Workshop Description

The 10th edition of the workshop on Virtual Humans and Crowds in Immersive Environments (VHCIE, http://files.inria.fr/vhcie/2026) will take place during the 33nd IEEE Conference on Virtual Reality and 3D User Interfaces, held from March 21-25, 2026 in Daegu, Korea (https://ieeevr.org/2026/). VHCIE is **a half-day onsite** workshop focused on exploring advancements in creating believable virtual humans and crowds within immersive virtual environments (IVEs).

Today, various tools, including algorithms and systems, enable the creation and design of believable virtual humans and crowds in IVEs. Sophisticated crowd simulations can efficiently populate city-sized environments with thousands of realistic virtual characters, called virtual agents, interacting with each other and with users. A wide range of applications and scenarios can be envisioned, ranging from virtual tour guides to the creation of virtual platforms for training professionals or studying human behavior, or even the reproduction of a concert. However, several challenges remain, particularly regarding the multimodal representation of interactions (such as haptic feedback for physical collisions, sound integration, etc.), the responsiveness of virtual humans at both verbal and non-verbal communication levels, and understanding the individual and situational factors affecting social interactions in populated environments. In addition, accessibility in virtual environments is an increased area of focus within the VR community. Ensuring that these social interactions are accessible to users of all abilities is essential. This includes addressing challenges like enhancing user interfaces for diverse needs, creating more inclusive social virtual spaces, and developing tools that support a wider range of physical and cognitive abilities, making virtual reality a more universally accessible medium for all.

In this context, the goal of the VHCIE workshop is to foster discussions on the latest research related to these issues in a cross-community approach. To this end, our 10th edition of VHCIE will feature a panel dedicated to multimodal rendering of virtual humans and crowds. In addition to this, we invite research contributions not only from the VR community but also from fields that contribute to understanding human behavior during social interactions - especially work with potential applications in VR or those exploring how to transition to VR. We encourage discussions and feedback from our community to help facilitate this process. We also warmly welcome contributions from the intelligent virtual agents (IVA) community, with which we aim to strengthen our connection due to significant overlaps and potential collaboration. This focus is reflected in our topics, committee structure, IPC, and invited keynote. Finally, we explicitly welcome work-in-progress and student projects.

We encourage submissions of research papers, technical notes, position papers, and work-in-progress research on the following topics including but not limited to:
- Virtual Humans (VH)
- Virtual Humans (VH)
- Immersive populated spaces
- Interaction with VH & VC
- Multimodal rendering of VH & VC
- Virtual Reality applications to VH & VC, including accessibility topics

Important Dates

- · **December 18th, 2025**: Scientific Paper submission
- · **January 22nd, 2026**: Notification of Scientific Paper acceptance
- · **January 30th, 2026**: Camera-ready material to be published in IEEE XPlore
- · **February 7th, 2026**: Late Breaking Report submission
- · **February 14th, 2026:** Notification of Late Breaking Report acceptance
- · **February 21st, 2026:** Camera-ready material to be published on our website
- · **March 21st or 22nd, 2026**: Half-day onsite workshop

Each deadline is 23:59:59 AoE (Anywhere on Earth) == GMT/UTC-12:00 on the stated day.

Format and Submission Guidelines

We invite the following types of scientific papers (page limits include references):

- · Research papers: 4-6 pages
- · Technical notes: 2-4 pages
- · Position papers: 2-4 pages
- · Work-in-progress research including student projects: 1-4 pages

Scientific Papers must be written in English and they need to be anonymized. Submissions must be submitted as PDF and adhere to the IEEE Computer Society VGTC format (https://tc.computer.org/vgtc/publications/conference/). We follow a double-blind review process, where a committee of expert reviewers evaluates all submissions made through the particular workshop track available at the online submission site (PCS, https://new.precisionconference.com/submissions), and provides constructive feedback. Accepted scientific papers will be included in the Abstracts and Workshop Proceedings of IEEE VR 2026 and archived in the IEEE Digital Library.

Additionally, we invite **Late Breaking Reports (0.5 to 4 page)**, **posters** and **demos (1 page)** which will NOT be published in the IEEE Xplore Library. These reports and abstracts will also be managed via PCS but reviewed through a single-blind process by the workshop organizers. Late Breaking Reports, posters and demos have separate submission timelines closer to the workshop and do not require anonymization.

Both Scientific Papers and Late Breaking Reports will be presented during a dedicated scientific plenary oral session. **Supplemental materials**, such as videos or images, can be uploaded to the submission site but are not mandatory.

Furthermore, authors of accepted submissions are encouraged to additionally present a **demo or poster** at the workshop in addition to their oral presentation for further feedback from attendees. Please indicate your interest in this during your initial submission in PCS for our planning purposes. After acceptance, we will request technical requirements for your presentation.

Contact

For more information, please contact the Workshop Organizers

- ● Andrea Bönsch, RWTH Aachen University, Germany
- ● Mathieu Chollet, University of Glasgow, United Kingdom
- ● Anne-Hélène Olivier, University of Rennes, France
- ● Julien Pettré, Inria Rennes, France
- ● Katja Zibrek, Inria Rennes, France

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