: - Keynote - DigitalOcean FP7 RSME: From underwater data collection to mobile immersion in augmented reality

(Alain Dinis, VIRTUALDIVE SAS, France)

Full paper presentation:

10h: (4) - **DrillSample: Precise Selection in Dense Handheld Augmented Reality Environments** (Annette Mossel, Benjamin Venditti and Hannes Kaufmann, Interactive Media Systems Group, Vienna University of Technology, Austria)

10h30: (39) - **Reducing the SLAM drift error propagation using sparse but accurate 3D models for Augmented Reality applications** (Maxime Boucher, Fakhr-Eddine Ababsa and Malik Mallem, University of Evry, France)

11h00: (5) - **3DTouch and HOMER-S: Intuitive Manipulation Techniques for One-Handed Handheld Augmented Reality** (Annette Mossel, Benjamin Venditti and Hannes Kaufmann, Interactive Media Systems Group, Vienna University of Technology, Austria)

Poster presentation:

11h30: (8-POSTER) - **Layered Shadow: Multiplexing Invisible Shadow Using Infrared Lights with Different Wavelengths** (Saki Sakaguchi, Takuma Tanaka and Mitsunori Matsushita, Kansai University, Japan)

11h45: (11-POSTER) - **Mixed Reality with Multimodal Head-mounted Pico Projector**

(Antti Sand and Ismo Rakkolainen, University of Tampere, Finland)

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



12h00: (3-POSTER) - **Leveraging Technology To Become A Better Lawyer** (John Niman, United States)

12h30: Lunch break (Conference Lunch at Hotel Perier du Bignon if you bought a ticket when you have registered)

Symposium 4 - ROOM A A New Kind of Art 10h - 17h

Chair: Alain LIORET, Arts et Technologies de l'Image, Université Paris VIII, France

10h: (37) **Aesthetics and Algorithms : around the Uncanny Peak** (Pierre Berger, Algoristes, France)

10h30: (34) **Ideas about VR&AR as a new genre in fine arts** (Suzanne Beer and Judith Guez, INREV, Université Paris VIII)

11h: (25) **Toward Visual Features of Digital Images**(Everardo Reyes-Garcia, University of Paris 13, France)

11h30 Coffee break

11h45: (18) **Scale Based Model for the psychology of crowds into virtual environments** (Fabien Tschirhart, Arts et technologies de l'image - Université de Paris VIII, France)

12h15: **Qui est ce Nuage ? Demo by Lola B.Deswarte**

12h30: **Lunch** break (Conference Lunch at Hotel Perier du Bignon if you bought a ticket when you have registered)

14h: >>>> **Keynote Speaker: Chance and Complexity: Stochastic and Generative Processes in Art and Creativity- March 21, 2013, 14h. Alan Dorin, Monash University, Australia - Artificial Life researcher and electronic media artist**

15h: (22) **Hybridization between brain waves and painting**(Yiyuan HUANG, University Paris 8, China)

15h30: Coffee break

15h45: (24 - Poster) **Conduit d'Aération**(Lucile HAUTE, EnsAD / Université Jean Monnet, France, Alexandra SAEMMER, Odile Farge, Université Paris 8, France)

16h15: (32) **Virtual stage sets in live performing arts (from spectator to spect-actor)**(Farah Jdid, Université Paris 8, France)

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



16h45: **Château de Nantes**. Demo by Florent Laroche, ECN, France

17h - End of symposium

19h - **Laval Virtual 2013 Awards Ceremony** (in Laval Grand Theatre) - The ceremony will be followed by a cocktail.

Friday 22 March - VRIC 2013

Special Session (Symposium 5) - ROOM A ReVolution Session 9h - 11h

Chair: Akihiko SHIRAI, Ph.D, Associate Professor, Department of Information Media, Kanagawa Institute of Technology (KAIT)

This session share the best projects selected this year for ReVolution (= VRIC Demo Session in the exhibition)

(15 min talk + 5 min discussion in maximum)

9h: (8) Layered Shadow: Multiplexing Invisible Shadow Using Infrared Lights with Different Wavelengths

9h20: (15) Serious Dietary Education System for Changing Food Preferences “Food Practice Shooter”

9h40: (31) AquaTop Display

10h: (20) ZZZoo Pillows

10h20: (10) TSUMIKI CASTLE : New Tangible Interface adopting Toy Blocks to Make VR castle

10h40: (7) Manga Generator: Immersive Posing Role Playing Game in Manga World

Symposium 6 - ROOM A The Progress and Uncertainties of Human-Robot Relationships 11h - 16h

Chair: Colin Schmidt, Arts et Metiers ParisTech, Presence & innovation, LAMPA (EA1427), Laval.

