



# SECOND CALL FOR PAPERS

2021 IEEE World Haptics Conference  
July 6-9 Virtual (previously Montreal)

<https://2021.worldhaptics.org>

The IEEE World Haptics Conference (WHC) is the premier international conference covering various aspects of haptics including scientific findings, technological developments, and applications. WHC is a joint gathering of the IEEE Haptics Symposium, the Eurohaptics conference and the AsiaHaptics conference, which takes place in alternate years and rotates among North America, Europe and Asia. The conference is a vibrant environment for sharing the most up-to-date research advancements in the field of haptics, leading to new collaborations, fruitful scientific discussions, engagement of young researchers, and charting the future role of haptic technology in enhancing human life.

WHC 2021 was originally planned to take place in Montreal from July 6 to 9, 2021. **Due to the long-term uncertainties surrounding the COVID-19 pandemic and to ensure the well-being of the participants, WHC 2021 will be held as a virtual conference.** The conference will use various virtualization tools to offer an exciting interactive program, including cross-cutting challenge sessions, technical papers in oral and poster sessions, work-in-progress sessions, demonstrations, industrial exhibits, workshops and tutorials, student innovation challenge and other technical and social activities.

We seek original contributions on all topics in haptics and call for your active participation. New for 2021, the conference includes a track for papers to be presented at WHC and simultaneously published in the IEEE Transactions on Haptics.

## **Type of Contributions:**

### **Conference Technical Papers – Due February 12, 2021**

Accepted papers will be presented and published in IEEE Xplore. The maximum paper length is 6 pages including references. Detailed instructions for authors are available at <https://2021.worldhaptics.org/technicalpapers/>.

### **IEEE Transactions on Haptics (ToH) Short Papers – Due January 8, 2021**

Authors can submit their 6-page (max) conference papers directly to the journal for consideration for publication as a short paper in ToH. Accepted papers will be presented at the conference and published also in the journal. Papers not accepted by ToH will be referred to the Conference Editorial Board for their evaluation as technical papers to be presented at the conference. Detailed instructions for authors are available at <https://2021.worldhaptics.org/toh-short-papers/>.

### **Cross-Cutting Challenges (CCC) – Due December 23, 2020**

CCC sessions focus on interdisciplinary challenges (“themes”) calling for united solutions from the haptics community. Drawn from an open solicitation, the selected themes will feature keynote talks and interactive discussions delivered by experts from science, engineering, and design. The organizers whose theme proposals are selected will champion their theme and work closely with the CCC Chair in organizing the session. Detailed instructions for organizers are available at <https://2021.worldhaptics.org/ccc/>.

### **Workshops and Tutorials – EOI due January 15, 2021**

Workshops and tutorials provide a forum for participants to discuss emerging and active research areas. To participate, organizers need to submit an Expression of Interest (EOI).

### **Work-in-Progress Papers (WIP) – Due April 16, 2021**

Highlighting late-breaking results and presented as posters, accepted WIP short papers will be published only in the electronic proceedings distributed to attendees. Authors retain the copyright for future publication of extended work.

### **Hands-On Demonstrations – Due April 16, 2021**

Interactive research demonstrations are highly valued at the IEEE World Haptics Conference. Presentation entails a brief proposal that will be reviewed to ensure relevance and novelty.

### **Exhibits**

Companies are invited to engage with our community by displaying products and services that relate to the field of haptics.

## **Important dates**

December 23, 2020: Cross-Cutting Challenges submission

January 8, 2021: IEEE ToH short paper submission

January 15, 2021: Workshops and Tutorials EOI Submission

February 12, 2021: Technical paper submission

Late March, 2021: IEEE ToH short paper final acceptance notification

April 9, 2021: Technical paper acceptance notification

April 16, 2021: WIP and Demo submission

May 14, 2021: Camera-ready paper submission

July 6-9, 2021: Conference (Virtual)

## **Topics of Interest**

- Haptic Interface Design & Control
- Tactile Displays
- Haptic Sensors and Actuators
- Human-Computer Interaction Involving Haptics
- Multi-Modal Systems Involving Haptics
- Tele-operation and Virtual Environments
- Haptic Rendering and Modeling
- Shared Haptic Control and Collaboration
- Human Haptic Perception
- Haptic Psychophysics
- Neuroscience of Touch
- Human-Robot Haptic Interaction
- Haptics in Industrial and Commercial Applications
- Embedded/Ubiquitous Haptics
- Biomechanics and Motor Control
- Other Innovative Uses of Haptics

## **Mailing List**

If you would like to receive announcements relating to the 2021 World Haptics Conference, please follow the directions posted here: <https://2021.worldhaptics.org/maillinglist>.

## **General Chairs** (chairs@2021.worldhaptics.org)

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## **Conference Editorial Board** (ceb@2021.worldhaptics.org)

Jee-Hwan Ryu (Chair), KAIST, Korea

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