



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 1st, 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

Publication Chairs

Professor, Dr. Paul Sharkey
Reading University

Dr. Eva Petersson
Aalborg University Esbjerg

Contact information

Aalborg University Esbjerg, Department of Software and Media Technology,
Niels Bohrs Vej 8; DK-6700 Esbjerg; Denmark
Telephone: +45 7912 7730; +45 2718 6266
Fax: +45 7912 7710
Electronic mail to: ep@aaue.dk

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