



ieeenvr.org/2026



2026

IEEE VR DAEGU, KOREA

MARCH 21-25, 2026

Sponsors & Exhibitors Call for Participation

20 January 2026 Application and Full Payment Due

27 February 2026 No Refunds for Cancellations

4 March 2026 Space Assignment Confirmation



Overview

The 33rd edition of the annual IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR 2026) will take place from 21 to 25 March 2026 in Daegu, Korea, with the support of the IEEE Computer Society (IEEE CS) and the Visualization and Graphics Technical Community.

Over the past three decades, IEEE VR has grown into the leading international event for virtual, augmented, and mixed reality (VR/AR/MR), and is recognized as the flagship conference for research on 3D user interfaces and immersive interaction.

The conference brings together more than 1,000 participants from around the globe each year, including world-class keynote speakers, pioneering researchers, industry leaders, and young talents. The program features high-impact technical sessions, tutorials, oral and poster presentations, exhibits, and satellite events, making IEEE VR a true meeting point for academia, industry, and government.

To ensure the success of IEEE VR 2026, we warmly invite the support of organizations driving innovation in VR/AR/MR. Sponsorship opportunities are open to public institutions, universities, start-ups, global companies, and publishers, offering partners a unique platform to showcase their expertise, connect with top talent, and build lasting visibility in the immersive technology community.

Event At a Glance

- **16-17 March:** Workshops, Tutorials, and Doctoral Consortium
 - **18 March:** Exhibits set-up
 - **18-21 March:** IEEE VR Conference
 - **21 March:** Exhibits take-down
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Host City: Daegu, Korea

Located in the southeastern region of Korea, Daegu is a dynamic city where rich history, vibrant culture, advanced industries, and world-class research institutions come together.

The city offers a safe and convenient environment, a state-of-the-art convention venue, unique attractions, and a wide range of leisure activities. With its well-developed infrastructure and extensive experience in hosting international events, Daegu is an ideal destination for IEEE VR 2026 — ensuring a memorable experience for all participants.



Why Become a Sponsor?

IEEE VR 2026 provides various ways for sponsors to support the community and gain exposure:

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- Demonstrate your organization as a leader in the XR Ecosystem.
 - Showcase your innovations to over 1,000 attendees.
 - Connect with international experts who can evaluate your products and influence their adoption.
 - Gain worldwide visibility and recognition for your brand among tech-savvy influencers.
 - Create opportunities to recruit top tech talent and build relationships with in-demand professionals.
 - Foster employee development – develop deeper connections with industry peers and bring new ideas back to your company.
 - Ensure continued exposure to thousands by being listed as a sponsoring company in the published proceedings, hosted on IEEE Xplore.
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Maximize your presence at the conference with a Diamond, Gold, Silver, Bronze, or Event Supporter sponsorship!

Previous Exhibitors & Sponsors

- Advanced Realtime Tracking (ART)
- Amazon Web services
- Barco
- Crescent
- Clemson University
- DAQRI
- Dell
- Disney Research
- Digital Projection
- ESI North America
- Fakespace Labs
- Frontiers
- Fujitsu
- Georgia Institute of Technology
- Haption
- HITLabNZ
- Huawei Japan
- IBM
- Intel
- Magic Leap
- Microsoft
- Meta Reality Labs
- MiddleVR
- Mozilla
- National Science Foundation
- NIST— Public Safety Communications Research
- NVIDIA
- NVIS
- Oben
- Oxford University Press
- Phasespace
- Pico
- Polhemus
- PoSTMedia
- PRESENCE:
Teleoperators and Virtual Environments
- Qualcomm
- Qualisys
- Springer
- Technicolor
- Tracking
- Ultrahaptics
- University of Georgia
- U.S. Army Research Lab
- Vicon
- Viscon
- Virbela
- Vr-on
- Vrvana
- WorldViz
- XR Bootcamp
- Appen
- Pico
- Vicon
- Vimeo



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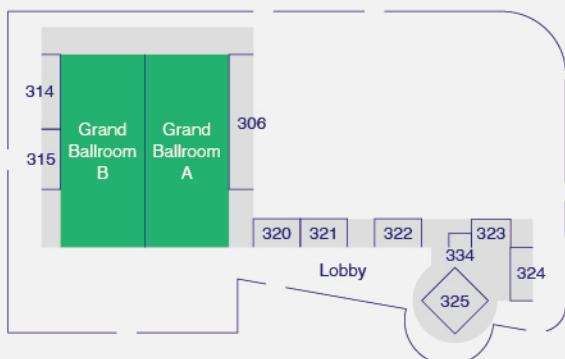
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SOCIETY



