ICAT is the oldest international conference on Virtual Reality and Telexistence. State of the art innovations in the technology are presented alongside novel ways to transfer and express information. Artistic and societal works are also presented via panels, demos and workshops. Researchers are invited to submit papers on novel theories, methods, applications and practices related to Artificial- Augmented- Mixed- Virtual- Realities and Telexistence. Suggested topics are listed over.

Denmark, Esbjerg city and region are delighted to be the host for the 17th ICAT International Conference which in its history has never been outside of Asia/Pacific. Esbjerg was named as Danish city of the year 2006. The country’s 5th largest city is situated on the beautiful South West Coast of the Jutland peninsula in the middle of the country’s loveliest holiday area on the shores of the North Sea and surrounded by woodlands and parklands. The city is recognized as the GATEWAY TO SCANDINAVIA and is known as an educational Mecca with 11 institutes of higher education. Numerous museums and galleries present international and national works. The local architecture is wondrous - from faithfully restored Viking sites that illustrate the country’s cultural history - to the ultramodern Performing Arts Centre, Musikhuset which was designed by Utzon (architect of the Sydney Opera House, Australia). Legendary seafaring stories can be accessed by visiting the local fisheries museum where visitors can also have ‘close encounters’ with all form of sea life. Excellent opportunities abound in shopping via Denmark’s longest pedestrian street. Esbjerg is also the ideal starting point for visits to LEGO or the home of the fairy tale author Hans Christian Andersen.

The Mayor & the people of Esbjerg look forward to welcoming you to the city.

For further information on ICAT 2007 or ArtAbilitation: info@icat2007.org Anja Hergesell
ICAT 2007 will run technical sessions covering conventional VR areas and new emerging areas related to Augmented Reality, Mixed Reality, Ubiquitous Computing, Wearable Computing and Intelligent/Humanoid Robotics with a lineup of Invited Talks, Special Sessions, Tutorials, Workshops and Media Technology/Art Exhibitions. Researchers are invited to submit full and short papers, as well as poster abstracts, on all aspects of innovative theory and application aspects of Virtual Reality and Telexistence. Topics include but are not limited to:

- Artificial Reality / Virtual Reality
- Augmented Reality / Mixed Reality
- Teleoperation / Telexistence / Telepresences
- Real Time Computer Simulation
- Ubiquitous/Wearable Computing
- Visual and Auditory Displays
- Anthropomorphic Intelligent Robotics
- Software Architecture for VR
- Immersive Projection Technology
- Tools & Techniques for Modeling VR Systems
- Virtual Heritage
- Motion Tracking
- Communication with Realistic Sensations
- Innovative Applications of VR
- Haptics
- Evaluation of VR Techniques and Systems
- Multimodal Human Interfaces
- VR Interaction and Navigation Techniques
- Artificial Life & Virtual Reality
- Distributed and Collaborative VR Systems
- Retro-reflective Projection Technology
- VR Input and Output Devices
- Virtual Medicine and Health Science
- Human Factors of VR
- Interactive Art and Entertainment
- Multisensory Environments and Media Art
- Serious Gaming
- Industrial applications
- Medical Visualization
- Non-formal learning in Virtual Environments
- Real-time graphic manipulation
- Advanced Visualization and Interactivity

All accepted papers to be published in the conference proceedings and international journals.

Submission contact: ICAT administration, att: Susanne Theils, Niels Bohrs vej 8, 6700 Esbjerg, Denmark