# 3rd Virtual and Augmented Reality for Good (VAR4Good) Workshop

http://ar4good.org/

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## Abstract:

Virtual Reality (VR) and Augmented Reality (AR) are becoming mainstream. With the research and technological advances, it is now possible to use these technologies in almost all domains and places. This provides a bigger opportunity to create applications that intend to impact society in greater ways than beyond just entertainment. Today the world is facing different challenges including healthcare, environment, and education. Now is the time to explore how VR/AR might be used to solve widespread societal challenges.

The third Virtual and Augmented Reality for Good (VAR4Good) workshop will bring together researchers, developers, and industry partners in presenting and promoting research that intends to solve real-world problems using VR/AR. The workshop will provide a platform to grow a research community that discusses challenges and opportunities to create Virtual and Augmented Reality for Good.

We invite application and position papers (2-4 pages, excluding references), that address the way that VR/AR technologies can solve real-world problems in various application domains including, but not limited to, health, the environment, education, sports, the arts, and applications in support of special needs such as assistive, adaptive, and rehabilitative applications. Our focus and preference will be on applications that are beyond general uses of VR/AR. Please see full CFP on our website.

## About the organizers

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