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



11h00: (21) - In the Image of the Image? From Imago Dei to Imaging the Human in the Robotic Gaze (Scott Midson, University of Manchester, UK)

11h30 (19) - The Metaphysical Cyborg (Damien Williams, USA)

12h00: (23) - Pro and cons Singularity. Kurzweil and its Critics (Bogdan Popoveniuc, "Ștefan cel Mare" University of Suceava Romania)

12h30: Lunch break (Conference Lunch at Hotel Perier du Bignon if you bought a ticket when you have registered)

14h: >>>> Keynote Speaker: **Human humiliation: Living with smarter robots - March 22, 2013, 14h. Vincent C. Müller**, Professor of Philosophy, Anatolia College/ACT, Thessaloniki; James Martin Research Fellow, "Future of Computing and Cognitive Systems", Oxford Martin Programme on the Impacts of Future Technologies, Faculty of Philosophy, University of Oxford

15:00 (40) - From a robot-loving nonetheless robot-skeptical point of view: should we engineer robots or society? (Sylvie Allouche, University of Bristol, UK)

15h25 (36) - Terminator Niches (Tommaso Bertolotti, Lorenzo Magnani, University of Pavia, Italy)

16h: End of VRIC 2013 Conference & Laval Virtual professional exhibition

Please register on www.laval-virtual.org

VRIC 2013 Conference Chair: Simon RICHIR, Arts et Métiers ParisTech, France

Proceedings published by ACM on <http://dl.acm.org/>

Poste Arts et Métiers ParisTech Institut Image Post-doc Position

Introduction

Arts et Métiers ParisTech and its Image Institute propose one post-doc position within the framework of CALLISTO project.

Context of the work

CALLISTO Project aims at developing virtual reality tools which allow a visit inside a virtual building in full scale, in real time and with realistic rendering. This visit must make it possible to the Callisto users to be able to feel "as well as possible" the same feelings that they would have if they were visiting the true building: sight, hearing and touching if possible.

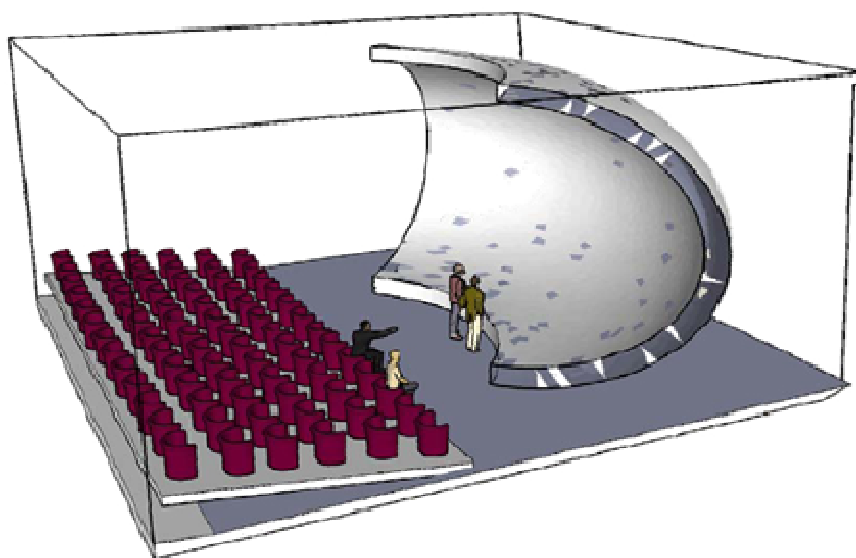
L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>

The real aspect is a paramount factor of the project because it is absolutely necessary that the Callisto users rely on what they feel. We cannot be satisfied with a "realistic" aspect. It is necessary that the users are able to make decisions in all knowledge following what they felt in this simulator. It is necessary also that they are able to find these same feelings in the building once it has been carried out.

The users will be brought to interact with their environment (to change a type of materials, to change the acoustics characteristics of a glazing, to change the conditions of external illumination and to act consequently on interior lighting...) and to perceive the consequences immediately (visual and audio).



Scientific issue

The scientific issues are linked to the perception of a building in a virtual immersion experience. Thus, it is expected to study the following points.

