

1. Workshop title:

A Workshop on VR and HCI for Metaverse

2. The goal of organizing the workshop:

In 2021, Metaverse became a popular topic, which triggered manufacturers' attention and investment and led to the heat of the Virtual Reality (VR) industry again. In addition to developing hardware devices, more elements are to be imported, including platform services, development tools, Human-Computer Interaction (HCI) design, etc., which formed the metaverse's foundation. With the advent of VR, the field of HCI design continues to evolve. This dynamic development is gradually infusing innovation within the Metaverse. It has introduced a new perspective to digital engagement and entertainment options for advertisers and strategic technology advancement. With a portfolio of digital products, non-fungible tokens (NFTs), and virtual games, Metaverse consumers are becoming more engaged with these companies. The HCI in virtual worlds on Metaverse allows marketers to engage VR and AI to build gaming entities and experiences that consumers would miss in real life. If the platform's HCI is used properly, it may serve as a progressive doorway to converting millions of passive users into active customers. It requires a deliberate information architecture that integrates HCI with AI and VR to enhance the consumer experience.

This workshop mainly focuses on exploring the fundamental technologies and design ways of VR and HCI, particularly when they are designed to support the construction of a Meta-world. The workshop will bring together researchers, developers, and industry partners to discuss potentials and challenges associated with VR and HCI for Metaverse from a multidisciplinary perspective.

3. What is the duration of the workshop?

full day

4. Has the workshop been organized before?

Yes

5. Where was the workshop organized before (if any)?

Macau University Science and Technology

6. If Yes, how many times has it been previously organized?

- ✧ 2019-03, *Macau Design Workshop: Site Project with Yale University Professors Sheila Levrant de Bretteville and Peter de Bretteville.*
- ✧ 2019-04, *Higher Education in the 21st Century with Professor Michail Kagioglou, from the University of Huddersfield, UK.*
- ✧ 2018, *Slow Design: A New 21st Century Paradigm with Professor Julian Goddard of RMIT University, Australia.*
- ✧ 2021-11, *IEEE International Conference on Artificial Intelligence Technology.*
- ✧ 2022-11, *IEEE International Conference on Artificial Intelligence Technology.*
- ✧ 2016-12, *SIGGRAPH ASIA 2016 MACAO Conference & Exhibition.*
- ✧ 2020-9, *Computational Visual Media Conference (CVM), etc.*

7. Primary organizer name

Zhigeng Pan; Wang Wen Xiao; Huang Guang Hui; Mithun Mukherjee

8. Primary organizer email

003443@nuist.edu.cn, wxwang@must.edu.mo; ghhuang1@must.edu.mo;
mithun.mukherjee@outlook.com,

9. Names, contact information, and short bios of all the organizers in pdf format (one-page max, 10MB max)

Attached

10. Other speakers and/or contributors

It will be provided later.

11. Do you want to organize your workshop online or on-site (at the conference)?

Online and on-site

12. Attendee technical requirements (if any) beyond video conferencing (e.g., hardware/software required to fully participate)

It will be provided later.

13. Target audience and/or attendee prerequisites

The workshop will bring together researchers, developers, and industry partners to discuss potentials as well as challenges associated with VR and HCI for Metaverse from a multidisciplinary perspective.

14. Type of output from the workshop e.g., position paper(s), videos, collection of short papers, etc.

Collection of short papers and videos, etc.

15. Workshop CFP as a pdf that may be shared publicly published and/or distributed if accepted (two pages max, 10MB max). See a list of requirements in general workshops CFP.

Will be provided later.

16. Additional information (only if not covered in the above questions)

N/A