

# OPEN CALL

**MMVE**

**Immersive Mixed & Environment Systems**

March 31st to April 3rd

Stellenbosch, South Africa

# MMVE

## Immersive Mixed & Environment Systems

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Stellenbosch, South Africa

The **17th** edition of the international workshop on **IM**mersive **M**ixed and **V**irtual **E**nvironment Systems (**MMVE**) will take place from March 31st to April 3rd in Stellenbosch, South Africa. It is co-located with MMSys 2025, a premier conference on multimedia systems.

Since 2018, this workshop has consistently brought together researchers from academia and industry in all its editions to share insights on the evolution of immersive technologies and their intersection with various domains.

The workshop's ability to adapt to emerging challenges has attracted experts from a broad spectrum of topics related to immersive media or XR, including MR, AR, and VR.

In line with the continuous evolution and demands of our times, this year the workshop introduces the question:

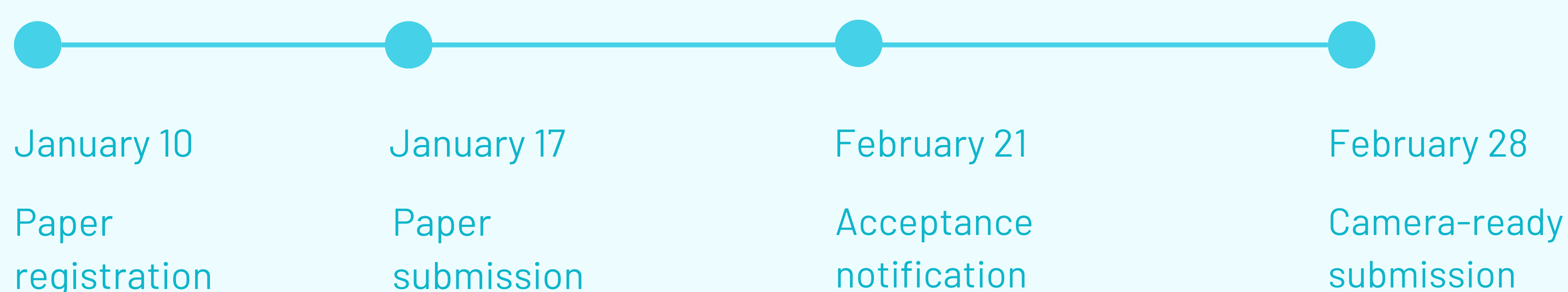
**Who is being left behind in the adoption of these technologies?**

This question aims to broaden the invitation to researchers and encourage reflection on it, fostering a collective effort towards making technology more accessible.

### Topics of interest include (but are not limited to):

- ✓ Immersive and Interactive Content
  - 3D virtual environments
  - 3D graphics
  - 3D meshes
  - Light fields
  - Point clouds
  - Omnidirectional media
  - Authoring language and tools
- ✓ Quality and Performance of Immersive Multimedia Systems
  - Performance metrics
  - Objective quality metrics
  - Evaluation methodologies
  - Security and privacy
- ✓ Accessibility in XR
  - Designing inclusive user interfaces
  - Designing inclusive testing and evaluation
  - Ethical considerations
  - Adaptive and customizable XR systems
- ✓ Support for Immersive Multimedia Systems
  - Sensor systems
  - Vision systems
  - Wearable systems
  - Operating systems
  - Distributed systems
  - Middleware
  - Mobile and embedded systems
- ✓ Perception and Behaviour in Immersive Experience
  - Psychological effects and perception
  - Multisensory processes
  - Social interactions
  - Human-computer interaction
  - User behaviour analysis and modelling
- ✓ Applied Contexts of Immersive Multimedia Systems

## Important Dates



### Organising committee:

Marta Orduna	Nokia XR Lab	Madrid, Spain
Sara Baldoni	University of Padua	Padua, Italy
Nuria Oyaga	Nokia XR Lab	Madrid, Spain

### More Information:

[mmve-workshop.org](http://mmve-workshop.org)

