



Preliminary Call For Papers

**The 3rd ACIS International Symposium on
Emotional Artificial Intelligence and Metaverse (EAIM 2024)**

December 14, 2024, Danang, Vietnam



**Sponsored by IEEE Computer Society and
The International Association for Computer and Information Science (ACIS)**

Important Dates:

Full paper submission: August 30, 2024
Notification deadline: September 15, 2024
Camera-ready/Registration: October 1, 2024
Symposium dates : December 14, 2024

EAIM 2024 Proceedings will be published by IEEE Conference Publishing Services and will be submitted to be indexed by EI, INSPEC, and DBLP.

Symposium officers will select outstanding papers for publication in the following journals (www.acisinternational.org):

- *International Journal of Networked and Distributed Computing (IJNDC), Springer, Germany*
- *International Journal of Software Innovation (IJSI), IGI Global, U.S.A.*
- *International Journal of Big Data Intelligence and Applications (IJBDA), IGI Global, U.S.A.*
- *Studies in Computational Intelligence (SCI), Springer, Germany*

The 3rd ACIS International Symposium on Emotional Artificial Intelligence & Metaverse (EAIM) brings together researchers, scientists, engineers, industry practitioners, and students to discuss, encourage and exchange new ideas, research results, and experiences on all aspects of Emotional Artificial Intelligence & Metaverse. EAIM 2024 aims to facilitate cross-fertilizations among, and is soliciting papers in the key technology enabling areas.

Emotional AI refers to technologies that use affective computing and artificial intelligence to recognize, simulate and react with human’s emotional behavior. Metaverse is an emerging concept which combines physical world and virtual reality. People in physical world can experience virtual scenarios and interact with each other, or with bots, in a fully virtual space. Nowadays, with the rapid development of extended reality, intelligent displays, user interactivity, computer graphics, communication network, artificial intelligence, and especially emotional AI technologies, it has been becoming more and more convenient for users to experience and interact in the metaverse, and metaverse has also been becoming a hot research topic in various technology fields. However, it has never been easier to create a perfect metaverse system which can provide great experiences and truly break down the reality and virtual barriers. For example, the qualities of metaverse contents, metaverse devices, and human-machine interactions, all make great influences on the human perceived Quality of Experience (QoE) in metaverse. The topics of interest include, but are not limited to, the following:

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| <ul style="list-style-type: none"> • Human emotion measurement and modeling | <ul style="list-style-type: none"> • Recognition and rendering (sound and speech recognition, scene and object generation, sound and speech synthesis, motion rendering...) |
| <ul style="list-style-type: none"> • Techniques for emotion recognition, simulation, and reaction | <ul style="list-style-type: none"> • Virtual reality object connection (identity modeling, decentralized technology, social computing) |
| <ul style="list-style-type: none"> • Ethics in affective computing and emotional AI | <ul style="list-style-type: none"> • Virtual reality space convergence (extended reality, VR/AR, Brain-computer interface...) |
| <ul style="list-style-type: none"> • Managing emotional AI | <ul style="list-style-type: none"> • Resource and session management |
| <ul style="list-style-type: none"> • Affective experiences and human behaviors in metaverse | <ul style="list-style-type: none"> • Security and privacy |
| <ul style="list-style-type: none"> • Digital economy models and business transformation through emotional AI and metaverse | <ul style="list-style-type: none"> • Network and communication optimization for metaverse |
| <ul style="list-style-type: none"> • Metaverse and AI algorithms | <ul style="list-style-type: none"> • Big data and data analysis for metaverse |
| <ul style="list-style-type: none"> • Blockchain/AI-empowered metaverse | <ul style="list-style-type: none"> • Smart contracts for metaverse |
| <ul style="list-style-type: none"> • Virtual, mixed, and augmented reality | <ul style="list-style-type: none"> • Quality of experience for metaverse |
| <ul style="list-style-type: none"> • Human-computer interaction | <ul style="list-style-type: none"> • Emerging technologies and applications for metaverse: Experimental prototyping and testbeds |

Best Paper Award and Best Student Paper Awards will be conferred at the symposium. (In order to qualify for the award, the paper must be presented at the symposium.)

The format of the manuscript should be in a two-column format and 6 pages in length. Up to an extra 2 pages (total of 8) can be purchased at registration time.

Symposium Organizers

General Chairs

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