

## Call for Contributions

**Inform the Chair:** with the Title of your Contribution

**Submission URL:**

<https://www.iariasubmit.org/conferences/submit/newcontribution.php?event=SOFTENG+2017+Special>

Please select Track Preference as **VRG**

### Special track

## VRG: Virtual Reality and Games

**Chair:** Dr. Imran Khaliq, Senior Lecturer, Department of Game Development, Media Design School, Auckland, New Zealand [imran.khaliq@mediadesignschool.com](mailto:imran.khaliq@mediadesignschool.com)

### Coordinators:

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along with

**SOFTENG 2017, April 23 - 27, 2017 - Venice, Italy**

The Third International Conference on Advances and Trends in Software Engineering

<http://www.iaria.org/conferences2017/SOFTENG17.html>

The future of Virtual Reality (VR) in gaming is very bright. Virtual reality removes abstraction that gets between the player and game-world, which enhances immersion in the game enormously. But, there are some big challenges that both VR and game developers are facing such as simulator sickness, latency, game design issues, etc. The aim of this special track is to know more about those challenges to create better VR gaming experiences for players.

**Topics of interest** are in all areas of

- Virtual reality
- VR-gaming

### Important Datelines

- Inform the Chair: As soon as you decided to contribute
- Submission: ~~January 15~~ **March 15**
- Notification with comments for camera-ready: ~~February 20~~ **March 22**
- Registration: ~~March 5~~ **April 1**
- Camera ready: ~~March 15~~ **April 1**

### Contribution Types

- Regular papers [in the proceedings, digital library]
- Short papers (work in progress) [in the proceedings, digital library]
- Posters: two pages [in the proceedings, digital library]
- Posters: slide only [slide-deck posted on [www.iaria.org](http://www.iaria.org)]

- Presentations: slide only [slide-deck posted on [www.iaia.org](http://www.iaia.org)]
- Demos: two pages [posted on [www.iaia.org](http://www.iaia.org)]

### **Paper Format**

- See: <http://www.iaia.org/format.html>
- Before submission, please check and comply with the editorial rules: <http://www.iaia.org/editorialrules.html>

### **Publications**

- Extended versions of selected papers will be published in IARIA Journals: <http://www.iaiajournals.org>
- Print proceedings will be available via Curran Associates, Inc.: <http://www.proceedings.com/9769.html>
- Articles will be archived in the free access ThinkMind Digital Library: <http://www.thinkmind.org>

### **Paper Submission**

<https://www.iaiasubmit.org/conferences/submit/newcontribution.php?event=SOFTENG+2017+Special>

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### **Registration**

- Each accepted paper needs at least one full registration, before the camera-ready manuscript can be included in the proceedings.
- Registration fees are available at <http://www.iaia.org/registration.html>

### **Contact**

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