

1st Workshop on Prototyping Cross-Reality Systems

Call For Participation

We invite researchers, practitioners, and designers to participate in the first workshop on prototyping for cross-reality (CR) systems. The aim of the workshop is to bring together a community of researchers, practitioners, and designers who are interested in prototyping for cross-reality interactions and systems.

1. Workshop Contributions

Topics of interest include, but are not limited to:

- Cross-Reality Prototyping Challenges
- Hardware and/or Software Cross-Reality Prototypes
- CR User and Bystander Interaction
- CR Design Principles
- Evaluation of Cross-Reality Experiences and Systems
- Cross-Reality Prototyping Tools (low/medium/high fidelity)
- Privacy and Security in Cross-Reality Systems
- Application Domains Benefiting from Cross-Reality Systems

We invite a variety of submissions: short papers (2-4 pages), posters (format: A1 or A0), video demonstrations (max. 5 minutes), and research statements (between 200 and 500 words long).

Short Papers We invite papers of two to four pages in length, excluding references. Submissions should follow the IEEE Computer Society TVCG format for their submissions. Authors could discuss previously published results, present work-in-progress, lay out a (provocative) position based on the current cross-reality research field, or discuss their (10-year) vision within the cross-reality and prototyping field. Each paper will be allocated a dedicated slot in the program for their talk. This will be followed by a panel-like discussion, in which we provide a shared space to discuss several related papers at once.

Posters We invite people interested in attending the workshop to submit posters that follow similar topics as for the short paper submissions. Compared to short papers, posters are expected to present a less substantial contribution and are discussed in an open space to foster networking.

Video Demonstrations We are looking for implementations and evaluations of novel and interesting concepts or systems related to CR prototyping and cross-reality interaction. Video demos can be up to 5 minutes (ideally between three to five minutes), and will also be presented in an open space together with the poster submissions.

Research Statements We invite people interested in attending the workshop to share their opinion about a specific workshop-related topic. Research statements should be between 200 and 500 words.

2. Submission Format and Dates

All short paper submissions should be formatted as ISMAR Conference Proceedings papers (IEEE Computer Society TVCG format described <https://ismar2022.org/conference-submission-guidelines>).

All submissions must be accessible and electronically submitted via EasyChair. Accessible means that images must be described with alt text or narration and videos should be captioned. For a full list of accessibility considerations please refer to <https://ismar2022.org/journal-accessible-submission-guide>. Videos should be encoded as an MP4 using the H.264 codec. Posters should be submitted as PDF.

- Submissions deadline: July 11th, 2022 (Monday)
- Acceptance notifications: August 8th, 2022 (Monday)
- Camera-ready versions: August 31st, 2022 (Wednesday)
- Workshop day: October 17th or 21st, 2022 (Monday/Friday)