

IEEE VR Workshop on Immersive Sickness Prevention (WISP 2023), March 25-26, 2023

=== Call for Papers ===

Cybersickness remains one of the most significant challenges facing the virtual reality industry. Although immersive technologies have been advancing rapidly, their rate of public adoption has been slowed by the fact that many users experience physical discomfort during or after the use of VR devices, with symptomatic characteristics similar to motion sickness. Furthermore, studies have consistently shown that motion sickness disproportionately affects women, and concerns have been raised about the existence of inequitable barriers for engaging with immersive media.

The Workshop on Immersive Sickness Prevention is intended to foster discussion between researchers, developers, and practitioners interested in addressing one of the most significant usability issues in the virtual reality field. We are soliciting primary research papers (4-8 pages) describing studies, novel interaction techniques, or technological interventions aimed towards understanding and mitigating cybersickness for users of immersive systems. We also welcome position papers (up to 4 pages) describing early-stage concepts, preliminary results, or case studies from industry. The workshop will be held online.

=== Topics of Interest ===

- Experiments that improve scientific understanding of motion sickness phenomena
- Studies of group characteristics or individual differences in cybersickness-related phenomena among VR users
- Methods for the prediction or early detection of symptoms related to cybersickness
- Techniques or technologies for preventing cybersickness
- Interventions that can mitigate the severity of negative symptoms
- Case studies of cybersickness concerns from user experiences with commercial virtual reality applications

=== Workshop Website ===

<https://sites.google.com/umn.edu/wisp>

=== Important Dates ===

Paper Submission: Friday, January 13, 2023

Paper Notification: Friday, January 20, 2023

Camera-Ready Submission Deadline: Friday, January 27, 2023

=== Event Information ===

WISP will be a half-day workshop, held in conjunction with IEEE Virtual Reality 2023.

=== Submission Information ===

Paper submissions must be anonymized and prepared using the VGTC conference template:
<http://junctionpublishing.org/vgtc/Tasks/camera.html>

Submissions should be uploaded via PrecisionConference: <https://new.precisionconference.com/vr23>

All papers will be reviewed by at least two expert reviewers. Authors of accepted papers will be required to attend the workshop and present their work synchronously, via the conference's teleconferencing system. At least one author per paper must register for the IEEE VR conference in a category that includes workshop attendance. The workshop proceedings will be submitted for inclusion in the IEEE Digital Library.

=== Organizers ===

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