



Call for Papers (CFP)

14th Augmented Human International Conference (AH2024)

***Particular focus on Augmented Humans in the Metaverse with
Augmented Art, NFT Artists, Phygital Fashion Show, EXPO and Party***

In Geneva and Decentraland Metaverse

September 6th 2024

<https://www.augmented-human.com>

**Proceedings of the extended versions of the accepted full and short papers published in
the Springer Augmented Human Research Journal**

The Augmented Human (AH) international conference focuses on scientific contributions towards augmenting human capabilities through technology for increased well-being and enjoyable experiences. Once again, we welcome industrial, art, and fashion contributions. We have broadened the program committee from computer science to augmented art, health, and sociology. Booths will be available for art, fashion, and technology demonstrations. We will also have an event in the Decentraland Metaverse. All accepted submissions will be compiled and published as an Edited Book in the University of Geneva digital library. The extended versions of the conference proceedings of the accepted full and short papers will be published in the Springer Augmented Human Research Journal.

The topics of interest include, but are not limited to:

Augmented Humans in the Metaverse

Augmented Art and Fashion

NFT and AI applied to Augmented Art and Fashion

Generative Art and AI Art

Bionics and Biomechanics

Exoskeletons and Super Human Technologies
Artificial Intelligence for Humans, AI Health
Augmented Sports and Serious Games
Interactions between Augmented Humans and Smart Cities
Brain-Computer Interfaces, Muscle Interfaces and Implanted Interfaces
AI-Human Interface and Brain Governance
Wearable Computing, Phygital, and Digital Twin
Augmented Reality, Virtual and Mixed Reality
Assistive Augmentation, Rehabilitation Interfaces, and Games
Alternative or Novel Feedback Modalities
Interfaces, Services, and Applications for Human Enhancement
Cognitive Augmentation of the Human Intellect
Biohacking for Augmented Lifespan and Healthspan
Anti-Aging, Age-Reversal and Life Extension
Augmented Quality of Life and Well-Being
Human Sensory Substitution and Fusion
Hardware, Material, Substances, and Sensors for Human Augmentation
Smart Objects, Smart Textiles, and IoT for Augmented Humans
Philosophical Discussions of Human Augmentation and Transhumanism
Safety, Trust, Privacy, and Security of Augmented Human Technologies
Ethical and Medical Aspects of Augmented Humanity
Augmented Humans Socio-Economic and Sociology Studies
Human-factor study, Field Study, and User Study of Augmented Human Technologies

Submission Categories

- *Full papers: 8 pages maximum (including references), anonymized, long presentation (15-minute presentation + 5-minute Q&A)*
- *Short papers: 4 pages (including references), anonymized, short presentation (10-minute presentation + 3-minute Q&A)*
- *Art, Fashion, Gaming, and Technology Demonstrations or Posters: 2 pages (including references), anonymized, demo/poster presentation (3-minute presentation + 2-minute Q&A)*
- *Booths can be booked by companies or artists to present their product, art, game, or fashion at the conference place in Geneva. Email us at support@augmented-human.com*

Important Dates (All deadlines by the end of the day CET)

April 30th, 2024: Deadline submission

May 31st, 2024: Author acceptance/rejection

June 30th, 2024: Camera-ready deadline and at least one paid conference full registration per accepted paper

September 6th, 2024: Conference in Geneva

Submissions shall be made to the conference management system via the following link:

<https://easychair.org/conferences/?conf=ah2024>

At least 3 double-blind reviews per submission will be done. All submissions must be original and not simultaneously submitted to another journal or conference. At least one author per accepted submission must attend the conference to present their work in Geneva. Each accepted submission must have at least one paid conference author registration.

Accepted manuscripts for all submission categories will likely be published in the ACM digital library as in previous editions. All submissions must follow the ACM SIG Proceedings template on this page: <http://www.acm.org/publications/article-templates/proceedings-template.html>

In addition, make sure that you use the 2012 ACM Computing Classification System (CCS) at <https://dl.acm.org/ccs/ccs.cfm> to choose CCS Concepts for your paper. For detailed instructions, refer to the CCS 2012 page: <https://dl.acm.org/ccs/ccs.cfm?id=0&lid=0&nav=w>

Supplementary submission materials, such as video clips, are encouraged but not mandatory. We encourage authors to submit supporting video material in addition to the PDF submission.

If the authors, companies, or artists want a booth to showcase their art, fashion, gaming, or technology demo to the visitors at the conference venue in Geneva, they will have to book an additional paid booth space to be confirmed with the conference organizers. Email us at support@augmented-human.com

Program Co-Chairs

Evangelia Baka, HealthAI, Switzerland (Computing, AI and health lead)

Bianca Rumore, University of Catania, Italy (Sociology lead)

Amine Choukou, University of Manitoba, Canada (Assistive and rehabilitation lead)

Augmented Art, Fashion and Phygital Co-Chairs

Paula Marie Kilgarrieff, Technological University Dublin, Ireland (Fashion lead)

Patricia Gouveia, Faculdade de Belas-Artes da Universidade de Lisboa, Portugal (Art and gaming lead)

AI-Human Interface and Brain Governance Chair

Mehdi Snene, INFIM, Switzerland

General Local Chair

Jean-Marc Seigneux, University of Geneva, Switzerland