



Preliminary Call For Papers

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

February 6-8, 2025, Danang, Vietnam



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

Venue: University of Greenwich, Danang

Important Dates

Special Session Proposal:	September 30, 2024
Special Session Acceptance Notification:	October 15, 2024
Full Paper Submission Deadline:	November 15, 2024 November 30, 2024
Acceptance Notification:	November 30, 2024 December 15, 2024
Camera-Ready Papers & Registration:	December 15, 2024 December 30, 2024
Conference Dates:	February 6-8, 2025

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

- *International Journal of Networked and Distributed Computing (IJNDC), Paris, France*
- *International Journal of Software Innovation (IJSI), IGI Globe, U.S.A.*
- *International Journal of Big Data Intelligence and Applications (IJBDA)*
- *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:

- | | |
|---|--|
| <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 Chair

Roger Lee, Professor, Central Michigan University, USA
Gwangyong Gim, Professor, Soongsil University, Republic of Korea

Symposium Chairs

Jongbae Kim, Professor, Soongsil University, Republic of Korea

Program Chairs

Sungtaek Lee, Professor, Yong In University, Republic of Korea

Finance Chair

Jungjae Lee, Professor, Korea Soongsil Cyber University, Republic of Korea

Registration Chair

Nguyen Minh Hai, Professor, University of Greenwich Alliance with FPT Education, Vietnam
Pham Uyen Phuong Thao, Professor, University of Greenwich Alliance with FPT Education, Vietnam

Publicity Chairs

Sunghwa Han, Professor, Tongmyong University, Republic of Korea
Hooki Lee, Professor, Konyang University, Republic of Korea
Myungsook Park, Professor, Soongsil University, Republic of Korea
Trinh Anh Khoa, Professor, University of Greenwich Alliance with FPT Education, Vietnam
Hoang Nhu Vinh, Professor, University of Greenwich Alliance with FPT Education, Vietnam

Local Arrangement Chair

Tran Trung Tin, Professor, University of Greenwich Alliance with FPT Education, Vietnam