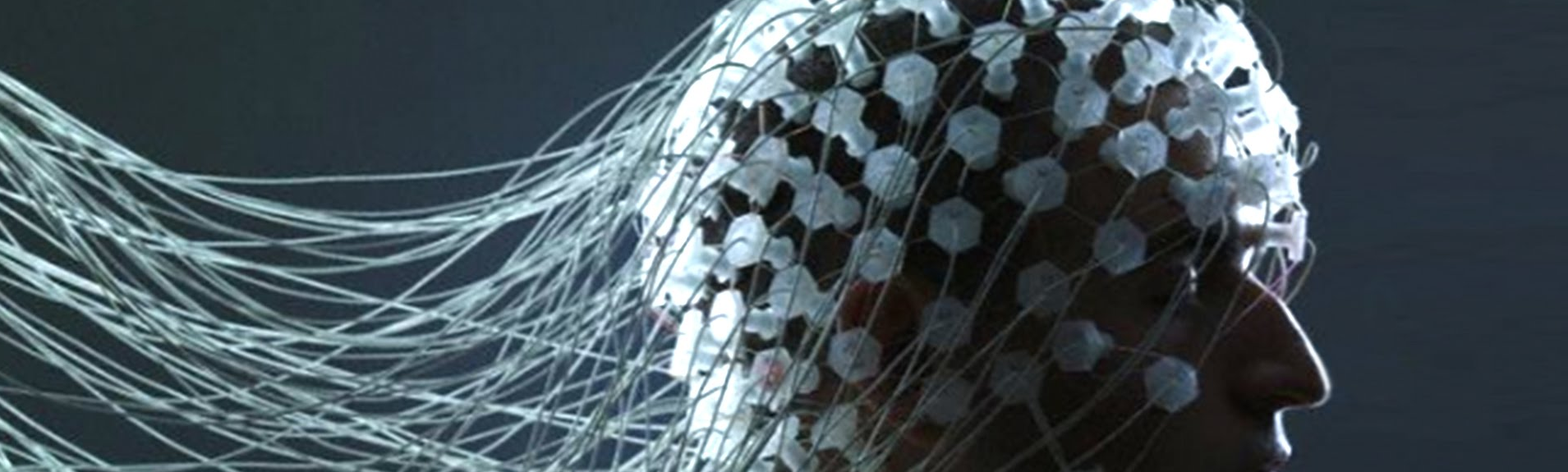
**Call for Tutorial Attendance at ICCMIT2019**

**Tutorial on Virtual Reality and Augmented Reality: User-Centered Design and Evaluation Process and Methods for Software Development**

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**Organized by:**

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**Objectives and Motivation**

This tutorial takes the participants through a step-by-step overview of the user-centred engineering process for the development of a user-friendly Virtual Reality (VR) and Augmented Reality (AR) setups. It consists of a clear description of each of the elementary activities in the process of developing a VR/AR setup. These activities are the ‘critical factors’ for achieving user-friendliness and they are essential to help ensure a VR/AR setup with high quality interactivity, visibility and feedback from system to end-user. This tutorial shows how to manage the development process, with repeatable practical guidance for the project manager, the system developers, the software designers and the user-interface designers and the ethical considerations regarding testing with end-users. It gives a structure for the entire requirements analysis and requirements specification process, based on an tried and tested development structure, leading to a detailed plan for the design and evaluation of the elements of VR/AR systems, including rapid evaluation methods and the use of biometric data collection methods to assess the user-experience. A successful development process is achieved through applying a systematic framework for the requirements analysis, specification, rapid prototyping and evaluations, planning frequent team meetings, where a shared vision of future product is developed and maintained. This tutorial provides the user-centered engineering framework, development structure and and overview of the design and evaluation methods to effectively create a VR/AR setup.

**Learning Outcomes**

Following completion of this tutorial, participants will exhibit an enhanced awareness of the user-centered engineering process for VR/AR setups. This is an important skill in the rapidly expanding domain of VR/AR development projects. Participants will be able to express comprehensively and logically how the concepts of the user-centered design and evaluation process fit into the engineering process as a whole and they will have learned how to relate it to their present knowledge.

**Who should Attend**

This tutorial will be suitable for, but not limited to, the following VR/AR developer roles:

* VR/AR software development project managers who want to get a rapid project planning tool,
* VR/AR applications developers who want to improve their requirements specification approach,
* VR/AR applications interface designers who want to learn a framework for managing the design process,
* VR/AR applications evaluators who want to plan and run empirical studies of VR/AR applications using Human-Computer Interaction methods and/or Biometric evaluation methods, within the iterative software development framework.
* Anyone interested in developing or researching VR/AR software applications within a structured State-of-the-Art framework.

**Call for Paper Submissions on ICCMIT2019**

<http://www.iccmit.net/>

Please have a look at the conference website for further information about submitting papers. All instructions and templates for submission can be found in the ICCMIT2019 website: http://www.iccmit.net/. The accepted papers will be published in ISI/SCOPUS journals. Also, the best articles will be invited to be published again after expansion as book chapter in one of the books listed on our website.

**Important Dates**

Paper abstract submission: February 10, 2019

Notification of acceptance: February 20, 2019

Final paper submission and author’s camera ready: March 03, 2019

Conference Dates: March 26-28, 2019