

The 2022 IEEE International Conference on Metaverse (Metaverse 2022)

Dec. 15-18, 2022, Haikou, China

<http://www.ieee-smart-world.org/2022/metaverse/>

IMPORTANT DATES

Workshop Proposal: Jul. 15, 2022
Paper Submission Deadline: Sep. 01, 2022
Author Notification: Oct. 01, 2022
Camera-ready Due: Oct. 31, 2022
Conference Dates: Dec. 15-18, 2022

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Paper Submission

Main conference papers are limited to 8 pages (regular paper), or 6 pages (short paper), and 2-4 pages for a poster paper following the IEEE proceedings format, and are to be submitted as PDF via the site: (Coming soon).

Paper Publication

Accepted conference papers will be published by IEEE (IEEE-DL and EI indexed). At least one author of each accepted paper is required to register and present their work at the conference; otherwise the paper will not be included in the proceedings. Selected papers, after further extensions and revisions, will be recommended to special issues. More details at the conference website: <http://www.ieee-smart-world.org/2022/metaverse/>

Introduction

Metaverse, as an extension of the Internet of People and an emerging concept in 2022, is going to bridge the real world to virtual world via information technology. By exploiting digitization and virtualization technologies, metaverse will act as a digital living space within brightly new social systems. This digital living space calls the integration of many technologies, such as VR/AR/MR, 5G/6G communications, AI, blockchain. It also brings multiple edging topics to meet people's needs beyond the present technologies.

The 2022 IEEE International Conference on Metaverse (Metaverse-2022) originates from the 8th IEEE International Conference on Internet of People (IoP 2021). With the network communication, security, and computing technologies, Metaverse-2022 will be a primal international forum for scientists, engineers, and researchers to exchange their novel research regarding advancements in the state-of-art of metaverse, as well as to identify the emerging research topics and open issues for further research.

Tracks and Topics

Track 1: Metaverse Computing and Communications

- ✧ Cloud/Edge/Fog Computing
- ✧ Ubiquitous/Pervasive Computing
- ✧ High Performance Computing
- ✧ Green Computing
- ✧ IOT & Sensor Networks
- ✧ Mobile & Wireless Networks
- ✧ 5G/6G/F5G/F6G Networks

Track 2: Metaverse Interaction

- ✧ VR, AR and MR
- ✧ Holographic Technology
- ✧ Brain Computer Interaction
- ✧ Somatosensory Interaction
- ✧ 3D AI Modeling
- ✧ AI Game Engines
- ✧ Real Time AI Rendering

Track 3: Metaverse Security

- ✧ Privacy and Authentication
- ✧ Secure Dissemination and Data Validation
- ✧ AI Security
- ✧ Hardware Security
- ✧ Smart Contract, Hyper Ledger and Blockchain
- ✧ Security of NFT
- ✧ Cryptographic Applications

Track 4: Metaverse Applications

- ✧ Natural Language Processing
- ✧ Computer Vision
- ✧ Machine Learning
- ✧ Intelligent Voice
- ✧ Smart Machines and Robots
- ✧ Smart Vehicles and Control
- ✧ Smart Industries

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