



THIRD 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 will be held as a virtual conference from July 6 to 9, 2021. 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/>.

Student Innovation Challenge – Due February 26, 2021

The Student Innovation Challenge (SIC) invites teams of undergraduate and/or graduate students to use haptic technology in new, creative ways to solve real-world problems. Detailed instructions are available at <https://2021.worldhaptics.org/sic/>.

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. Detailed instructions will soon be available at <https://2021.worldhaptics.org/wip/>.

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. Detailed instructions will soon be available at <https://2021.worldhaptics.org/demos/>.

Industry Exhibits

Companies are invited to engage with our community by displaying products and services that relate to the field of haptics. Detailed instructions will soon be available at <https://2021.worldhaptics.org/exhibits/>.

IEEE Transactions on Haptics (ToH) Short Papers – (Deadline passed)

Accepted ToH short 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. More details are available at <https://2021.worldhaptics.org/toh-short-papers/>.

Cross-Cutting Challenges (CCC) – (Deadline passed)

CCC sessions focus on interdisciplinary challenges (“themes”) calling for united solutions from the haptics community. The selected themes will feature keynote talks and interactive discussions delivered by experts from science, engineering, and design. More details are available at <https://2021.worldhaptics.org/ccc/>.

Workshops and Tutorials – (Deadline passed)

Workshops and tutorials provide a forum for participants to discuss emerging and active research areas. More details are available at <https://2021.worldhaptics.org/workshops/>.

Important dates

February 12, 2021: Technical paper submission

February 26, 2021: SIC 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>.

Inclusion@WHC

We seek to create an inclusive conference for all participants. We are working on several new initiatives for Equity, Diversity, and Inclusion at WHC2021 this year. Please visit Inclusion@WHC at <https://2021.worldhaptics.org/inclusion> to see the latest updates and provide your input.

General Chairs (chairs@2021.worldhaptics.org)

Keyvan Hashtrudi-Zaad, Queen's University, Canada

Vincent Levesque, École de technologie supérieure, Canada

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

Jee-Hwan Ryu (Chair), KAIST, Korea

Fernando Bello, Imperial College London, UK
Marcia O'Malley, Rice University, USA
Seungmoon Choi, POSTECH, Korea

Program Chair (program@2021.worldhaptics.org)
Astrid Kappers, Eindhoven University of Technology, The Netherlands