

IEEE VR 2019 OSAKA

March 23rd - 27th



(<https://www.computer.org/>)



IEEE

(<https://www.ieee.org/>)



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Exhibitors and Supporters

Call for VR Journal Papers & VR Conference Papers

IEEE VR 2019: the 26th IEEE Conference on Virtual Reality and 3D User Interfaces

March 23-27, 2019, Osaka, Japan

<http://ieeivr.org/2019/> (<http://ieeivr.org/2019/>)

Important Dates

As described below, IEEE VR 2019 features two categories of submissions: (i) **VR Journal Papers** (appearing as a special issue of IEEE Transactions on Visualization and Computer Graphics), and (ii) **VR Conference Papers**. Highlights of the submission deadlines for each category are as follows:

- ~~September 3, 2018: VR Journal Papers abstracts due (REQUIRED)~~
- ~~September 10, 2018: VR Journal Papers submissions due~~
- ~~November 15, 2018: VR Journal Papers notification of results of first review cycle~~
- ~~November 22, 2018: VR Conference Papers abstracts due~~
- ~~November 29, 2018: VR Conference Papers submissions due~~

Further details about the submission deadlines can be found in the Call for VR Journal Papers ([journalpapers.html](#)) and Call for VR Conference Papers ([conferencepapers.html](#)).

Overview

Since 1993, the IEEE Virtual Reality conference has been the premier international venue for the presentation of research results in the broad area of virtual reality (VR). Similarly, the IEEE Symposium on 3D User Interfaces (3DUI), which started as a workshop at IEEE VR in 2004, has become the premier venue for 3D user interfaces and 3D interaction in VR environments.

As of 2018, VR and 3DUI have been merged into a single **IEEE Conference on Virtual Reality and 3D User Interfaces**, with the short name **IEEE VR**. As such, there will not be a separate 3DUI event. Instead IEEE VR will encompass all of the great work in the areas of VR, AR, MR, and 3DUIs in parallel sessions. The conference is expected to feature a very full program of research paper presentations and posters, as well as panels, workshops, tutorials, and keynotes.

Submission Categories

Furthermore, the submission categories have changed. IEEE VR 2019 features two categories of submissions: (i) **VR Journal Papers**, and (ii) **VR Conference Papers**. Both categories have their own program committees, submission processes, and review processes. The Program Committee will not convert VR Journal Papers directly to VR Conference Papers.

Further details about the two submission categories:

- **VR Journal Papers (to be published in the TVCG journal):** Submissions to this category should be 8–10 pages in length, NOT including references, and should contain substantial scientific contributions to the field of VR and 3D user interfaces, and when appropriate provide complete and substantial support for results and conclusions. All accepted VR Journal Papers submissions will automatically be published in a special issue of IEEE Transactions on Visualization and Computer Graphics (TVCG). All accepted VR Journal Papers submissions will also include an oral presentation at IEEE VR.
- **VR Conference Papers (to be published in conference proceedings):** Submissions to this category should be 4–8 pages in length, NOT including references, and would typically reflect a more narrow (yet still significant) scope of contribution than VR Journal Papers. VR Conference Papers are not expected to cover all aspects of a typical journal article, such as a broad and complete discussion and description of related work, the design and implementation processes, or an evaluation. Instead they may cover one or two specific areas in depth, or relatively early work. The submission deadline for VR Conference Papers will be after the notification for VR Journal Papers submissions. All accepted VR Conference Papers will appear in the archival proceedings of the IEEE Virtual Reality 2019 Conference, continuing the highly successful legacy of IEEE Xplore Digital Library papers under the IEEE Virtual Reality 2019 brand name, and all accepted VR Conference Papers submissions will also include an oral presentation at IEEE VR.

NOTE: Authors should carefully consider which category is appropriate for their submission. There will be no programmatic path from VR Journal Papers to VR Conference Papers. In other words, **the VR Journal Papers reviewers will NOT be allowed to convert a VR Journal Papers submission to a VR Conference Papers submission.** Any resubmission of a VR Journal Papers submission to VR Conference Papers is a decision that will have to be made by the authors.

The Call for VR Journal Papers and VR Conference Papers can be found here:

- IEEE VR 2019 Call for VR Journal Papers ([journalpapers.html](#))

- IEEE VR 2019 Call for VR Conference Papers ([conferencepapers.html](#))

Call for Posters, Panels, Tutorials, and Workshops will be issued separately.

Contacts

Journal Papers Chairs:

- Bruce Thomas, University of South Australia, AUS
- Greg Welch, University of Central Florida, USA
- Torsten Kuhlen, RWTH Aachen University, GER
- Kyle Johnsen, University of Georgia, USA

[program2019 \[at\] ieeevr.org](mailto:program2019@ieeevr.org)

Conference Papers Chairs:

- Rob Teather, Carleton University, CA
- Joseph Gabbard, Virginia Tech, USA
- Daniel Keefe, University of Minnesota, USA
- Ferran Argelaguet, INRIA Rennes, FR
- Anne-Helene Ovivier, INRIA Rennes, FR
- Yuta Itoh, Tokyo Institute of Technology, JP

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