

2016 IEEE International Conference on

CIVEMSA

Computational Intelligence
and Virtual Environments for
Measurement Systems and Applications

BUDAPEST, HUNGARY | HOTEL NOVOTEL BUDAPEST CENTRUM | JUNE 27-29, 2016

CALL FOR PAPERS

To increase the quality of life and better support the economical development, we often appreciate adaptable solutions, simple interfaces, and virtual views for enhanced operation. The wide and increasing needs of adaptable and flexible solutions for many industrial, environmental, engineering, educational, entertainment, and biomedical applications point out the importance of using design methodologies and implementation technologies with high ability of adaptation and evolution. Computational intelligence is one of the most relevant answers to such needs. Virtual environments and human-computer interfaces are essential to understand the operating environment & support interactive applications.



Papers are solicited on all aspects of computational intelligence, human-computer interaction technologies, and virtual environments for measurement systems and the related applications, from the points of view of both theory and practice. This includes, but is not limited to, the following topics with specific emphasis on the computational intelligence and measurement aspects:

- Intelligent measurement systems
- Human-computer interaction
- Augmented and virtual reality
- Accuracy and precision of neural/fuzzy components and virtual environments
- Perception, neurodynamics, neurophysiology, psychophysics
- Multimodal sensing
- Multimodal virtual environments
- Sensors and displays
- Calibration
- Multi-sensor data fusion
- Computational intelligence technologies for identification, prediction, control, system diagnosis, quality measurement, and optimization
- Intelligent monitoring and control systems
- Neural and fuzzy signal/image processing for industrial, environmental and domestic applications
- Standards
- Fuzzy and neural components for embedded systems
- Image understanding and recognition
- Reliability of fuzzy and neural components
- Object and system model validation
- Virtual reality languages
- Computational intelligence for robotics and vision
- Computational intelligence for medical and bioengineering applications
- Computational intelligence for entertainment and educational application
- Collaborative distributed virtual environments
- Model-based telecommunications and telecontrol
- Hardware implementation of neural and fuzzy systems for measurements
- Neural and fuzzy techniques for entertainment and educational applications

HONORARY CO-CHAIRS

Imre Rudas, Obuda University, Hungary
Hairong Zheng, SIAT, China

GENERAL CO-CHAIRS

Annamaria R. Varkonyi-Koczy,
Obuda University, Hungary
Stefano Ferrari, Università degli Studi di
Milano, Italy
Yong Hu, The University of Hong Kong,
IBME CAMS, China

PROGRAM CO-CHAIRS

Ruggero Donida Labati, Università degli
Studi di Milano, Italy
Shervin Shirmohammadi, University of
Ottawa, Canada
Tamas Szakacs, Obuda University,
Hungary

Submit Full Papers by 1 February 2016

Web Site: <http://2016.civemsa.ieee-ims.org>

Details for the submission and all information concerning the conference can be found at the conference web site: <http://2016.civemsa.ieee-ims.org/>. Acceptance/rejection will be emailed by 15 March 2016. The final manuscript is due by 1 May 2016. Submission implies willingness to register at the conference, pay the registration fee and present the paper in person. Papers will be included in the proceedings only if at least one author will register and pay the registration fee by 1 May 2016 (member and non-member fees only are acceptable to this purpose) - no exceptions. Papers included in the proceedings will also be submitted for inclusion in the IEEE Xplore digital library only if the paper will be presented in person at the conference by one of the authors. If an author covers more than one paper with her/his registration to guarantee inclusion in the proceedings, she/he must pay a \$50 USD surcharge for each additional paper.

