



2nd Call for Papers / Posters / Workshops

12th INTERNATIONAL CONFERENCE ON VIRTUAL REHABILITATION

<http://www.virtual-rehab.org>

Montreal, Canada – June 19-22, 2017

Affiliated with the International Society for Virtual Rehabilitation - www.isvr.org

ICVR is an international conference series that provides an in-depth presentation of novel technologies and clinical developments in the field of virtual reality and associated topics applied to rehabilitation. Researchers, clinicians and technology experts meet, share experiences, and plan for the future. We invite submissions for papers, posters, demonstrations and workshops related to:

- Motor and/or cognitive rehab
- Sensory rehabilitation
- Gaming / low cost systems
- Haptic interfaces
- Tele-rehabilitation
- Knowledge translation
- Brain computer interfaces
- Vestibular and balance rehab
- Rehabilitation robotics
- Virtual / Mixed / Augmented reality
- Psychological and environmental rehabilitation
- Communication / Language
- Regulatory, educational, sociological, demographic, legal aspects of VR

Timelines

- Paper, Poster and Workshop submission deadline: **January 6, 2017**
- Notification of the review decision: **March 17, 2017**
- Final camera-ready paper due and deadline for registration of at least one author: **April 14, 2017**

Paper Format Guidelines

- Papers should describe original and unpublished work with substantial results or novel methods or techniques.
- Papers should be 6-8 pages long including images, figures, tables and references, double column, formatted according to IEEE conference proceedings template (see below). Papers should include the title, abstract, 4-6 keywords, author names, affiliations, postal & e-mail addresses and contact author.
- Submissions not accepted as papers will be considered as a poster & must adhere to poster format guidelines.

Poster Format Guidelines

- Posters should describe original, unpublished work, or describe work in progress.
- Poster abstracts should be 1-2 pages, including images, figures, tables and references, double column and formatted according to IEEE poster template (see below).
- Posters should include the title, abstract, author names, affiliations, postal & e-mail addresses and contact author.

Submission Guidelines for Papers and Posters

- Authors must use the IEEE conference proceedings format obtainable at: http://www.ieee.org/conferences_events/conferences/publishing/templates.html
- Papers and posters should be submitted on the conference web site: www.virtual-rehab.org/

Publications

- Proceedings will be made available to conference attendees. Papers and posters will become part of the IEEE Online Library, carrying the IEEE © notice, provided that at least one author has registered for the conference by April 14, 2017. We aim to organize one or more special issues in relevant journal (s).

Workshop submissions

- Submit via email in pdf format to icvr2017workshops@gmail.com
- Workshop sessions (either 3 or 6 hours) will be held on June 19th, 2017.
- Workshop outlines should be a maximum of 2 pages in length including title, names and contact information of the workshop organizer(s), name and short biography of each workshop presenter, description of intended participants, description of workshop goals, and format and timeline of the workshop content: a template is available at: <http://virtual-rehab.org/2017/wp-content/uploads/2014/08/Workshop-Website-Template.docx>

<http://www.facebook.com/ICVR2017>

<https://twitter.com/ICVR2017>

For questions on the call for papers, scientific program: icvr2017pc@gmail.com.

For general inquiries on the conference: icvr2017montreal@gmail.com. For questions on the workshops: icvr2017workshops@gmail.com.

New this year is a demo competition: check out the website for more details.

ICVR 2017 KEYNOTE SPEAKERS



Tiiu Poldma, PhD

Tiiu Poldma is full professor at the School of Design in the Faculty of Environmental Design at the Université de Montréal. Dr. Poldma's research expertise lies in the creation of spaces in flexible and temporal environments using light, color and design elements through changing human user experiences of interior space, and adapting the environment for various populations.

Mel Slater, DSc

Mel Slater is an ICREA Research Professor at the University of Barcelona in the Faculty of Psychology. He has been Professor of Virtual Environments at University College London since 1997 in the Department of Computer Science. He has been involved in research in virtual reality since the early 1990s. He has contributed to the scientific study of virtual reality and to technical development of this field. He has also contributed to the use of virtual reality in other fields, notably psychology (in relation to clinical psychology - studies of paranoia - and also social psychology) and the cognitive neuroscience of how the brain represents the body.



Judith E. Deutsch, PT, PhD, FAPTA

Judith E. Deutsch is a professor of physical therapy in the Department of Rehabilitation & Movement Sciences at Rutgers University. She is also the director of the Research in Virtual Environments and Rehabilitation Sciences Lab. Her research has focused on the development and testing of virtual reality technologies to improve mobility, balance and fitness of individuals with neurologic conditions. More recently she has worked on knowledge translation related to adoption of video games in clinical practice.

