THE
5th Annual International Conference
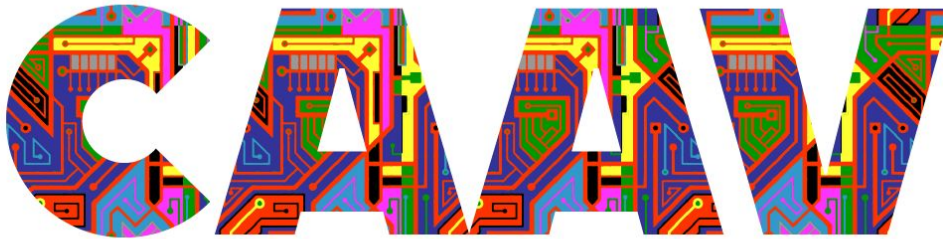### OCTOBER 14-17, 2020 | CLEMSON SC
ONLINE2020
CAAV

THE CAAV 5th Annual Conference
Call for Abstracts

Location: Clemson University, Clemson, SC **ONLINE**
Date: 15-17th October 2020
Registration: **Available** Online by August 15

IMPORTANT DATES
Abstract Submission Deadline: August 30, 2020
Early Registration Ends: October 1, 2020
Normal Registration Ends: October 17, 2020

CALL for Presentation Abstracts and Posters
Abstracts are short descriptions of a project or concept that you wish to present during the conference. Presentations are approximately 30-45 minutes including Q&A audience interaction. The presentations are the primary venue for the work – there is no paper proceedings associated with the conference. Posters abstracts will include project description and at least 1-2 images. Please submit abstracts for presentations and posters as PDF files with type (Presentation or Poster) clearly labeled.

Deadline: August 28, 2020
Abstract notifications: September 14, 2020
Send 1 page/minimum or 300 words to thecaav@gmail.com

CALL for Technical Showcase Project Descriptions
These are practical project demonstrations to be displayed in a dedicated virtual showcase space throughout the conference. The project description should briefly describe the work,

highlighting its area of focus and what you intend to show. During the conference, people displaying Technical Showcase Projects must prepare a description of the project, a video demonstration, and an optional downloadable link to a build with instructions on how to operate the project.

Deadline: August 30, 2020
Technical Showcase notifications: September 16, 2020
Send 1 page/minimum or 300 words to thecaav@gmail.com

FUTURE CASTING: Envisioning the future to help make decisions to capture value and drive innovation now. What should we do now to support innovation for our future? The essence of technology is, as the philosopher Martin Heidegger suggested, not anything technological: it is our institutions, social habits, context, environment and physical surroundings. For Heidegger technology was a way of revealing the world to us. To be innovative, technology must activate change and engage with our social, scientific, economic and physical environments. The world is undeniably shifting; the question for this conference is how can immersive technologies respond and thrive? What will be the role of advanced visualization as we move toward more robust online, multi-person interactions, and mixed reality environments?

Another way to think about the future may be to consider Marshall McLuhan's famous statement "The medium in the message." McLuhan argues the communication medium itself should be our focus, not the message it carries. The worldwide move to online interface in Spring 2020 will likely have, if McLuhan is correct, an impact on knowledge construction, transmission and archiving. In 1964 Marshall McLuhan wrote this about the title of his now famous book, *The Medium is the Massage*:

> "The title "The Medium Is the Massage" is a teaser—a way of getting attention. There's a wonderful sign hanging in a Toronto junkyard which reads, 'Help Beautify Junkyards. Throw Something Lovely Away Today.' This is a very effective way of getting people to notice a lot of things. And so the title is intended to draw attention to the fact that a medium is not something neutral—it does something to people. It takes hold of them. It rubs them off, it massages them and bumps them around, chiropractically, as it were, and the general roughing up that any new society gets from a medium, especially a new medium, is what is intended in that title."

For this conference we are hoping to challenge, explore, and expand, our understanding of our digital mediums as we imagine how they may be used in the future, or how the ways we are using them now will impact future possibilities. We seek papers addressing, but not limited to these issues:

1. Visualization-at-a-distance
2. Searching, meeting, managing, socializing, researching, and learning online
3. Capture, collection and data validation
4. Multi-disciplinary collaboration around data sets for xR
5. Data processing
6. Data curation

7. Digital libraries
8. Data management
9. Data analysis, modeling, visualization
10. Development and support of software tools
11. Funding for data and visualization centers
12. Sharing good practices in the teaching community
13. xR applications for private and public education

Further details for registration and online access forthcoming in July.