CW2011 Scope

Cyberworlds are information worlds or communities created on cyberspace by collaborating participants either intentionally or spontaneously. As information worlds, they accumulate information regardless whether or not anyone is in, and they can be with or without 2D or 3D visual graphics appearance. The examples of such cyberworlds are communities created in different social networking services, 3D shared virtual environments, and multiplayer online games. Cyberworlds are closely related to the real world and have a serious impact on it. Cyberworlds have been created and applied in such areas as e-business, e-commerce, e-manufacturing, e-learning, e-medicine, and cultural heritage, etc. Cyberworlds augment and sometimes replace the real life and become a significant component of real economy. The international conferences on Cyberworlds have been organized annually since 2002 with the proceedings published by IEEE Computer Society and special issues published in The Visual Computer, Transactions on Computational Sciences Springer and other journals.

The CW2011 proceedings is comprised of 27 full papers and 11 short papers accepted from over 80 submission to CW 2011. The conference program consists of keynote lectures, paper sessions, tutorials, exhibitions and demonstrations where researchers, artists, and vendors will show the state-of-the-art in the field. CW2011 will have several parallel tracks including the following topics:

- Shared virtual worlds
- Virtual collaborative spaces
- Shape modeling for cyberworlds
- Virtual humans and avatars
- Intelligent talking agents
- Networked collaboration
- Haptic interaction and rendering
- Computer vision, augmented, mixed and virtual reality
- Human-computer interfaces
- Cognitive informatics
- Brain-computer interfaces
- Face and emotion recognition
- E-learning in virtual collaborative spaces
- Multi-user web games
- Art and heritage in cyberspace, cyber-museums
- Cyberworlds and their impact on the real worlds
- Cyberethics and cyberlaws
- Cybersecurity and biometrics
- Data mining and warehousing in cyberworlds
- Social networking