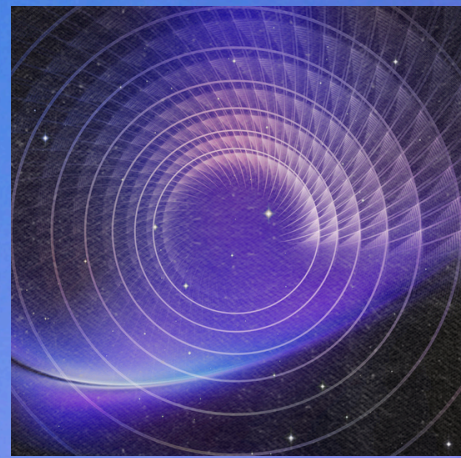


# CALL FOR PAPERS



## ICHVR 2024

2024 2nd International Conference on Haptics and Virtual Reality

September 20–22, 2024 | Barcelona, Spain

[www.ichvr.org](http://www.ichvr.org)  
[inquiry@ichvr.org](mailto:inquiry@ichvr.org)

### Organizers

- The International Association of Electrical, Electronic and Energy Engineering (IAEIEEE)
- CoreShare Academic Exchange Center



### Key Dates

Full Submission: April 20, 2024

Acceptance Notification: May 20, 2024

Main Conference: September 20-22, 2024

### Online Submission System

1. Manuscripts submitted to the conference should be written in English only.
2. Manuscripts submitted to the conference should follow the template provided: Full Paper Template, Abstract Template
3. Manuscripts can be submitted in Doc, Docx and PDF format.
4. Oral or Poster presentations should be nominated while submitting an abstract.
5. The ordinary length is suggested no less than 4 pages, including all figures, tables, references, and appendices. If the paper exceeds 5 pages, the additional pages will be charged at the time of registration.

### Best Paper Award

The winner(s) will be selected based on both technical content and presentation by the Award Committee in consultation with the International Advisory Committee.

## CFP TOPICS

Authors are invited to submit full papers describing original research work in areas including, but not limited to.

- 3D Display, Tracking and Sensing
- 3D Interaction
- Active Touch Sensing and Behavior
- Advanced Display Technology
- Biomechanical Aspects of Active Touch Sensing
- Computer Graphics Techniques
- Embedded Haptics
- Haptic Interface Design and Control
- Haptic Rendering and Modeling
- Haptic Sensors and Actuators
- Human-Computer Interaction
- Modeling, Simulation and Animation
- Multi-modal Systems
- Navigation
- Neural Control
- Neuroscience of Touch
- Perception, Presence and Cognition
- Physical Human-robot Interaction
- Robotic Manipulation
- Sensory Information Processing and Sensorimotor control
- Virtual and Augmented Reality
- Virtual Reality

## Organizing Committee

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