

# exp.at'15

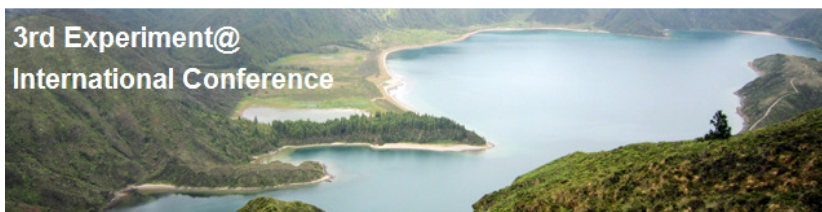
## Online Experimentation

2 - 4 June 2015

Ponta Delgada, São Miguel Island, Azores,  
Portugal

<http://www.fe.up.pt/exp.at2015>

3rd Experiment@  
International Conference



## CALL FOR DEMOS

### Exhibition Session *Demos'15* – “*Demonstration of Online Experimentation*”

**exp.at'15** will be held at University of Azores (Ponta Delgada, São Miguel Island, Azores, Portugal, (<http://www.visitazores.com/en>) and it is a joint organization of the University of Porto and the University of Coimbra with the collaboration of the University of Azores and with the technical support of IEEE.

**Demos'15**, the Exhibition Session – *Demonstration of Online Experimentation* within the 3<sup>rd</sup> *Experiment@International Conference 2015*, aims to provide an environment where authors are encouraged to interactively demonstrate developed tools, systems and products in the field of online experimentation and their supporting technologies. The proposal for a demonstration activity should be submitted as two-pages extended abstract using the IEEE Paper template and should clearly describe the proposed demonstration and its relevance for the audience of **exp.at'15** Conference.

**Demos'15** will be an excellent opportunity to demonstrate the results of recent developments, experiences and applications, from academics as well as from industry, and will contribute to the progress in online experimentation.

**exp.at'15** will continue the biannual event dedicated to Online Experimentation (OE), contributing to extend the world capabilities in this particular area and to develop collaborative work in emergent technologies. OE comprises remote and virtual experimentation as identifiable and accessible objects and their virtual representations in the Internet of Things structure and is aided by emergent technologies as those supporting remote experiments, 2D or 3D virtual experiments, augmented reality experiments and their interaction with sensorial devices, live videos and other tools, such as interactive videos and serious games, which promote user immersion in virtual environments recreating the real experience.

#### TOPICS OF INTEREST (not limited to):

- Online Experimentation
- Remote Monitoring
- Remote Sensing
- Remote & Virtual Labs
- Online Learning Systems
- Serious Games
- Haptic Interfaces
- Augmented Reality
- Virtual Reality
- Collaborative Tools
- Intelligent Learning Systems
- Intelligent Systems
- Intelligent Web-based Learning
- Web Design
- Mobile Computing
- Communication Systems

#### IMPORTANT DATES:

Submission of demos:	January ( <del>18</del> ) <b>31</b> , 2015	Camera-ready due:	April 15, 2015
Submission of full papers:	January ( <del>18</del> ) <b>31</b> , 2015	Pre-conference Activities:	June 1, 2015
Notification of acceptance:	February 28, 2015	Conference dates:	June 2-4, 2015
Early Author registration:	March 31, 2015	Post-conference Activities:	June 5, 2015

#### CONFERENCE LANGUAGE, REVIEW PROCESS AND PUBLICATIONS:

The language of the Conference is English. The papers and demos (extended abstracts) will be under double blind peer review process. Accepted papers and demos will be published in electronic format and will be submitted for acceptance into the IEEE *Xplore*® paper database. IEEE *Xplore*® will index accepted papers and demos meeting IEEE requirements of content and format. A number of selected, high-quality, papers and demos will be invited for publication in international journals.

#### General Chairs:

Alberto Cardoso, University of Coimbra, PT  
Maria Teresa Restivo, University of Porto, PT

#### Exhibition Session Chairs:

Alexander Zimin, Bauman Moscow S. T. Univ, RU  
Danilo Zutin, Carinthia University, AT  
Horácio Fernandes, Technical Univ. of Lisbon, PT