Exhibitor and Sponsor Levels

Exhibitor

Booth Type	Cost	Registration		Booth Size (m ²)/Area(m ²)	Furnishing
		Conference (C) only	Exhibits only		
Large booth	KRW 3,000,000	1C	4	3m x 2m(6m ²)	2 tables + 2 chairs
Standard booth	KRW 2,000,000	1C	2	2m x 2m(4m ²)	1 table + 1 chair



- IEEE VR will provide booths (3m x 2m(6m²) or 2m x 2m(4m²)) located in the “Grand ballroom”(green) and the lobby.
- Custom booth requirements can be supported.

Sponsor

Sponsor Type	Cost	Registration: Full Conference(F) / Conference only(C) / Exhibits only	Slides: Opening / Banquet / Closing	Recognition in Proceedings	Recognition in Program
Diamond sponsor	KRW 30,000,000	3F or 6C	1 page	1 page	2 pages
Platinum sponsor	KRW 20,000,000	2F or 4C	1 page	1/2 page	1 pages
Gold sponsor	KRW 15,000,000	1F or 3C	1/2 page	logo	1/2 page
Silver sponsor	KRW 10,000,000	1F or 2C	1/4 page	logo	1/4 page
Bronze sponsor	KRW 6,000,000	1C	logo	logo	logo
Non-profit	KRW 1,000,000	-	-	logo	-

Supporter Levels

Supporter Type	Cost	Recognition in Program
Doctoral Consortium	KRW 1,000,000 (each)	Your company logo will appear on all event stations and in the conference program to identify you as a Doctoral Consortium Supporter. Your contribution will support travel and lodging for graduate students researching at the frontiers of virtual reality. You may include logo giveaways during the event; giveaways will be at the supporter's own expense.
Break Supporter	KRW 2,000,000 (each)	Your company logo will appear on all lunch-break stations and in the conference program to identify you as the Lunch Break Supporter. You may include logo giveaways during the breaks; giveaways will be at supporter's own expense.
Event Supporter	KRW 2,000,000 (each)	Your company logo will appear on all event stations and in the conference program to identify you as the Event Supporter. You may include logo giveaways during the event; giveaways will be at the supporter's own expense. Events available for support: Exhibitors' Reception, Reception, post-banquet dessert event, Tutorials, Paper sessions, and Poster sessions.
Contest Supporter	KRW 1,000,000 (each)	Your company logo will appear on all event stations and in the conference program to identify you as a VR Contest Supporter. Your contribution will provide for prizes for teams who compete in the contest, including equipment, merchandise, or monetary awards. The nature and value of your contribution are subject to approval by the conference committee.

Special Event Exclusive & Awards

Special Event Exclusive

- Banquet Sponsor ━━━━━━ KRW 3,000,000
VR Social Event ━━━━━━ KRW 2,000,000

Awards

- Best Paper award ━━━━━━ KRW 2,000,000 (exclusive)
Best Poster award ━━━━━━ KRW 1,500,000 (exclusive)
Best Demo award ━━━━━━ KRW 1,500,000 (exclusive)
Best XR Gallery ━━━━━━ KRW 1,500,000 (exclusive)

Deadline

20 January 2026 – Application and Full Payment Due

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Sponsors and Exhibitors Application Form

Company Information

Address:

Website:

Contact Information

Name:

Title:

Phone:

Email:

Exhibitor

- Large Booth - KRW 3,000,000
 - Standard Booth - KRW 2,000,000
-

Sponsor

- Awards Banquet - KRW 3,000,000
 - Diamond - KRW 30,000,000
 - Platinum - KRW 20,000,000
 - Gold - KRW 15,000,000
 - VR Social - KRW 2,000,000
 - Silver - KRW 10,000,000
 - Bronze - KRW 6,000,000
 - Non-Profit- KRW 1,000,000
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Awards & Supporter

- Doctoral Consortium Supporter - KRW 1,000,000 each
 - Best Paper - KRW 2,000,000
 - Best Poster - KRW 1,500,000
 - Best Demo - KRW 1,500,000
 - Best XR Gallery - KRW 1,500,000
 - Break - KRW 2,000,000 each
 - Event - KRW 2,000,000 each
 - Contest- KRW 1,000,000 each
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Payment Information

Total Booth =

Total Sponsorship =

Total Supporter =

Authorized Signature

Name:

Title:

Signature:

Date:

