

ICVARS 2021

2021 the 5th International Conference on Virtual and Augmented Reality Simulations
Melbourne, Australia | March 20-22, 2021
<http://www.icvars.org/>

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Website at <http://www.icvars.org/>

▲ Publication ▲

Accepted and presented papers will be published in the ICVARS 2021 Conference Proceedings, which will be published in the International Conference Proceedings Series by ACM, which will be archived in ACM Digital Library, and indexed by EI Compendex, Scopus, and submitted to be reviewed by Thomson Reuters Conference Proceedings Citation Index (ISI Web of Science).

▲ Submission Method ▲

- Both Full Paper and Abstract can be accepted
- Paper Template: <http://www.icvars.org/template.docx>
- Online Submission: <http://confsys.iconf.org/submission/icvars2021>
- Email Submission: icvars@163.com

▲ Important Days ▲

Submission Deadline: December 15, 2020
Notification Deadline: January 15, 2021
Registration Deadline: January 30, 2021
Conference Date: March 20-22, 2021

▲ Conference Schedule ▲

- March 20, 2021
Picking up the conference materials and Sign in
- March 21, 2021
Opening Remarks & Keynote Speeches & Parallel Sessions
- March 22, 2021
Academic visit/ One day tour

▲ Contact Us ▲



Ms. Quinn Yan
Email: icvars@163.com
Tel: +86-18011350771



Welcome to the official website of the 2021 the 5th International Conference on Virtual and Augmented Reality Simulations (ICVARS 2021). The conference will be held in Melbourne, Australia, during March 20-22, 2021, follows successful "ICVARS 2017, 2018, 2019, 2020". The main objective of ICVARS 2021 is to present the latest research results of computer scientists and engineers related to Virtual and Augmented Reality Simulations topics. ICVARS 2021 conference brings together people from multiple disciplines and a diversity of cultures to explore new ways to design, develop, and evaluate novel methods for Virtual & Augmented Reality simulations, to discuss ideas that can lead to innovations, and to inspire us all.

▲ Call for Papers ▲

Topics of interest for submission include, but are not limited to:

- 1) Virtual Reality Applications
- 2) Augmented Reality Applications
- 3) Simulation Design and Engineering
- 4) Interactive Technologies
- 5) Computer Games and Game Engineering
- 6) Motion Capture and Tracking
- 7) User Interface Design
- 8) Human-Computer Interaction
- 9) Ubiquitous Computing including practical, technical, empirical and theoretical aspects

▲ Supporters ▲

