

🌐 Netherlands 📅 July 9-11, 2025

CONFERENCE WEBSITE: <https://www.icvr.org/>

| About the Conference

★ICVR 2025- 2025 the 11th International Conference on Virtual Reality // Ei Compendex and Scopus★

★ Full Name: 2025 the 11th International Conference on Virtual Reality (ICVR 2025)

★Abbreviation: ICVR 2025

★Place & Time: Wageningen, Netherlands // July 9-11, 2025

★Website: <https://www.icvr.org/>

★Co-sponsored by Wageningen University & Research, the 11th International Conference on Virtual Reality (ICVR 2025) will be held from July 9th to 11th, 2025, in Wageningen, Netherlands.

★ICVR 2025 is a forum designed to foster collaborations and knowledge-sharing of new advances and developments in VR, AR, and XR among researchers, technical people, domain experts, and academics from all around the world. ICVR 2025 invites authors to contribute original works that showcase pioneering research results, transformative projects, surveys, and real-world industrial experiences that make advances in the

Important Dates

JUL
09

CONFERENCE
DATE
**July 9-11,
2025**

realms of VR and its related fields.

★★Call for Paper & Publication

Full paper (publication and presentation) or

Abstract (presentation, without publication)

Please upload it to the Electronic Submission System (.pdf):

[http://www.easychair.org/conferences/?](http://www.easychair.org/conferences/?conf=icvr2025)

[conf=icvr2025](http://www.easychair.org/conferences/?conf=icvr2025)

Template:

<https://www.icvr.org/instruct8.5x11x2.doc> (doc.)

<https://www.icvr.org/ieee-latex-conference-template.zip> (latex)

Or you can send your submission to conference secretary directly, email at icvr_conf@163.com

★★Accepted papers will be included in ICVR 2025 conference proceedings.

★Publication Histories★ For more Information, please visit: <https://www.icvr.org/history.html>

ICVR 2024 | ISBN No.: 979-8-3503-6422-4

ICVR 2023 | ISBN No.: 979-8-3503-4580-3

ICVR 2022 | ISBN No.: 978-1-6654-7910-3

ICVR 2021 | ISBN No.: 978-1-6654-2309-0

ICVR 2020 | ISBN No.: 978-1-4503-7720-1

★★Call for Paper

Topic Area #1 - Technologies & Applications

VR, AR, MR, and XR Applications

2D/3D and volumetric display and projection technology

3D authoring

Computer graphics techniques for VR, AR, MR and XR

Topic Area #2 - Multi-sensory Experiences and Techniques

Audio interfaces, sound rendering, spatialized audio, auditory perception, and psychoacoustics

Embodied agents, virtual humans and avatars

Haptic and tactile interfaces, pseudo haptics, and touch-based UI

Multisensory rendering, registration, and synchronization

Mediated and diminished reality

Topic Area #3 - Interaction

Affective computing and design

3D user interactions

3D UI metaphors

Collaborative interactions

★★Call for Special Sessions ★

<https://www.icvr.org/cfs.html>

Invited sessions consist of 4 to 6 thematically related invited papers. Invited session proposals consist of a brief statement of purpose and extended abstracts of the included invited papers.

★★Call for Tutorials & Workshops ★

<https://www.icvr.org/cftw.html>

ICVR 2025 calls for Tutorials & Workshop. The technical program of ICVR 2025 will include tutorials to complement the regular technical program with emerging topics of particular interest

★★Conference Schedule

July 9, 2025 | Registration

July 10, 2025 | Opening Ceremony, Keynote Speech, Parallel Sessions

July 11, 2025 | Parallel Session

★★Conference Venue

Omnia, Wageningen, Netherlands

Welcome at Omnia, a great place to meet, situated at the entrance of Wageningen Campus.

★★Contact Us

Secretary: Ms. Robin Luo

Email: icvr_conf@163.com

Website: <https://www.icvr.org/>

 **TOPICS OF INTEREST**

3 topics

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

Computer Science
◦ & Software
Engineering

Uncategorized

Artificial
◦ Intelligence &
Machine Learning