Pre-Call for Participation: 5th Annual Frameless Symposium November 19-20, 2020
MAGIC Spell Studios, Rochester Institute of Technology | **framelesslabs.rit.edu**

The Frameless Symposium is an interdisciplinary symposium focused on research, innovation, and artistic creation in the fields of virtual and augmented reality. The Symposium Committee invites contributions from users and creators of immersive technologies and experiences involved in academia, non-profit and educational organizations, and industry.

Presentation Formats:

Types of presentations	Format	Submission Requirement
Papers	20-min oral presentation	4-10 page paper submission
Talks	20-min oral presentation	1 page abstract submission
Workshops	50- or 75-min session	1 page abstract submission
Demos & Works-In-Progress	hands-on demo session	1 page abstract with video/links
Installations	large-scale art/experience	1 page abstract with video/links
Performances	scheduled experience	1 page abstract with video/links
Flash talks	5 minute presentation	paragraph abstract

New this year! At this time, we intend to hold this conference virtually with the possible addition of onsite participation. Therefore, we are exploring options for distance participation through VR and other digitally synchronous means to broaden the range of opportunities for presentation and attendance. Please stay tuned to the conference website where we will share information and updates.

Topics of Interest: Almost anything involving XR and immersive technologies is within the scope of the symposium. Papers, talks, workshops, demos, installations, performances, works-in-progress, and flash talks may cover any of the following topics:

- *Technology and analysis* (system design, displays, optics, engineering, perception)
- *Theoretical Foundations* (approaches as well as theories and aesthetics of XR)
- *XR Practices and Case Studies* involving game design, storytelling, theatre, artistic expression, documentary, museums and cultural heritage, and health and well-being
- *XR Studies and Education* (as a discipline or method, in formal and informal education)
- *History and Impact* (analysis, critical history, societal impact, and influence on contemporary culture)
- *Analyses and Evaluation of Systems* (UI/UX, affect and emotion, presence and engagement)
- *Archiving and Preservation* of XR experiences as well as the use of these technologies to preserve cultural heritage and archaeological sites.
- *Universal Design, Accessibility, and Inclusion* (embodiment, modality, empathy, and representation)
- *Public Interest Technology* (XR design, product development, journalism, or content created for the common good, social justice work, or to serve the public)

Please consider submitting an abstract even if your research area is not listed above, as we seek broad and inclusive approaches to the concepts and themes related to XR.

Important dates for submissions:

Submission Deadline	Type	Notification of Acceptance
August 31, 2020	Papers, Talks, Workshops	Late September
September 30, 2020	Demos, Installations, Performances, WiP	Late October
November 1, 2020	Flash Talks	mid-November

Note: There is no cost associated with either submitting a proposal or participating in the conference.

Publication: Symposium Proceedings will be published online through the open-access peer-reviewed journal *Frameless*. https://scholarworks.rit.edu/frameless/. This will include a symposium program, abstracts, and final (post peer-review) full papers.

Updates, submission links, templates, and full details will be available at URL:
http://framelesslabs.rit.edu/symposium-2020/