

## Call for Participation

We invite researchers, practitioners, and designers to participate in the 2<sup>nd</sup> Joint Workshop on Cross Reality (CR).

Cross Reality is an emerging technology that focuses on the concurrent usage of or the transition between multiple systems at different points on the reality-virtuality continuum (RVC), including Virtual Reality, Augmented Virtuality, and Augmented Reality. CR has gained significant attention in recent years due to its potential for revolutionizing various research and industry areas where users need to comprehend and explore spatial data and its relevant information in different forms. It is expected that in the near future, more CR applications will arise to allow users to transition along the individual stages of the RVC or to collaborate inbetween these stages to use their distinct advantages and mitigate their potential problems.

Last year, the 1<sup>st</sup> Joint Workshop on Cross Reality held in conjunction with the IEEE ISMAR 2023 brought together the community of CR researchers from five separate workshops on individual CR topics. The workshop drew a lot of attention where participants established the research area further. There were over 50 participants joined the 1<sup>st</sup> JWCR in person with over 20 participants joined online. This is a follow up workshop to explore the new challenges, solutions, and opportunities in the field of CR and provide a comprehensive overview of the related research on the design of interactive techniques for effective CR visualization, interaction, collaboration, user experience, behavior and engineering. We are particularly interested in blurring the lines between and merging the virtual and physical worlds to support users in understanding data in different forms. The workshop provides a forum for researchers from VR/AV/AR/MR, visualization, HCI, and related fields to present their technical and systems papers that introduce new approaches, ideas, discussions, and applications.

### Workshop Contributions

We welcome position paper submissions from 2-4 pages long, excluding references. All paper submissions must be in English. Paper quality versus length will be assessed according to a contribution-per-page judgment. All submissions will be accepted or rejected as workshop papers. All accepted papers will be archived in the IEEE Xplore digital library. Detailed submission and review guidelines are available on the workshop website at that link:

<https://tc.computer.org/vgtc/publications/conference/>

Topic of interest include, but are not limited to:

- Cross Reality environment design: virtuality and reality
- Computational and Adaptive Cross Reality Systems
- Visual representations in cross-reality systems
- Cross Reality transitions across multiple interfaces
- Cross Reality interaction
- Multimodal interaction, perception, and cognition
- Real-world tool use and tangibles as input to CR systems
- Collaborative Cross Reality immersive analytics
- Collaboration across the reality-virtuality continuum
- Cross Reality user experience
- Cross Reality user behavior

- Cross Reality tools, frameworks, and APIs
- Testing Cross Reality systems
- Design guidelines for Cross Reality applications
- Evaluation of Cross Reality experiences and systems
- Cross Reality applications and scenarios
- Cross Reality use cases in, e.g., education, industry, transportation, sports, healthcare

### **Important Dates**

- Submission deadline: July 15th
- Acceptance notifications: August 5th
- Camera-ready version: August 19th
- Workshop day: October 21st

### **Workshop Details**

The workshop will be held in conjunction with ISMAR 2024. We plan to offer our workshop in a hybrid format, meaning we will offer both online and in-person participation for our attendees.

### **Organizers**

- Nanjia Wang (University of Calgary)
- Yue Li (Xi'an Jiaotong Liverpool University)
- Francesco Chiossi (LMU Munich)
- Fabian Pointecker (University of Applied Sciences Upper Austria)
- Lixiang Zhao (Xi'an Jiaotong Liverpool University)