IEEE CIVEMSA 2022

IEEE International Conference on Computational Intelligence & Virtual Environments for Measurement Systems and Applications
June 15-17, 2022 – Chemnitz, Germany

IEEE Advancing Technology for Humanity

IEEE Computational Intelligence Society

IEEE INSTRUMENTATION & MEASUREMENT SOCIETY

CALL FOR PAPERS

IMPORTANT DATES

CALL FOR PAPERS DEADLINES

30 March 2022
Full Paper Submission

25 April 2022
Acceptance/Rejection Notification

10 May 2022
Final Manuscript Submission

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The IEEE International Conference on Computational Intelligence and Virtual Environments for Measurement Systems and Applications (CIVEMSA 2022) is dedicated to all aspects of computational intelligence, virtual environments and human-computer interaction technologies for measurement systems and related applications.

TOPICS OF INTEREST

Papers are solicited on all aspects of computational intelligence, human-computer interaction technologies, and virtual environments for measurement systems and the related applications, from the points of view of both theory and practice. This includes, but is not limited to, the following topics with specific emphasis on the measurement aspects:

- » human-computer interaction
- » augmented and virtual reality
- » collaborative distributed virtual environments
- » embodied digital technologies and digital twins
- » intentionality in cooperative environments
- » perception, neurodynamic, neurophysiology, psychophysics
- » multimodal (visual, haptic, audio, etc.) sensing and virtual environments
- » technologies for shared environments model-based telecommunications and telecontrol
- » Internet of Things (IoT) technologies, systems and applications
- » smart sensors, displays and feedback systems
- » intelligent monitoring, processing and control systems
- » wearable systems for human activity tracking
- » hardware implementation of neural and fuzzy systems for measurements and embedded systems
- » neural and fuzzy techniques
- » multi-sensor data fusion and intelligent sensor fusion
- » machine learning and artificial intelligence
- » image and patterns understanding and recognition
- » object and system modeling and validation
- » robotics and vision
- » virtual reality languages
- » medical and bioengineering applications
- » entertainment and educational applications
- » industrial, environmental and domotic applications

Please note that an Author of an accepted paper must register and pay the registration fee (only IEEE member and non-member fees are allowed for this purpose) for inclusion in the proceedings. At least one Author must present the paper at the conference to allow for inclusion in IEEE Xplore.

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