

## Call for Papers

Recent technological advances have ushered in a new era of immersive experiences, with innovations like head-mounted displays, and wearable sensing devices. However, the new level of immersiveness and realism offered in immersive realities comes with many open challenges. Growing data volumes and system performance constraints, including latency, computation power, energy efficiency, and bandwidth limitations, are now central concerns. Understanding user behaviour remains essential for enhancing future immersive technologies. These challenges and opportunities present a rich set of problems to be explored.

## Topics

### Immersive & Interactive Content

- 3D virtual environments
- 3D graphics
- 3D meshes
- Light fields
- Point clouds
- Omnidirectional media
- Authoring language and tools

### Support for Immersive Multimedia Systems

- Immersive & interactive multimedia systems (i.e., VR, AR, MR)
- Sensor systems
- Vision systems
- Wearable systems
- Operating systems
- Distributed systems
- Middleware
- Mobile and embedded systems

### Quality & Performance of Immersive Multimedia Systems

- Performance metrics:
  - Latency, Scalability, Throughput etc.
- Objective quality metrics:
  - Video and Audio Quality, Quality of experience etc.
  - Evaluation methodologies
  - Security and privacy

### Perception & Behaviour in Immersive Experience

- Psychological effects and perception
- Multisensory processes
- Social interactions
- Human-computer interaction
- User behaviour analysis and modelling

In this context, MMVE is an interactive and discussion-oriented workshop that serves as an inclusive and interdisciplinary forum, spanning a broad range of topics related to immersive experience or Extended reality (XR), including mixed reality (MR), augmented reality (AR), and virtual reality (VR). This workshop provides a unique opportunity for researchers in the field, from both academia and industry, to gather and foster discussions, share novel ideas, and present cutting-edge research contributions. It's a dynamic space where innovation knows no bounds, and new collaborations can begin.

### Applied Contexts of Immersive Multimedia Systems

- Social VR/XR
- Cinematic Virtual Reality
- Digital TV
- Games/Entertainment
- Education
- Healthcare
- Storytelling

## Submission Instructions

**Full papers** (4-6 pages, incl. references) or **short papers** (2-3 pages, incl. references) covering original work within the listed or related topics. Submissions must be blinded and use the standard ACM proceedings style and constitute original, unpublished work.

Submissions will be peer-reviewed and will be included in the ACM MMSys proceedings upon acceptance.

## Important Dates

### Submission Deadline

January 26<sup>th</sup>, 2024

### Acceptance Notification

March 8<sup>th</sup>, 2024

### Camera-Ready Version

March 22<sup>nd</sup>, 2024

### Organising committee

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