- To allow the visit in real time, scale 1/1 of virtual building
- To guarantee the perception of scale 1/1 of the building during the navigation in virtual immersion
- to interact with the model and to modify it in real time and constant geometry, in order to make decisions
- To produce software allowing the integration and the interaction in real time with the 3D full scale model

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



The work would explore several hypothesis to guarantee the scale 1:1 perception:

- The interaction techniques and devices influence the perception of scale 1:1
- The rendering (textures, geometry, level of details, lighting) influence the perception of scale 1:1
- The navigation techniques and devices influence the perception of scale 1:1

Methodology

The suggested research work would include the following actions:

- State of the art (virtual reality, human factors, scale 1 perception)
- Design of used case (experimental design and integration of virtual reality technologies)
- Experiments (methodology, hypothesis, calibration, measurements, results analysis)
- Publications, communications

Presentation of the lab

Image Institute is a research lab of Arts et Metiers ParisTech. The lab is located in Chalon-sur-Saone in Burgundy and developed competencies in virtual reality. 30 people work in the lab (researchers, academic, PhD students, engineers). The facilities of the lab consist of a full immersive virtual reality system (4 walls), driving simulators, haptic devices.

Contract

One year contract at Arts et Metiers ParisTech

Candidate profile

PhD in computer graphics.

Digital mock-up, numerical simulation, virtual reality, CAD knowledge, behavioral experimentation, human factors measurements.

Autonomy, writing skills (English and/or French), scientific rigor.

Contact

- Frédéric Mérienne (frederic.merienne[AT]ensam[POINT]eu)
- Christian Père (christian.pere[AT]ensam[POINT]eu)

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



CfP IHM 2013 à Bordeaux

Nous avons le plaisir d'accueillir IHM'13 à Bordeaux du 12 au 15 Novembre 2013. Le site web est maintenant disponible à cette adresse : <http://ihm13.bordeaux.inria.fr>

IHM'13 est une opportunité pour échanger sur les dernières avancées scientifiques dans le domaine de l'Interaction Homme-Machine et pour favoriser les synergies entre les domaines académiques et les domaines industriels. Dans le contexte de travail de la région bordelaise, nous souhaitons mettre l'accent sur les liens entre IHM, 3D et Réalité Virtuelle.

Dates importantes :

15 mai 2013

- Soumission des articles (<http://ihm13.bordeaux.inria.fr/soumissions/articles-scientifiques/>)
- Soumission des propositions de groupes de travail (GT) (<http://ihm13.bordeaux.inria.fr/soumissions/groupes-de-travail/>)

13 septembre 2013

- Soumission des posters (<http://ihm13.bordeaux.inria.fr/soumissions/posters/>)
- Soumission des démonstrations (<http://ihm13.bordeaux.inria.fr/soumissions/demonstrations/>)
- soumission des rencontres doctorales (<http://ihm13.bordeaux.inria.fr/soumissions/rencontres-doctorales/>)

! Important !

1) **Dates de soumission.** En raison d'un calendrier serré cette année, **les dates de soumission sont fermes et définitives.** Aucune extension de deadline ne sera acceptée quelle que soit la catégorie.

2) **Nombre de pages.** Les auteurs sont invités à soumettre un article de recherche comprenant entre 4 et 10 pages. La contribution des articles sera évaluée proportionnellement au nombre de pages.

Nous vous invitons à visiter <http://ihm13.bordeaux.inria.fr> pour davantage d'informations sur la conférence et sur les soumissions.

Au plaisir de vous retrouver prochainement à Bordeaux,

Le comité d'organisation d'IHM'13.

<http://ihm13.bordeaux.inria.fr>

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



CfP ISMAR 2013 Workshops

The 12th IEEE International Symposium on Mixed and Augmented Reality

October 1, 2013, University of South Australia, Australia

<http://ismar.vgtec.org/>

ISMAR 2013 provides a venue for Mixed and Augmented Reality research. ISMAR 2013 workshops are a complementary forum to the main conference.

Aims

ISMAR workshops are interactive events involving participants. We therefore ask workshop organizers foster attendee involvement, making it a primary goal.

ISMAR encompasses multiple domains of research. We encourage workshop organizer teams from multiple institutions to propose specific themes from both, Science & Technology and Arts, Media, & Humanities tracks to be explored in workshops. We particularly encourage the fostering of topics or communities that do not have a "home" in other venues. In order to extend the discussion of possible future topics and trends, we also invite people from outside the Mixed and Augmented Reality community to participate in ISMAR workshops.

