

# ICVRT 2023

## International Conference on Virtual Reality Technology

Harbin, China | November 24-26, 2023

Website: [www.icvrt.org](http://www.icvrt.org)



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### HOSTED BY



### IMPORTANT DATES

Submission Deadline: September 15, 2023

Notification Deadline: October 15, 2023

Registration Deadline: October 30, 2023

### PROCEEDINGS

Submitted papers will be peer reviewed by technical committee, and accepted papers after proper registration and presentation will be published in the conference proceedings, which will be indexed by Ei Compendex, Scopus, etc.

### CONTACT US

The conference secretary will deal with conference daily work and collect submissions. If you have any question about the conference, please feel free to contact us.

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Office Time: 9:30-18:00, Monday to Friday (UTC+8 Time Zone)

After successfully holding five editions, the 6th International Conference on Virtual Reality Technology (ICVRT 2023) will be held in Harbin, China during November 24-26, 2023. ICVRT 2023 solicits contributions worldwide that illustrate research results, projects, surveys and industrial experiences in Virtual Reality Technology fields. It aims to serve as an annual platform for students, academics and industry researchers in related fields to exchange face to face and boost inspirations.

### CALL FOR PAPERS

We invite submissions of high-quality, original research papers on topics related to virtual reality technology, including but not limited to:

#### Track 1: Virtual Reality Applications

- Educational and training simulations
- Medical and healthcare applications
- Entertainment and gaming
- Virtual tourism and cultural heritage
- Collaborative virtual environments

#### Track 2: Virtual Reality Technologies

- Virtual reality hardware and software
- Augmented reality and mixed reality
- Immersive technologies (e.g. haptics, sound, smell)
- Virtual and augmented reality content creation tools
- Virtual reality analytics and metrics

#### Track 3: Human-Computer Interaction in Virtual Reality

- User interfaces and interaction techniques
- Usability and user experience in virtual reality
- Social and emotional aspects of virtual reality
- User behavior and decision-making in virtual reality
- Accessibility and inclusivity in virtual reality

#### Track 4: Virtual Reality in Industry and Engineering

- Virtual prototyping and product design
- Virtual assembly and maintenance
- Virtual training for manufacturing and industry
- Virtual reality for urban planning and architecture
- Virtual reality for the automotive and aerospace industries

#### Track 5: Virtual Reality and Education

- Virtual reality in primary and secondary education
- Virtual reality in higher education and research
- Distance learning and virtual classrooms
- Gamification and virtual reality in education
- Pedagogical approaches for virtual reality learning

#### Track 6: Virtual Reality and Health

- Virtual reality for mental health treatment
- Virtual reality for physical therapy and rehabilitation
- Virtual reality for pain management
- Virtual reality for healthcare training
- Ethical and legal issues in virtual reality healthcare applications

### SUBMISSION GUIDELINES

#### Submission Requirements

>> Language

English is the official language of the conference; the paper should be written and presented only in English.

>> Submission Type

- Abstract submission (200-400 words) for presentation only without publication.
- Full paper (at least 4 full pages) submission for both presentation and publication.

>> Papers submitted to the conference should report original, previously unpublished research results, experiments or theories and must not be under consideration for publication elsewhere.

#### Submission Process

- 1). Please format your paper according the [Paper Template](#) before submission. Or it may be returned to you for revision.
- 2). Submit your paper to [Online Submission System](#) or [icvrt@iacsit.net](mailto:icvrt@iacsit.net).
- 3). The conference secretary ([icvrt@iacsit.net](mailto:icvrt@iacsit.net)) will contact you within three working days once receiving your submission.

### HARBIN · CHINA

Harbin, as the capital and transportation center of Heilongjiang Province, is the largest city in the north of Northeast China. It is located in the south of Heilongjiang Province, bordering Mudanjiang and Qitaihe to the east, Yichun and Jiamusi to the north, Suihua and Daqing to the west, Changchun of Jilin Province to the south. Harbin is a must-see place when you visit northeast China. The city's rich Russian-style buildings and the beautiful snow sceneries are two important factors to attract tourists. A great number of Russian, Baroque and Byzantine styles buildings are left due to special history and geographical location. In winter, Harbin turned into a breathtaking ice city when the huge ice sculptures scattered in the parks and scenic areas are illuminated by colorful lights. In addition, skating, skiing, snow carriage and other kinds of snow sports are definitely worth experiencing. However, Harbin has more charm than that. All kinds of delicacies including Russian food, Northeast China stew, Harbin sausage and Harbin beer will satisfy your appetites.

### VISA INFORMATION

Conference participants may need a Chinese visa to enter China. Specifically, those who are not Chinese citizens, except passport holders from Singapore, Brunei, and Japan, need a Chinese visa. Participants can apply for a visa at the Chinese embassy or consulate in the region in which they live. To avoid uncertainty, participants will be advised to apply for a visa as early as possible. It is recommended that they apply for a Chinese visa at least 1 month in advance.

For most attendees, it is easier to apply for a Tourist ("L") visa; an invitation letter is NOT required for obtaining a Tourist visa.