VAMR 2026

18TH INTERNATIONAL CONFERENCE ON VIRTUAL, AUGMENTED AND MIXED REALITY

Jointly held under one management and one registration with HCI International 2026

HCI International 2026

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Montreal Convention Centre,
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https://2026.hci.international/vamr

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With the recent emergence of a new generation of displays, smart devices and wearables, the field of Virtual, Augmented and Mixed Reality (VAMR) is rapidly expanding, transforming and moving towards the mainstream market. At the same time, VAMR applications in a variety of domains are also reaching maturity and practical usage. From the point of view of the user experience, VAMR promises possibilities to reduce interaction efforts and cognitive load, while also offering contextualized information, by combining different sources and reducing attention shifts, and opening the 3D space. Such scenarios offer exciting challenges associated with underlying and supporting technologies, interaction and navigation in virtual and augmented environments, as well as design and development.

The 18th International Conference on Virtual, Augmented and Mixed Reality, an affiliated Conference of the HCI International Conference, provides a forum for researchers and practitioners to disseminate and exchange scientific and technical information on VAMR-related topics in various applications. The presentations cover a wide range of topics, centered on themes related to interaction techniques, development issues, underlying technologies, and user experience and performance. With recent advances in robotics and artificial intelligence-based systems, topics of interest have expanded to include VAMR-based techniques for human-robot interaction and human interaction with intelligent systems.

The related topics include, but are not limited to:

- Fields of Applications
  - Consumer products and experience
  - Training, education, and tutoring
  - Entertainment and gaming
  - Healthcare and medical
  - Industrial use
  - Military and Search & rescue
  - Human-robot interaction and remote systems
- Interaction in VAMR
  - Avatar instantiation
  - Collaborative interaction
  - Human-robot interaction
  - Locomotion, orientation and navigation
  - Multimodal interaction
  - Puppeteering and autonomy
  - Tactile and haptic interaction
  - Teleoperation and telepresence
- Issues in development and use of VAMR
  - Artificial intelligence / machine learning / large language models
  - Distributed environments
  - Ethical issues
  - Fatigue and workload
  - Human factors
  - Immersion and occlusion
  - Perception and cognition
  - Performance measurement
  - Presence and embodiment
  - Sensory and perception
  - Simulator sickness
  - Situational awareness
- Underlying & supporting technologies
  - Alternative computing environments (Wearable; Pervasive computing)
  - CAVE and multi-participant environments (Head mounted displays; Field of view; Resolution; Rendering speed; Parallax and perspective)
  - Mobile systems
  - Multimodal interfaces
  - Sensory substitution
  - Telepresence systems
  - Tracking technologies
  - Visualization and image rendering
  - Diminished reality
  - Remote systems
  - Social computing

Submission deadlines are available at the HCII 2026 website:
https://2026.hci.international/submissions.html

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