



Call for papers
Workshop on Cognition in Mixed Realities
(CogMiR 2017)

at the 3rd IEEE International Conference on Cybernetics (CYBCONF 2017)
Exeter, UK, June 21-23 2017
Conference website: <http://cse.stfx.ca/~CybConf2017>

(1) Workshop Organizers:

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(2) General description of the Workshop

In recent years, there have been a proliferation of systems that integrate virtual reality with real world perception and cognition (Consider, for example, Pokemon Go.). In this workshop, we will focus on design and user-experience issues related to such technologies. Particularly, (1) how to design appropriate virtual systems in different reality scenarios; (2) how emotions, perceptions, decisionmaking, cross-modal integration and group behaviour are affected by different features of virtual reality. In addition, the state-of-the-arts virtual reality techniques will also be explored in this workshop. We expect this workshop to be interdisciplinary, facilitating a dialogue among researchers with different specialities to develop road map for future technology development.

(3) Topics of Interests

This workshop calls for original papers describing the latest developments, trends, and solutions related to the issues of cognition in virtual realities. Topics of interests include, but are not limited to:

- **Affective virtual characters**
- **Ambient intelligence**
- **Augmented reality**
- **Cognitive enhancement**
- **Cognitive systems**
- **Context-aware systems**
- **Emotion stimulation in virtual environment**
- **Ethical issues connected to any of the above**
- **Gaming environments and gamification**
- **Metaphors in virtual worlds**
- **Multi-modal interfaces**
- **Virtual reality**

(4) Important Dates

- **Paper Submission: 23 February 2017**
- **Authors Notification: 22 April 2017**
- **Camera-Ready Paper: 15 May 2017**
- **Early Registration: 15 May 2017**
- **Conference Date: 21-23 June 2017**

(5) Program Committee

- Cengiz Acarturk, METU, Ankara, Turkey
- Mehul Bhatt, University of Bremen, Germany
- Zoe Falomir, University of Bremen, Germany
- Marcin Grzegorzec, University of Siegen, Germany
- Artur Gunia, Jagiellonian University, Cracow, Poland
- Perfecto Herrera, University of Pompeu Fabra, Barcelona, Spain
- Sinan Kalkan, METU, Ankara, Turkey
- Muneo Kitajima, Nagaoka University of Technology, Japan
- Ewa Lukasik, Poznań University of Technology, Poland
- Fons Maes, Tilburg University, The Netherlands
- Ana-Maria Olteteanu, University of Bremen, Germany
- Anna Puig, University of Barcelona, Spain
- Inmaculada Rodriguez, University of Barcelona, Spain
- K. Saraschandra, Utrecht University, The Netherlands
- Julius Schöning, Osnabrück University, Germany
- Aleksander Smywiński-Pohl, AGH University of Science and Technology, Cracow, Poland
- Georgi Stojanov, American University of Paris, France
- Zerrin Yumak, Utrecht University, The Netherlands

(6) Submission and Publication

Authors are invited to submit original previously unpublished research papers written in English, of up to 8 pages (or 10 pages with over length charge) including figures and references using IEEE Computer Society Proceedings Manuscripts style (two columns, single-spaced, 10 fonts). Please find the manuscript templates and submission related information at the CYBCONF 2017 conference webpage. All accepted papers must be presented by one of the authors who must register for the conference and pay the fee.

Presented papers will appear in the conference proceedings, available on IEEE Xplore and submitted to be indexed in CPCi (ISI conferences and part of Web of Science) and Engineering Index (EI). The authors of selected best papers will be invited post conference to extend their contributions for special issues of prestigious journals, such as IEEE Transactions on Cybernetics, IEEE SMC Magazine, Evolving Systems, and Peer-to-Peer Networking and Applications (PPNA).