ISMAR is interactive and inviting. Please feel free to discuss ideas for a workshop proposal by email with the workshop chairs (workshops_chairs@ismar13.org) prior to submission. We aim for a balanced workshop program avoiding overlapping themes and fostering synergies.

If you have an idea for a workshop you would like to see at ISMAR, and would be willing to help organize, but haven't found a group, please let us know! We are happy to both help find others to help, and connect people with similar interests.

Formats

ISMAR workshops provide a platform for presentations of novel work, work in progress and position papers. In order to ensure the quality of workshops the presentations have to meet a certain level of quality. Thus, we ask organizers to propose ways to ensure the quality of presentations. This can be, for example, by peer reviewing or a workshop program committee. Since the submission deadline for work in progress presentations is scheduled after the main conference sends out decisions, resubmissions of rejected ISMAR papers to workshops will have to be submitted together with ISMAR reviews.

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



ISMAR workshops may also serve as a platform to actively experience the insights of a variety of pervasive computing topics in seminars. Since seminars aim for a maximum of interactivity, we ask organizers of seminars to focus on proposals of how to involve attendances. This can be for example, by organizing hands-on sessions or pro-contra discussions of reading lists. Workshops may also be organized as a combination of both, resulting in seminars with presentations of novel work, work in progress or position statements.

All workshops should be planned as full day events and should not schedule work in progress presentations only.

Submission Guidelines

To submit a proposal for a workshop, please send email to workshops_chairs@ismar13.org with the subject "ISMAR 2013 workshop proposal" and a PDF document containing

1. Name of workshop
2. Theme of the workshop and topics of interest and how these relate to the overall conference
3. Format of the workshop, example agenda, and how the agenda reflects the format
4. How the workshop seeks to encourage attendee interactivity
5. Preliminary Call for Papers
6. Names, affiliations, research interest, and a short bio (up to 200 words) of the organizers
7. Brief description (up to 1 page) of research issues that the workshop will address
8. Reasons why the workshop is of interest to the conference participants
9. Audience: expected number of participants, potential program committee members

After sending your proposal to the aforementioned email address, you should receive an acknowledgment of receipt.

Organizers are expected to be proactive in the field where they propose a workshop. Potential workshop organizers should also note that at least one workshop organizer is required to attend those workshops they are organizing. Any change to the workshop organization team must be submitted in writing at least two weeks prior to the paper deadline. No changes to the workshop organization team can be made after this date to ensure that potential participants submitting position papers to workshops are aware of the final organization team.

Important Dates

Deadline for proposal submissions: March 24, 2013.

Notification of proposal decisions: April 8, 2013.

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



The following deadlines will apply to accepted workshops only. All accepted workshops will have synchronized deadlines that are chosen to maximize visibility prior to the ISMAR registration deadlines.

Initial workshop web information (on ISMAR 2013 site): April 10, 2013

Call for Participation distributed: April 22, 2013

Workshop submission deadline (paper & position statements): June 17, 2013

Workshop submission deadline (work in progress): July 8, 2013

Submission decisions and notifications: July 15, 2013

The program for all workshops has to be published no later than July 17, 2013.

CfP ACM Symposium on Spatial User Interaction, SUI 2013

ACM Symposium on Spatial User Interaction, SUI 2013

Call for Papers

<http://www.sui-symposium.org>

July 20-21, 2013

Institute for Creative Technologies in Los Angeles, California

The ACM Symposium on Spatial User Interaction (SUI) is the first international symposium focused on the user interface challenges that appear when users interact in the space where the flat, two-dimensional, digital world meets the volumetric, physical, three-dimensional (3D) space we live in. This considers both spatial input and 3D output, with an emphasis on the issues around interaction between humans and systems.

Due to the advances in 3D technologies, spatial interaction is now more relevant than ever. Powerful graphics engines and high-resolution screens are now ubiquitous in everyday devices, such as tablets and mobile phones. Moreover, new forms of input, such as multi-touch, finger and body tracking technologies are now easily available. In this environment, spatial UIs are transitioning out of the research community and game industry. More and more commercial 3D systems with spatial interaction capabilities exist, many priced at the consumer level. Until now, the challenges, limitations, and advantages of using this third dimension for human-computer interfaces have not

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



been well understood. These questions will only become more relevant as the associated technologies continue to cross the barrier towards wide adoption.

The goal of the symposium is to provide an intensive exchange between industrial and academic researchers working in the area of spatial user interaction and to foster discussions among participants. ACM's Special Interest Groups on Graphics and Computer-Human Interaction (SIGGRAPH and SIGCHI) co-sponsor the event.

