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## IMPORTANT DATES

**February 18, 2019**

Full Paper Submission Deadline

**March 25, 2019**

Acceptance/rejection notification

**April 30, 2019**

Final manuscript submission

# CALL FOR PAPERS

The IEEE International Conference on Computational Intelligence and Virtual Environments for Measurement Systems and Applications (CIVEMSA 2019) is dedicated to all aspects of computational intelligence, virtual environments and human-computer interaction technologies for measurement systems and related applications.

## TOPICS OF INTEREST

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 measurement aspects:

- Intelligent Measurement Systems
- Human-computer Interaction
- Augmented & Virtual Reality
- Accuracy & Precision of Neural & Fuzzy Components
- Accuracy & Precision of Virtual Environments
- Perception, Neurodynamics, Neurophysiology, Psychophysics
- Multimodal Sensing
- Multimodal (Visual, Haptic, Audio, etc.) Virtual Environments
- Sensors & Displays
- Calibration and System Calibration
- Multi-Sensor Data Fusion & Intelligent Sensor Fusion
- Intelligent Monitoring & Control Systems
- Neural & Fuzzy Technologies For Identification, Prediction, & Control of Complex Dynamic Systems
- Evolutionary monitoring & control
- Evolutionary Techniques For Optimization & Logistics
- Neural & Fuzzy Signal/Image Processing For Industrial, Environmental & Domestic Applications
- Neural & Fuzzy Signal/Image Processing For Entertainment & Educational Applications
- Image Understanding & Recognition
- Machine & Deep Learning for Intelligent Systems
- Object Modeling
- Object & System Model Validation
- Virtual Reality languages
- Computational Intelligence Technologies For Robotics & Vision
- Computational Intelligence Technologies For Medical & Bioengineering Applications
- Computational Intelligence For Entertainment & Educational Applications
- Distributed Collaborative Virtual Environments
- Model-Based Telecommunications & Telecontrol
- Hybrid Systems
- Fuzzy & Neural Components For Embedded Systems
- Hardware Implementation of Neural & Fuzzy Systems For Measurements
- Neural, Fuzzy & Genetic/Evolutionary Algorithms For System Optimization & Calibration
- Neural & Fuzzy Techniques For System Diagnosis
- Reliability of Fuzzy & Neural Components
- Fault Tolerance & Testing In Fuzzy & Neural Components
- Neural & Fuzzy Techniques For Quality Measurement
- Standards
- Human Machine Interaction