

# ISVRI 2011

The 1st International Symposium on Virtual Reality Innovation  
**SUNTEC Convention Center, Singapore**

**March 19-20, 2011**

**<http://isvri2011.org>**



International Symposium on VR Innovation 2011 is the first international symposium focused on really innovative (exciting, stimulating) concepts, systems (hardware/software), or applications of virtual reality, even if they have not reached the stage to conduct well-defined user studies. If either of innovative concept, hardware, software, or application is described in the paper, this symposium will be a chance to submit and to have a presentation.

This two-day symposium will be held in parallel with IEEE 3D User Interfaces Symposium, and followed immediately by the IEEE Virtual Reality 2011 Conference.

The Symposium themes include, but are not limited to, the following topics:

- Beyond visual VR (auditory, haptic, olfactory, gustatory, and other interfaces)
- Industrial VR application
- VR for culture and art
- Edutainment based on VR
- Case studies in Asia

Accepted papers, technical notes, and posters will be included in the unified digital proceedings, in conjunction with IEEE Virtual Reality 2011 and IEEE 3DUI 2011.

## Submission categories and important dates:

Papers (up to 8 pages) submission due:	November 19, 2010
Technical notes (up to 4 pages) submission due:	November 19, 2010
Posters (1-2 pages) submission due:	December 3, 2010
Research demos submission due:	To be announced
Review decisions expected:	December 17, 2010
Camera-ready papers due:	January 7, 2011

General Co-Chairs

Hyun Seung Yang, (KAIST, Korea)

Zhigeng Pan, (Zhejiang University., China)

Yasuyuki Yanagida, (Meijo University., Japan)

Adrian Cheok, (NUS, Singapore)