

# HAVE OCT 22-23, 2017 2017

IEEE International Symposium on  
**Haptic Audio-Visual Environments and Games**

## CALL FOR PAPERS

Authors of accepted papers must register for the Conference and attend to present their papers. All accepted papers presented at the conference will be submitted for publication to IEEE Xplore, reporting the following statement: "This full text paper was peer-reviewed at the direction of IEEE IMS prior to the acceptance and publication".



Papers are being solicited on all aspects of multimodal haptic audio visual virtual environment technologies and related haptic applications, including:

- Haptic sensors and renderers
- Haptic-audio-visual systems and applications
- Haptic-surgical/medical systems
- Haptic compression and prediction
- Multimodal perception and psychophysics
- Haptic game interfaces
- Tele-haptics and tele-operation
- Augmented and virtualized reality
- Collaborative virtual environments
- Human-computer interaction in virtual environments
- Multi-sensor data fusion
- Object modeling
- Soft computing techniques
- Tactile Internet

Authors of accepted IEEE HAVE papers can extend and submit to IEEE Transactions on Instrumentation and Measurement -TIM - (<http://bit.ly/2s5ejZq>), within 2 months after the conference, *i.e.* by Dec. 24, 2017.

Submit your paper (4-6 pages) electronically using the web submission form available at:  
**<http://have2017.ieee-ims.org>**

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Organized by the TC-15 Virtual Systems of the IEEE I&M Society, the TC-28 Instrumentation and Measurement for Robotics and Automation, and the TC-37 Measurements and Networking of the IEEE I&M Society with the technical cooperation of the IEEE Instrumentation and Measurement Society, IEEE Computational Intelligence Society, and the "IEEE/CIS Virtual Reality Task Force"

### IMPORTANT DATES

Paper Submission Deadline

**August 8, 2017**

Notification of Acceptance

**August 20, 2017**

Submission of Camera  
Ready Version

**August 31, 2017**

Registration

**August 31, 2017**



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