In 2013, the two-day symposium will be held just prior to the ACM SIGGRAPH 2013 conference in Anaheim, California. SUI 2013 will provide a single shuttle bus from ICT to SIGGRAPH 2013 on Sunday evening. In 2014, the event is planned to take place in conjunction with UIST 2014.

We invite you to participate in the ACM Symposium on SUI 2013. We seek original, unpublished papers documenting original research contributions, practice and experience, or novel applications, from all areas of spatial user interaction. User interface evaluations are strongly encouraged for every publication in this venue. The symposium solicits full and short papers. Full papers (up to 8 pages) should describe research or design work within the scope of spatial user interaction. Short papers (up to 4 pages) should address the same topic, but may include preliminary results or conceptual ideas. Submitted papers should be anonymous for the double blind reviewing process, led by an international program committee. Submissions must not be previously published or accepted for publication elsewhere and must not be under review by any other publication venue during SUI 2013's reviewing period. All submissions should be prepared in the ACM SIG Proceedings format, <http://www.acm.org/sigs/publications/proceedings-templates>. Supplementary videos are not required, but are strongly encouraged.

Submissions should address one or more of the following topics within spatial user interaction. Unlisted but strongly related topics are also welcome:

- Spatial interaction techniques
- Spatial user interface metaphors
- Spatial input devices and technology
- Interaction on spatial, stereoscopic, and 3D displays
- Evaluation methods for spatial user interaction
- Collaborative interaction in 3D space
- Design and user experience (UX) for spatial user interaction
- Applications of human spatial perception to interaction
- Adaptive and perceptual-inspired spatial user interaction

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



- Applications of spatial UIs, such as games, entertainment, CAD, education.
- Gesture-based spatial interaction
- Tangible spatial user interaction
- Multi-touch technologies for spatial user interaction
- Desktop interfaces for spatial interaction
- Multisensory and other novel forms of spatial user interaction

The submission system is now available at

[*https://precisionconference.com/~sigchi*](https://precisionconference.com/~sigchi)

Reviewers are encouraged to update their expertise information in PCS.

For accepted papers and posters, at least one author must register for the conference and present the work. If no author is registered by the early registration deadline, the accepted work will be withdrawn from the proceedings and digital libraries.

Important Dates

- Submission deadline: Feb 27
- Notification deadline: Apr 14
- Poster & Demonstrations deadline: Apr 21
- Poster & Demonstrations notification: Apr 28
- Symposium: July 20-21, 2013

Program Committee

- Ferran Argelaguet Sanz, INRIA, FRA
- Doug Bowman, Virginia Tech, USA
- Gerd Bruder, Universität Würzburg, GER/DEU
- Géry Casiez, INRIA at Villeneuve, FRA
- Sabine Coquillart, INRIA, FRA
- Steven K. Feiner, Columbia University, USA
- Martin Hachet, INRIA at Bordeaux, FRA

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>



Association Française de Réalité Virtuelle,
Augmentée, Mixte et d'Interaction 3D

- Jonna Häkkinen, Soul4Design, FIN
- Tobias Isenberg, University Paris-Sud, FRA
- Victoria Interrante, University of Minnesota, USA
- Kiyoshi Kiyokawa, Osaka University, JPN
- Joseph LaViola, University of Central Florida, USA
- Rob Lindeman, Worcester Polytechnic Institute, USA
- Johannes Schöning, Hasselt University Diepenbeek, BEL
- Rob Teather, York University, CAN

Program Chairs <sui3programchairs@gmail.com>

- Frank Steinicke, Universität Würzburg, GER/DEU
- Wolfgang Stuerzlinger, York University, CAN

General Chair <generalchair@sui-symposium.org>

- Evan Suma, Univ. of Southern California, Institute for Creative Technologies, USA
-

L'Association française de Réalité Virtuelle, Augmentée, Mixte et d'Interaction 3D (AFRV) a vu le jour en novembre 2005. Fondée par une douzaine de chercheurs et de cadres de l'industrie, cette association loi 1901 entend fédérer la communauté française, académique et industrielle, autour de ces thèmes. Plus d'informations sur le site Web : <http://www.af-rv.fr>.

Retrouvez les anciens numéros de rêverie : <http://www.af-rv.fr/index.php/ressources/reveries/>

Adhérez à l'AFRV : <http://www.af-rv.fr/index.php/adhesion/>