





## CALL FOR SHORT PAPERS, LATE-BREAKING RESEARCH & INDUSTRY ABSTRACTS, AND ANNOUNCEMENT OF THE TELEPRESENCE COMPETITION

The First IEEE Conference on Telepresence (TELEPRESENCE 2024) will be held November 16-17, 2024, in hybrid format, with the inperson component located at Caltech, in Pasadena, California. The conference will provide a stimulating forum for researchers, educators, and practitioners to learn, share knowledge, report the most recent innovations and developments, and exchange ideas and advances in all aspects of telepresence systems and applications, telerobotics, human-machine interfaces, learning from humans, and autonomy. A Telepresence Competition will also take place on November 15, 2024, with cash prizes.

At this moment, we are calling for submissions of short papers (up to 4 pages) and technical abstracts (up to 2 pages) for late-breaking research or industrial research outcomes and/or demonstrations, as well as announcing the Telepresence Competition. Accepted short papers will appear on IEEE Xplore, while research/industry abstracts will appear in the conference proceedings, but not on IEEE Xplore. Paper/abstract submissions to theory and practice, including but not limited to, the following technical areas, are invited:

# **Technological Infrastructure**

and Systems Remote Collaboration Virtual Reality (VR) Integration Augmented Reality (AR) Applications Haptic Feedback Technology 3D Tele-immersion Cross-Platform Compatibility **Teleoperation Systems** Real-Time Communication Low Latency Networking Spatial Audio Technology Wireless Control Systems Sensor Fusion for Robotics Robotic Actuation Techniques Internet of Things (IoT) Integration Cloud Computing for Telepresence 5G and Advanced Networking Cybersecurity in Telepresence Edge Computing in Telepresence Digital Twins and Simulation **Biometric Authentication** Wearable Technology Machine Vision and Perception Advanced Image and Video Processing **Environmental Sensing Technologies** 

Virtual Meeting Spaces

Systems

Technology

**Quantum Computing Applications** 

Collaborative Virtual Environments

Scalability Solutions for Telepresence

Sustainable Design in Telepresence

# of Data Sources Approaches combining more

**Multi-Perception Integration** 

than one perception source

### **Human-Computer** Interaction and User **Experience**

Gesture Recognition Brain-Computer Interfaces (BCI) Voice User Interfaces (VUI) Multi-Modal Interaction Ergonomic Design Assistive Technologies Augmented Reality Interfaces Virtual Environments Interaction User Experience (UX) in HCI User Interface (UI) Design Behavioral Modeling Ethnographic Data Analysis Cognitive Modeling Psychology of Human-Computer Interaction Social Presence in Virtual Environments Data Privacy and Ethics Accessibility in Telepresence Adaptive User Interfaces Al-driven Personalization

# **Integrative Approaches**

Autonomy and intelligent systems approaches in **Human-Computer Interaction** and User Experience

Interactive and responsive elements to Autonomy and Intelligent Systems

#### Autonomy and Intelligent Systems

**Autonomous Navigation** Human-in-the-Loop Control Telepresence Robots Long-Distance Robotic Control **Autonomous Decision Making** Self-Learning Systems Robotics and Automation Al Ethics in Autonomy Intelligent Control Systems Swarm Intelligence Autonomous Agents and Multi-Agent Systems Self-Regulating Systems Predictive Analytics for Autonomy **Empirical Studies in Human** Learning Natural Language Processing (NLP) for Human Learning Human Feedback in Al Human-in-the-Loop Learning Haptic Interfaces for Telerobotics

#### **Timeline**

Submission Deadline: July 26, 2024 Decision Announcement: August 26, 2024 Camera-Ready Submission: September 9, 2024 Early-Bird Registration: September 9, 2024 Late Registration: November 13, 2024

### **Organizing Committee**

General Chair: Paolo Fiorini Co-Chairs: Adrian Stoica, Ferat Sahin Local Chair: Joel Burdick Program Co-Chairs: Tiago H. Falk, Tom Gedeon

Publications Chair: Kyungtae (KT) Han Publicity Chair: Yumi Iwashita Media Chair: Satvam Mohla Treasurer: Yutao He

### **Telepresence Competition**

Chair: Robert Mueller, NASA

Initial Technical Co-Sponsors: IEEE Initiative on Telepresence, IEEE RAS TC on Telerobotics, IEEE SMC TC on Robotics and Intelligent Sensing and TC on Brain-Machine Systems

**Human-Centered Machine** 

Interactive Machine Learning

Learning

https://ieee-telepresence.org