



## **ICAT 2007**

**The 17th International Conference on Artificial Reality and Telexistence  
28-30 November 2007, Esbjerg, Denmark**

The 2007 International Conference on Artificial Reality and Telexistence (ICAT) will be hosted in Esbjerg, Denmark. See: <http://www.icat2007.org/>

ICAT is the oldest international conference on Virtual Reality and Telexistence. State of the art Innovations in the technology are presented alongside novel ways to transfer and express information. Artistic and societal works are also presented via panels, demos and workshops.

Researchers are invited to submit papers on novel theories, methods and practices related to Artificial- Augmented- Mixed- Virtual- Realities and Telexistence. Suggested topics are listed below.

This is the first ICAT conference to be held outside Asia / Pacific. We welcome delegates to Esbjerg, Denmark. The conference will be held from 28-30 November 2007 and as an ICAT delegate you will be able to enjoy a range of events provided by the local organising committee. In this way, ample time will be available for informal interactions between all participants.

**The submission deadline is SUNDAY JULY 1<sup>st</sup>, 2007**

### **Key dates**

Submission of manuscript (full paper/short paper/poster) - **1 July 2007**

Notification of the review decision - **1 August 2007**

Final camera-ready paper due - **20 August 2007**

**Submit your paper to:**

ep@aaue.dk

**For further information:** [www.icat.org](http://www.icat.org)

## **Publication Chairs**

**Professor, Dr. Paul Sharkey**  
**Reading University**

**Dr. Eva Petersson**  
**Aalborg University Esbjerg**

## **Contact information**

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## **Suggested topics**

Artificial Reality / Virtual Reality  
Augmented Reality / Mixed Reality  
Ubiquitous / Wearable Computing  
Anthropomorphic Intelligent Robotics  
Immersive Projection Technology  
Virtual Heritage  
Haptics  
Multimodal Human Interfaces  
Retro-reflective Projection Technology  
Virtual Medicine and Health Science  
Interactive Art and Entertainment  
Serious Gaming  
Medical Visualization  
Real-time Graphic Manipulation  
Teleoperation / Telexistence / Telepresence  
Real Time computer simulation  
Visual and Auditory Displays  
Software Architecture for VR  
Tools and Techniques for Modelling VR Systems  
Motion Tracking  
Innovative Applications of VR  
Evaluation of VR Techniques and Systems  
Distributed and collaborative VR Systems  
VR Input and Output Devices Human Factors of VR  
Multi-sensory Environments and Media Art  
Industrial Applications  
Play and Learning in Virtual Environments  
Advanced Visualization and Interactivity