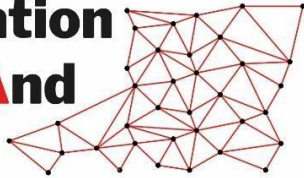


# REpresentation Advances And Challenges



## REAACH (REpresentation Advances And Challenges) SYMPOSIUM

8 - 9 Ottobre 2024 – Online Symposium

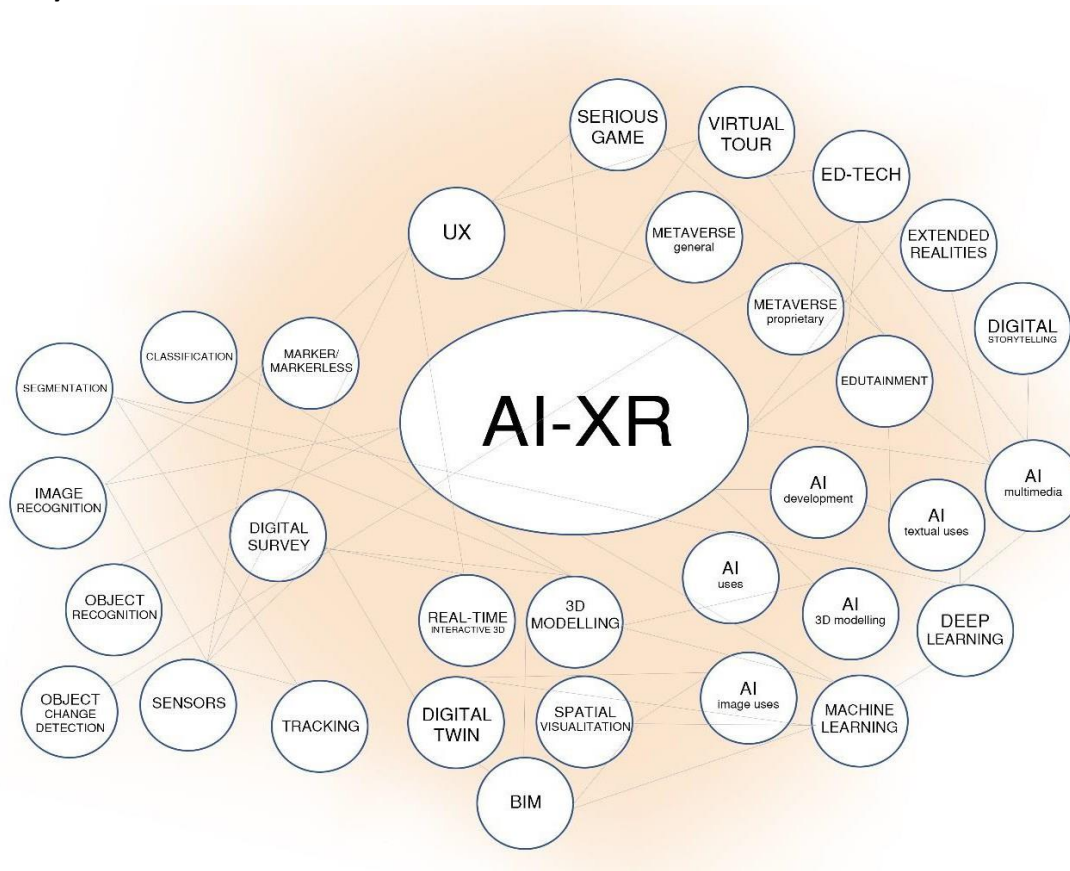
Over the past four years, the Symposium intended to promote research by Representation scholars aimed at connecting augmented reality (AR) technology with the discipline of artificial intelligence (AI).

The breadth of interests that emerged during the past Symposiums, coupled with the now usual very rapid development of technologies, tools and devices, now requires a (controlled) expansion of the theoretical content and application areas of the present call of REAACH 2024 Symposium, as well as careful monitoring of the disciplines that can be involved, starting with the AI-XR pair. XR, an acronym for extended reality, has emerged in recent years as a concept encompassing AR, VR (virtual reality), and MR (mixed reality), offering new ways of interacting with the real. In this sense, the fields of application open to the worlds of tangible and intangible cultural heritage, architectural, environmental, infrastructural and product design, and education, as a place for advanced training and as a tool for educational enhancement.

REpresentation Advances And Challenges Symposium intends to explore, through the lens of Representation, the research areas that gravitate around AI-XR, opening up new transdisciplinary thinking.

Authors are asked to submit projects whose experimentation is ongoing at the time of abstract submission and is in an advanced stage of development, which should be adequately documented at the time of presentation at the Symposium.

### Topics and Key-Words



Considering the above, the REAACH Association Research Board has developed a graph that, in the centrality of AI-XR-related content, creates relationships with research topics that are the subject of the Symposium's interests. Authors are asked to respond to this by identifying for their proposal **5 keywords** (of which mandatory are at least 1 between AI and XR; at least 1 drawn from those related to AI-XR; 2 or 3 free).

#### **Promoting Committee:**

Andrea Giordano (Università degli Studi di Padova)

Michele Russo (Sapienza Università di Roma)

Roberta Spallone (Politecnico di Torino)

#### **Abstract submission guidelines**

To submit an abstract, authors are asked to upload on the REAACH website the title, 5 keywords (chosen as explained above), 1 image, and an abstract in English between 400 and 500 words, excluding essential bibliography of up to 5 texts, by **05/06/2024**.

The uploading system on the web will be available soon.

#### **Symposium Registration**

Following peer review of the abstract, oral or video presentation proposals will be selected. If accepted, at least one author per abstract will be required to pay a fee (70 euros) to present the contribution at the Symposium.

Other authors and auditors may attend free of charge. The link for registration for the Symposium will be made public after the abstract revision step.

#### **Paper submission**

At the end of the Symposium, participants who have presented an oral or video contribution will be asked to write an extended paper in English, which will develop the content presented and which, upon acceptance through peer review, will be published as a book chapter in a volume of the [Digital Innovations in Architecture, Engineering and Construction](#) series published by Springer.

#### **Key Dates**

- **05/06/2024 - Abstract submission deadline**
- **15/07/2024 - Abstract acceptance for oral or video communication**
- **20/09/2024 - Fee payment and registration deadline for authors (oral or video contribution)**
- **30/09/2024 - Deadline for free online registration for auditors**
- **08-09/10/2024 - REAACH 2024 Symposium online**
- **15/11/2024 - Invitation to authors to submit an extended paper as directed by the Scientific Committee**
- **15/01/2025 - Deadline for submission of extended paper**

For information <https://www.reaach.eu/> or contact [info@reaach.eu](mailto:info@reaach.eu)