

📅 October 12, 2025

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CONFERENCE WEBSITE: <https://sites.google.com/view/neuroxrismar2025/>

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## | About the Conference

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Call for Papers: ))) NeuroXR 2025 (((

International Workshop on Neurophysiological Signals, Affective Computing and Cognition in Extended Reality

Held at IEEE ISMAR 2025 — October 12, 2025  
(Hybrid Format)

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### OVERVIEW:

NeuroXR 2025 explores the intersection of neurotechnology, affective computing, and cognition within XR (VR/AR/MR) environments. The workshop aims to advance understanding of how to sense, interpret, and respond to users' cognitive and emotional states, enhancing personalization and engagement in immersive systems.

Topics of Interest (include but are not limited to):

\* Neurophysiological and affective data acquisition

### Important Dates

OCT  
12

CONFERENCE  
DATE  
**October  
12, 2025**

in XR

- \* Signal processing and machine learning for real-time analysis
- \* Adaptive and personalized XR systems using neuro-affective feedback
- \* Neurofeedback and biofeedback in VR/AR/MR
- \* Impact of XR on cognitive and emotional states
- \* UX design for neuro-adaptive systems
- \* Ethical considerations in NeuroXR research
- \* Applications in rehabilitation, learning, and gaming
- \* Multimodal data fusion and affective engagement techniques

#### SUBMISSION INFORMATION:

- \* Regular Papers (4–6 pages): Empirical research with significant contributions
- \* Position Papers (2–4 pages): Innovative ideas or viewpoints to stimulate discussion
- \* Demo Papers (2–4 pages): Descriptions of XR demos with application relevance (video required)

Submissions must follow the IEEE VGTC format:

<https://tc.computer.org/vgtc/publications/conference/>

Submit via EasyChair:

<https://easychair.org/conferences/?conf=neuroxr25>

#### IMPORTANT DATES:

- \* Submission Deadline: July 15, 2025
- \* Notification of Acceptance: August 1, 2025
- \* Camera-Ready Deadline: August 15, 2025

\* Workshop Date: October 12, 2025

## ORGANIZERS:

\* Pradipta Biswas, Indian Institute of Science

\* Jean Botev, University of Luxembourg

\* Sahar Niknam, University of Luxembourg

\* Gowdham Prabhakar, IIT Kanpur

\* Akash K Rao, Manipal Academy of Higher Education

\* Rahul Kumar Ray, FLAME University

### TOPICS OF INTEREST

3 topics

Research papers are invited in, but not limited to, the following areas:

Uncategorized

Human-computer interaction

Virtual & Augmented Reality