

CALL FOR PARTICIPATION: **Meaningful XR, 2025 (MXR25)**
May 22-23, UC Davis, California

Dear Colleagues,

We are excited to invite you to [Meaningful XR 2025](https://meaningfulxr.ucdavis.edu) (meaningfulxr.ucdavis.edu), a conference dedicated to exploring the transformative potential of virtual reality (VR), augmented reality (AR), and mixed reality (MR)—collectively known as “XR.” Meaningful XR 2025 is a dynamic gathering of researchers, educators, industry professionals, and students passionate about XR technologies and their meaningful applications. Join us on **May 22–23, 2025**, at the **UC Davis International Center** (multipurpose room) or participate virtually through our hybrid option.

Keynote Speakers

Katherine Isbister, Professor of Computational Media at the University of California, Santa Cruz, specializes in human-computer interaction and games research, focusing on emotion and social connection in digital experiences.

Mark Roman Miller, Assistant Professor of Computer Science at the Illinois Institute of Technology, studies virtual and augmented reality from the perspectives of communication, security, and data science.

Themes for Submission

We encourage submissions addressing these key areas:

- XR’s impact on behaviors, attitudes, and relationships.
- Integration of XR and AI to create meaningful experiences.
- XR applications in education, workplace productivity, and social issues.
- Theories and models for XR research and development.
- Game design principles in meaningful and efficacious XR spaces
- Tools and methods for analyzing XR datasets and designing innovative spaces.
- The future of XR technologies and their societal implications.

Submission Overview & Categories:

All submissions should address some aspect of the Meaningful XR themes described above, contributing to an understanding of the current state of the art, practice, science, and/or discipline of Meaningful XR. To that end, submissions should present original, unpublished, work that is not currently under review by any other venue.

Student and early career submissions are highly encouraged.

Submission categories include:

- **Full Research Papers (8000 words max; does not include references, tables, figures, abstract, or title)**
 - Full research papers should present theoretically grounded research or design projects. In collaboration with the *Frontiers in Virtual Reality*, papers that are accepted to the conference and then revised may be submitted to the journal to go through a review process for an upcoming special issue (Original Research article type), with attempts made to retain at least one original reviewer. Please note that acceptance for the conference does not guarantee publication in the special issue.
 - Papers must be anonymized and should use APA 7th edition format.
 - Accepted submissions will likely be scheduled for oral presentation at the conference or, in rare cases, for a poster exhibition (with author consent).

- **Short Papers (3000 words max; does not include references, tables, figures, abstract, or title)**
 - Short papers are appropriate for a wide range of works, including but not limited to completed research projects, retrospectives on XR design projects, and theoretical, methodological, or technical developments.
 - Submissions must be anonymized and should use APA 7th edition format.
 - Accepted submissions may be scheduled for oral presentation or poster exhibition at the conference.

- **Posters (500 words max, all-inclusive; poster draft submission optional)**
 - Posters are appropriate for a wide range of works, including but not limited to completed research projects, works-in-progress, retrospectives on XR design projects, and theoretical, methodological, or technical developments.
 - Submissions must be anonymized and include a write-up (APA 7th edition format) of the project to be presented in the poster. Authors may also submit a draft of the poster to be reviewed along with the write-up.
 - Accepted submissions will be scheduled for the conference poster exhibition.

- **Panels and Roundtables (500 words max, all-inclusive)**
 - Panels and roundtables should contribute to Meaningful XR community building. Proposals should include an overarching statement of the vision behind the panel, a statement of how all participating members will contribute to this vision and the names and bios of participating members.

- **MicroTalks for Big Ideas (300 words max, all-inclusive)**
 - Have an awesome idea about Meaningful XR that you want to share with the community? Maybe you are running a company or preparing a dissertation in this space. Do you want to explain how the future of the industry or discipline should be shaped? Tell us about it for a chance at the mic for ~10 minutes.
- **XR Demos — Apps, Experiences, and Research**
 - Demonstrate your XR applications, experiences, and designs to the Meaningful XR community! Appropriate XR submissions include but are not limited to student/indie/experimental/serious XR games, novel XR meeting/social media platforms, XR productivity applications, research/studies using XR technology (yes, you may submit demonstrations of your XR research designs).
 - Submitters must obtain all permissions and rights to demonstrate any material.
 - Submissions should include a document (PDF) describing the application in text and/or images and must include a link to a detailed video showing the XR application in use. If possible, also include a link for reviewers to experience the app on their own. Apps in various stages of completion are eligible, but the app must be in a form that is presentable and usable for exhibition at the conference.
 - App exhibitors are expected to attend the Meaningful XR conference and demonstrate their application with their own equipment during the exhibition time.

Proposed Timeline

- Submission deadline: February 28, 2025
- Decisions and invitations: April 1, 2025
- Early bird registration deadline: April 15, 2025
- MXR Conference! May 22-23, 2025
- Invited special issue re-submissions due August 16, 2025
- Final decisions on special issue November 15th, 2025

Attendance

Physical Location: UC Davis International Center - Multipurpose room - 463 California Ave #3140, Davis, CA 95616

Physical attendance will be limited to participants who have a paper or proposal accepted for presentation.

Likewise, papers and proposals must be presented in person at the physical conference by at least one member of each submission team.

However, we will also offer a hybrid option for remote participants to attend selected presentations and social events using a VR headset, computer, or mobile device.

Hybrid: We will offer a hybrid option for remote attendance. Details TBA.

Expected Fees

- Industry Participant: \$450
- Faculty Participant: \$350
- Student Participant—Early Bird: \$200
- Student Participant—Regular: \$300
- Need-based travel scholarships may be available for students and early career scholars.

For more information and upcoming access to the conference submission portal, please visit <https://meaningfulxr.ucdavis.edu/> We look forward to your participation in this exciting event! Please contact me if you have any questions.