



ISMAR 2008

The Seventh IEEE and ACM International Symposium on Mixed and Augmented Reality

15 – 18 September 2008

Cambridge, England

<http://www.ismar08.org>

Sponsored by IEEE Computer Society
In cooperation with ACM SIGGRAPH / SIGCHI
(Approval pending)



Important Dates

**Abstracts deadline:
Submissions deadline:**

**28 April 2008
05 May 2008**

AIMS AND SCOPE

Mixed reality (MR) and augmented reality (AR) allow the creation of fascinating new types of user interfaces, and are beginning to show significant impact on industry and society. The field is highly interdisciplinary, bringing together signal processing, computer vision, computer graphics, user interfaces, human factors, wearable computing, mobile computing, computer networks, displays, sensors, to name just some of the most important influences. MR/AR concepts are applicable to a wide range of applications.

This year we are proud to present the Seventh IEEE and ACM International Symposium on Mixed and Augmented Reality (ISMAR 2008), held 15-18 September 2008 in Cambridge, UK. Since 1998, ISMAR and its forerunners, IWAR/ISAR and ISMR, have been the premier forums in this vital field (<http://www.ismar-conf.org>). We invite all to participate in this great event for the exchange of new ideas in this exciting field!

CALL FOR PAPERS AND POSTERS

ISMAR 2008 invites paper and poster submissions in the general field of mixed and augmented reality. This year we invite submissions of full papers (up to 10 pages, 150-word abstract), short papers (up to 4 pages, 100-word abstract), and posters (up to 2 pages, 75-word abstract). All categories will be published in the proceedings. Submission instructions can be found on the web site. Abstracts are due 28 April, with papers due 05 May 2008. Topics include, but are not limited to:

MR/AR applications

- personal MR/AR information systems
- industrial and military MR/AR applications
- medical MR/AR applications
- MR/AR for entertainment
- MR/AR for architecture
- MR/AR for art, cultural heritage, or education and training

Sensors

- position and orientation tracking technology
- calibration methods
- sensor fusion
- vision-based registration and tracking
- acquisition of 3D scene descriptions

User interaction

- interaction techniques for MR/AR
- collaborative MR/AR
- multimodal input and output

Information presentation

- real-time rendering
- photorealistic rendering
- object overlay and spatial layout techniques
- aural, haptic and olfactory augmentation
- mediated and diminished reality
- display and view management

System architecture

- wearable and mobile computing
- distributed and collaborative MR/AR
- display hardware
- performance issues (real-time approaches)

Human factors

- usability studies and experiments
- acceptance of MR/AR technology
- social implications

CALL FOR WORKSHOPS AND TUTORIALS

Workshops and tutorials may target an application area, a research area, or a topic of general interest for MR or AR. We invite individuals or teams interested in presenting a workshop or tutorial to submit proposals. Submission instructions can be found on the web site.