3DUI 2017, IEEE 12th Symposium on 3D User Interfaces
18th & 19th March
Los Angeles, California, USA

IEEE 3DUI 2017 Symposium is the year of the 3D user interfaces. Since IEEE 3DUI 2016, there has been an explosion of new technology that requires 3D user interface solutions. There are therefore many open 3D user interface research questions and more new technologies required. The IEEE 3DUI 2017 Symposium is the conference to showcase your results to the community. For that purpose, IEEE 3DUI 2017 solicits high-quality Papers and Technotes within the scope of 3D User Interfaces.

Papers (up to 10 pages) should describe original and mature research results and will typically include some evidence of the value of the research, such as a user evaluation, formal proof, or well-substantiated argument. Technotes (up to 4 pages) should contain unpublished preliminary results of research, application, design or system work. Technotes do not have the hard requirement of an evaluation. The presentation of novel research is a key requirement, and this includes (be is not limited to) technology, techniques, and systems.

Each Paper or Technote should be classifiable as mainly covering 3D UI Research, Application & Design, or Systems using the following guidelines for each:

- **Research** papers should describe results that contribute to advances in state-of-the-art 3D UI, in particular, in the areas of interaction, novel input devices, human-factors, or algorithms.
- **Application & Design** papers should explain how the authors built novel and/or creative 3D UIs to solve interesting problems. Each Paper should include an evaluation of the use of the 3D UIs in the given application domain.
- **Systems** papers should show results that contribute to advances in state-of-the-art 3D UI technology, software or hardware. Papers should describe how the implementers integrated known techniques and technologies to produce an effective 3D UI system, along with any lessons learned in the process, and include an evaluation of the system such as benchmarking of latency, frame-rate, jitter, accuracy, etc. Simply describing a system without providing appropriate measures does not constitute a satisfactory Systems Paper.

Topics of the symposium include (but are not limited to):

- 3D input devices
- 3D display and sensory feedback (all five senses)
- 3D interaction techniques
- 3D user interface metaphors

- Mobile 3DUIs
- Hybrid 3DUIs
- Non-fatiguing 3DUIs
- Desktop 3DUIs
- 3DUIs for VR and AR
- Evaluation methods for 3DUIs
- Human perception of 3D interaction
- Collaborative 3D interaction
- Software technologies to support 3DUIs
- Empirical studies of 3DUIs
- Sensor technologies for 3DUIs
- Applications of 3DUIs: Games, entertainment, CAD, education, etc.

Papers and Technotes Submission Dates (Tentative)

- Abstract submissions due (required) - November 22, 2016 (midnight PST)
- Paper/Technote Submissions due – November 28, 2016 (midnight PST)
- Author notification - January 1, 2017 (midnight PST)
- Camera-ready Papers/Technotes- January 13, 2017 (midnight PST)

Submission Guidelines

Note that an abstract must be uploaded prior to the Paper or Technote. This facilitates assigning reviewers, as the review process is on a tight schedule. Authors are strongly encouraged to submit videos of their work as part of their submissions.

Papers and Technotes should be prepared in IEEE VGTC format submitted through the submission web site in PDF format, and will be reviewed by the program committee and external reviewers. Reviewing is double-blind, so submissions (including any videos, etc.) should be suitably anonymized. Accepted Papers and Technotes will be published by IEEE in the official Symposium proceedings. An International award committee will also award the Best Paper and Technote.

The authors of best Papers from 3DUI 2017 will be invited to submit extended versions of their work to the International Journal of Human-Computer Studies (IJHCS) and IEEE Transactions on Visualization and Graphics (IEEE TVCG).

Please note that we welcome extended versions of appropriate work that has been accepted as a Poster at IEEE VR 2017 to be submitted as Papers to 3DUI 2017. However, other combinations (e.g., VR Poster + 3DUI Technote, VR Short Paper + 3DUI Paper, etc.) are not allowed, and will be rejected without review. Please be mindful of the Double-Submissions Policy.

For more information, please contact the IEEE 3DUI 2017 Program Chairs:

- **Maud Marchal** IRISA-INSA Rennes, France
- **Bruce H. Thomas** University of South Australia, Australia
- **Robert J. Teather** Carleton University, Canada

Contact: program.chairs[at]3dui.org