Call for Papers for CYBERWORLDS 2007



October 24-27, 2007 - Leibnizhaus Hannover, Germany

Cyberworlds are information worlds being formed on the Internet, either intentionally or spontaneously, with or without design. As information worlds, they are either virtual or real and can be both. In terms of information modeling, the theoretical ground for Cyberworlds is far above the level of integrating spatial and temporal database models. This conference will deal with large distributed information worlds on the Internet as well as methods and tools used for creating such worlds.

A new feature of the conference this year will be topics dealing with the relation between Cyberworlds and Computational Engineering (CE). This means, we encourage submissions showing how contributions from CE will help improving the physical accuracy of Cyberworlds and Virtual Reality (VR). Vice versa, we also ask for submissions showing how concepts from Cyberworlds (and VR) help to improve environments and systems used for CE applications, e.g. medical science.

The conference proceedings will be printed by IEEE. Extended versions of the best papers will be published in a special issue of "The Visual Computer".

Conference Topics

- Philosophy, evolution, and ethics of cyberworlds
- Cyberworlds and their impact on the real world
- Cyber ethics and cyber laws
- Cyber security
- Visual cyberworlds
- Virtual humans in cyberworlds
- Virtual reality in cyberworlds
- Computer vision and augmented reality for cyberworlds
- Intelligent agents in cyberworlds
- Communication in cyberworlds
- Distributed virtual environments
- Shared virtual worlds
- Data mining and warehousing in cyberworlds
- Virtual production engineering in cyber worlds
- Cyber engineering engineering methods enhancing VR worlds and vice versa
- Bioinformatics for cyber life and medicine
- Health care in cyberworlds
- Cyber medicine medical visualization in combination with VR
- Cyberworlds and visualization for bioengineering
- Cyber information systems
- E-business in cyberworlds
- Cyberworlds for education
- Collaborative work using cyberworlds
- Cyber fairs and cyber museums
- Multi-user web games

CW 2007 will provide an opportunity for scientists and engineers from around the world to share the latest research, ideas, and developments in these fields. The conference will consist of full and short paper sessions and hands-on demonstrations where research groups, artists and vendors will show the state-of-the-art in the field.

Submission Information

Papers in English containing original and unpublished results are solicited. Maximum 8 pages including figures for full and 5 pages for short papers are acceptable.

The Proceedings of CW 2007 will be published by IEEE Computer Society Press. Authors of accepted Papers for the Proceedings should use the instruction of IEEE Computer Society Press Proceedings Author Guidelines (http://www.ieee.org/web/publications/authors/transjnl/index.html).

Paper submission will be electronic through the conference web-page

http://www.gdv.uni-hannover.de/hcw07

Acceptable file formats are: Postscript and PDF. Hard copy submissions are not permitted. All paper submissions must reach us by 1st May, 2007. Extended versions of the best papers will be published in a special issue of "The Visual Computer".

Important Dates

Paper Due	25 May 2007
Notice of Acceptance	26 June 2007
Registration	15 July 2007
Camera Ready	2 August 2007
Cyberworlds Conference	24-27 October 2007

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Additional Information

There will be two associated workshops on the conference:

- HAPTEX'07 VR Workshop On Haptic and Tactile Perception of Deformable Objects
- NASA-GEM "New Advances in Shape Analysis and Geometric Modeling"

Conference Chair

Prof. Franz-Erich Wolter

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