



Call for VR infrastructure

VR in Science and Industry

We are pleased to announce the 4th conference “VR in Science and Industry” organized by the VRISI network on October 6th, 2020. This conference follows a series of successful events taking place every year since 2017 (2017 and 2018 in Aachen, 2019 in Sankt Augustin). The conference brings together end-users from science and industry, as well as solution providers, start-ups, and even individuals with a common interest in Virtual Reality, Augmented Reality, and more generally in interactive technology known as “XR”.

This year’s conference was going to be organized by the Chair of Computer Science Prof. Dr. Ulrich Lang at the University of Cologne. However, due to the impact of the COVID-19 pandemic on the activities of the university, the organizers decided to convert it into an all-digital conference experience. Therefore, “VR in Science and Industry” will be an online event only. While the previous physical events brought together between 80 and 100 experts in XR technologies, we expect for this year a larger audience, thanks to the virtualization of the conference and the opening to high-visibility international keynote speakers.

Beyond standard presentations of key stakeholders of industry and academia, which will be converted to classical webinars, it is the intention of the organizers to propose interactive sessions, in which the participants can benefit from a VR experience from their remote location. The purpose of this Call is to give the opportunity to third-parties to propose a VR infrastructure fulfilling that objective.

Benefits – visibility in a new VR community

In addition to advertising your VR infrastructure solution to key players from science and industry in Germany, you will benefit from getting visible in a young and growing VR community and from initiating or fostering new customer relations. The following services help you becoming well-known:

- Display of your company/team name, logo, and product name on the conference website
- Display of your company/team name, logo, and product name on conference screens
- Inclusion of your company/team logo in the conference program
- Speaker slot in the conference program, before the interactive session(s)
- Newsletter article about your company as event partner in the VRISI newsletter
- Social media contribution on Facebook, LinkedIn and Twitter about your company as event partner
- Opportunity to maintain, promote and expand your company and your network

Expected contribution

The expected VR infrastructure should have the following characteristics:

- Offering a collective immersive experience over standard Internet connections, for several groups of up to 10 participants
- Compatible with the most common models of VR headsets
- Deployable on the participants' computers with minimum prerequisites
- Supporting at least a few standard formats for immersive contents
- Open for uploading immersive experiences provided by the conference speakers
- Ensuring GDPR and data confidentiality in general
- Free of charge for the conference participants for the duration of the interactive sessions
- ...

Depending on the number and quality of the submissions, the conference organizers will plan one or two interactive sessions during the day. We expect from the candidates that they will provide technical support for testing the solution in advance, for integrating the VR content of the speakers, and for running the VR infrastructure during the interactive sessions.

Submission

Please send your submission to the Organization Chairs by e-mail in free format, including sufficient information to cover the expected contributions listed above.

- Submission address: jacobs@vrisi.de
- Submission deadline: June 15th, 2020
- Notification to the contributors: July 1st, 2020
- Conference day: October 6th, 2020

Committees

General Chair

- VRISI association board

Organization Chairs

- Marius Jacobs (TEMA AG)
- Dr. Jerome Perret (Haption GmbH)