

IMX (formerly TVX) focuses on challenges and innovations across diverse forms of media engagement and experiences. The aim is to provoke and promote discussion and the sharing of exciting ideas amongst researchers, industry practitioners and the academic community in all forms of media: VR, AR, MR, XR, 360°, live-streaming, online media content, authoring and production, as well as TV. We encourage authors to submit their novel research findings in analyzing, developing, creating, installing, evaluating, critiquing or distributing interactive media experiences.

17-19 JUNE

BARCELONA

CALL FOR PAPERS

We are excited to announce multiple ways to disseminate the results of your work at the conference. In addition to **Research Papers**, the conference welcomes contributions in a wide range of formats, including Demos, Works-in-Progress, an Industry track and also provides the opportunity to participate in the Doctoral Consortium, and to run and attend workshops on relevant topics within the scope of IMX.

KEY TOPICS

Audience understanding Immersive and

interactive content and experiences

New content forms and formats

Technologies, systems and interfaces

Production tools and workflows

Al and machine learning

Business models and marketing techniques

Cultural and social studies

Experimental media art experiences

WORKSHOPS

- XR Access
- IMX in Latin America
- XR4ALI
- Toys and the TV
- Designing4Data
- DataTV2020

CREATIVE CHALLENGE

The future of storytelling with AR

By Snap Inc, in collaboration with Microsoft and BBC R&D

DEADLINES FOR SUBMISSIONS

PROGRESS

INFORMATION FOR CONTRIBUTIONS

- Papers: 5-10 pages. Double-Blind Review Process + Rebuttal
- Works-In-Progress: 3.000 words, Non- Anonymous. Review Process (Juried)
- **Demos:** 2-4 pages, Non-Anonymous, Review Process (Curated)
- **Doctoral Consortium:** 2-4 pages. Non -Anonymous, Review Process (Curated)
- **Industry:** 8-10 slides, Non-Anonymous, Review Process (Curated)

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