CALL FOR PAPERS

**INTETAIN 2020**: 12th EAI International Conference on Intelligent Technologies for Interactive Entertainment

[https://intetain.eai-conferences.org/2020](https://intetain.eai-conferences.org/2020)

Scope:
This year’s edition of EAI INTETAIN 2020 puts emphasis on the ways that technology will change the way people interact with reality. The conference seeks novel, innovative, and exciting work in areas including in art, science, design and engineering regarding computer-based systems (models, software, algorithms, and tools) or devices (digital cameras, smartphones, headset, etc.) that provide intelligent human interaction or experience.

TOPICS:

1. **Big Ideas and Ethics**:
   - Ethical issues of Artificial Intelligence (AI)
   - Ethical issues of Intelligent Systems (IS)
   - Ethical issues of Internet of Things (IoT)
   - Ethical issues of virtual, augmented, and mixed reality
   - Existential Threats of Artificial Intelligence (AI)
   - Future of Reality
   - Futuristic Technology
   - Human Computer Interaction (HCI) of the Future
   - Physics of the Future

2. **Industry and Government**:
   - Legal and regulatory issues of Artificial Intelligence
   - Legal and regulatory issues of Intelligent Systems
   - Legal and regulatory issues of Internet of Things
   - Legal and regulatory issues of virtual, augmented, and mixed reality
   - Industry White Papers on Artificial Intelligence
   - Industry White Papers on Intelligent Systems
   - Industry White Papers on Internet of Things
   - Industry White Papers on virtual, augmented, and mixed reality
   - Privacy concerns of Artificial Intelligence
   - Privacy concerns of Intelligent Systems
   - Privacy concerns of Internet of Things
   - Privacy concerns of virtual, augmented, and mixed reality

3. **Intelligent Systems and Artificial Intelligence**:
   - Artificial Intelligence (AI)
   - Artificial intelligence in education
   - Artificial intelligence in games
   - Artificial intelligence in IoT
o Artificial intelligence in Transportation
o Intelligent virtual reality based learning systems
o Smart Roads and Transportation Systems
o Smart Technologies
o Supervision of Autonomous Systems

4. Haptics:
o Haptic Feedback
o Haptic Game Interfaces
o Haptic Human Computer Interaction
o Haptic Sensors and Actuators
o Mid-Air Haptic Feedback
o Multi Point Haptic Feedback
o Tactile Internet;
o Telehaptics

o 3D modeling
o 3D Scanning
o Artificial Life
o Gamification
o Haptic Feedback
o Immersive virtual reality
o Learning in XR environments
o Medical XR
o Serious XR Games
o Spatial and Visual Effects
o Virtual Humans
o Virtual and Augmented Tours
o Virtualized, Augmented, and Mixed Reality
o XR system Usability
o XR Games

IMPORTANT DATES:
Final Paper Submission deadline Extended to: October 18th 2020

- Regular papers: 10 - 20 pages
- Work in Progress Papers: 6 - 9 pages
- Posters: 4 - 5 pages (will be published)
- Poster Competition: 2 – 3 page extended abstract (will not be published)

Notification of acceptance deadline: November 2nd 2020
Camera-ready deadline: November 23rd 2020
Start of Conference: December 11th 2020
End of Conference: December 15th 2020

PAPER SUBMISSION:
Submission web page: https://intetain.eai-conferences.org/2020/submission
ACCEPTED PAPER PUBLICATION:
All registered papers will be submitted for publishing by Springer and made available through SpringerLink Digital Library.

All accepted authors are eligible to submit an extended version in a fast track of:

- EAI Endorsed Transactions on Industrial Networks and Intelligent Systems (Open Access)
- EAI Endorsed Transactions on Creative Technologies (Open Access)
- EAI Endorsed Transactions on Internet of Things (Open Access)
- EAI Endorsed Transactions on Serious Games (Open Access)

ORGANIZING COMMITTEE:
This conference is the result of the efforts of a large committee whose name, affiliations, and emails can be found here: https://intetain.eai-conferences.org/2020/organizing-committee