



ASME 2017 IDETC/CIE
International Design Engineering Technical Conferences
& Computers and Information in Engineering Conference

CONFERENCE
August 6-9, 2017

Cleveland Convention Center,
Cleveland, OH



CALL FOR PAPERS > The VES symposia of virtual environments and systems are platforms to introduce and discuss the latest advances of virtual environment and -systems for mechanical engineering and related domains. The VES conference series, as part of the ASME IDETC CIE, aims to provide an international forum for the presentation and discussion of the state-of-the-art and cutting edge research and developments in the enhancement of practice in engineering, simulation, product design & development, data exchange, management and integration of information throughout the entire product and process life-cycle.

The CIE-VES produces WoS and Scopus indexed proceedings. *Authors of selected papers will be asked to extend and submit their work to a special issue of Journal of Computing and Information Science in Engineering (JCISE).*

Scope and Topics of the Conference

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| <ul style="list-style-type: none">- ADVANCED RENDERING TECHNOLOGIES AND COMPUTER GRAPHICS TECHNIQUES- ALGORITHMS FOR VIRTUAL ENVIRONMENT SYSTEMS- ADVANCED DISPLAYS, DEVICES & USER INTERFACES- TRACKING AND SENSING HARDWARE / SOFTWARE- HUMAN MODELING- INDUSTRY USE CASES- LOCOMOTION, MANIPULATION AND NAVIGATION- MULTISENSORIAL TECHNOLOGIES- HAPTICS, AURAL / AUDIO AND OLFACTORY AUGMENTATION- ALTERNATIVE AND COMBINATORIAL REALITY- LOW-COST DEVICES AND MASS-MARKET VIRTUALIZATION- GAMIFICATION, GAME DESIGN PATTERNS & TECHNIQUES FOR ENGINEERING | <ul style="list-style-type: none">- CUSTOMIZATION AND MODULARITY- SOCIAL AND COLLABORATIVE MEDIA TECHNOLOGY- PRIVACY AND SECURITY- RESILIENT COMPUTING- NON-INTRUSIVE / PERVASIVE AUTHORING- INTEROPERABILITY AND REUSE- NETWORKS, BIG DATA & DECISION MAKING- VIRTUALIZATION AND FRUGAL DESIGN- SG-VES DESIGN AND MECHANICS- CO-CREATION AND COLLABORATION WITH SG-VES- ASSET AND KNOWLEDGE TRANSFER- SENSORIAL BLENDED PLAY GAME ENVIRONMENTS- HYBRIDIZATION AND CYBER-PHYSICAL SYSTEMS |
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Researchers from all fields employing computation, information and virtual reality in engineering and design are invited to participate.

Important dates

- Abstract and Draft Full Papers are due February 10th, 2017
- Draft Paper Acceptance Notification: March 24th, 2017
- Submission of Revised Paper: April 7th, 2017
- Final Draft Papers are due May 12th, 2017
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For full publication schedule

<http://www.asmeconferences.org/IDETC2017/PublicationSchedule.cfm>

Organizers

Chair: Robert Wendrich (r.e.wendrich@utwente.nl | info@rawshaping.com)

Co-chair: Pramita Mitra (pmitra3@ford.com)