IEEE International Conference on Intelligent Reality (ICIR):
Enabling Real-time Intelligent Analytics for Immersive Environment
May 12 – 14, 2021 (Virtual)
Call for Papers and Competition

ICIR Announcement - VR Mode

Objectives:
Technological integration of smart interactive devices, immersive technologies, and AI machine learning algorithms is the future of *Intelligent Reality* (IR). Utilization of innovative technologies can provide real-time decision-making user experience with analytics capability within the immersive space. The first IEEE International Conference on Intelligent Reality explores real-time analytics capability by integrating AI machine learning into immersive (VR, AR, MR, and XR) environments. The forum will encourage the exchange of ideas between leading researchers, industry professionals, and standard experts.

Call for papers, topics include:
- Science and Foundations
- Technology and Infrastructure
- Hardware, Accelerators, Devices
- Applications/Services and Management
- Security, Ethics, Privacy, Trust, and Social Concerns

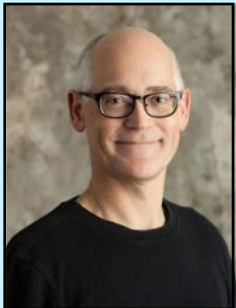Accepted papers to be published in IEEE Xplore digital library

Call for competition:
Create AI machine learning IR applications for VR/AR/MR/XR
- Quality of idea: creativity and originality
- Implementation of idea: design and performance
- Impact: AI machine learning application in VR/AR/MR/XR

Prizes awarded to winners; submission code/data to be posted on public IEEE-ICIR GitHub

Keynote Speakers:

Dr. Danny Lange
Unity

Prof. Marc Follefeys
Microsoft

Dr. Victoria Interrante
Univ. of Minnesota

Dr. Jennifer Esposito
Magic Leap

Dr. Mikaël Bourges-Sévenier, *siMa.ai*

Dr. Lizbeth Goodman
Univ. College Dublin

Important dates:
Dec 1, 2020: Paper submission open
Mar 1, 2021: Paper submission deadline
Mar 29, 2021: Notification of paper acceptance
Apr 12, 2021: Camera-ready version deadline
May 12-14, 2021: ICIR conference

Further information:
ICIR Conference: https://icir.ieee.org
Organized by: IEEE Future Directions
General Chair: Wo Chang, chang@nist.gov, NIST, US
IEEE Digital Reality Co-Chair