# HAVE 2015

## 14th IEEE International Symposium on Haptic Audio Visual Environments and Games

### OCTOBER 11-12, 2015 | OTTAWA, CANADA

## CALL FOR PAPERS
### (EI INDEXED)

Papers are being solicited on all aspects of multimodal haptic audio visual virtual environment technologies and related haptic applications, including:
- Haptic sensors and renderer
- Hapto-audio-visual systems and applications
- Hapto-surgical/medical systems
- Haptic compression and prediction
- Multimodal perception and psychophysis
- Haptic game interfaces
- Tele-haptics and tele-operation
- Augmented and virtualized reality
- Collaborative virtual environments
- Human-computer interaction in virtual environments
- Multi-sensor data fusion
- Object modeling
- Soft computing techniques.

## PAPER SUBMISSION:

Submit your paper (4-6 pages) electronically using the web submission form available at:
http://have2015.ieee-ims.org.

Authors of accepted papers must register for the Conference and attend to present their papers. All accepted papers presented at the conference will be submitted for publication to IEEE Xplore, reporting the following statement: "This full text paper was peer-reviewed at the direction of IEEE IMS prior to the acceptance and publication".

## IMPORTANT DATES:

Paper Submission Deadline
July 25, 2015

Notification of Acceptance
August 7, 2015

Submission of Final
IEEE Xplore Compliant PDF Papers
August 31, 2015

Registration/Final Paper Deadline
August 31, 2015

### SYMPOSIUM COMMITTEE

General Chair
Abdulmotaleb El Saddik
University of Ottawa, Canada

Technical Program Co-Chairs
Mohamad Eid
NYU AD, UAE

Abdelwahab Hamam
Immersion Corp., Canada

Publicity and Demo Chair
Haiwei Dong
University of Ottawa, Canada

Conference Management
Lauren Pasquarelli
Conference Catalysts, LLC, USA
LaurenP@conferencecatalysts.com

Organized by the TC-15 Virtual Systems of the IEEE I&M Society, the TC-28 Instrumentation and Measurement for Robotics and Automation, and the TC-37 Measurements and Networking of the IEEE I&M Society with the technical cooperation of the IEEE Instrumentation and Measurement Society, IEEE Computational Intelligence Society, and the "IEEE/CIS Virtual Reality Task Force"