Scope of the Conference

Created intentionally or spontaneously, cyberworlds are information spaces and communities that immensely augment the way we interact, participate in business and receive information throughout the world. Cyberworlds seriously impact our lives and the evolution of the world economy by taking such forms as social networking services, 3D shared virtual communities and massively multiplayer online role-playing games. The international conferences on Cyberworlds have been organized annually since 2002 with the proceedings published by IEEE Conference Publishing Services and special issues published in The Visual Computer, Transactions on Computational Science, and International Journal of Art, Culture and Design Technologies, as well as other research journals.

The CW2012 proceedings is comprised of 30 full papers, 13 invited reviewed papers, and 6 short papers, accepted from over 75 registered papers for CW 2012. The conference program consists of keynote lectures, paper sessions, special sessions, and demonstrations where researchers, artists, and applied researchers will show the state-of-the-art in the field. CW2012 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
- EEG-based 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

Data mining and warehousing in cyberworlds

Social networking