

CALL FOR PAPERS

Eye Tracking and Brain-Computer Interfaces in AR/VR

Progresses, Challenges and Opportunities

A forum for researchers building adaptive, context-aware, and human-centered systems from gaze, neural sensing, wearable computing, and immersive interaction.

Workshop: October 11 or 12, 2026 | Main conference: October 13-15, 2026



Shanghai | AR/VR | Gaze + BCI

WHY THIS WORKSHOP

From where people look to how systems adapt

Eye tracking can reveal visual attention, information needs, task strategies, and interaction intention. Brain signals can complement this with cognitive load, affect, fatigue, attention, and neural intention. The workshop connects communities that often study these modalities separately.

Expected outcome: a shared research agenda for gaze-BCI interaction in ubiquitous and wearable computing.

Accepted work will seed short talks, breakout groups, and a synthesis roadmap for future collaborations.

TOPICS OF INTEREST

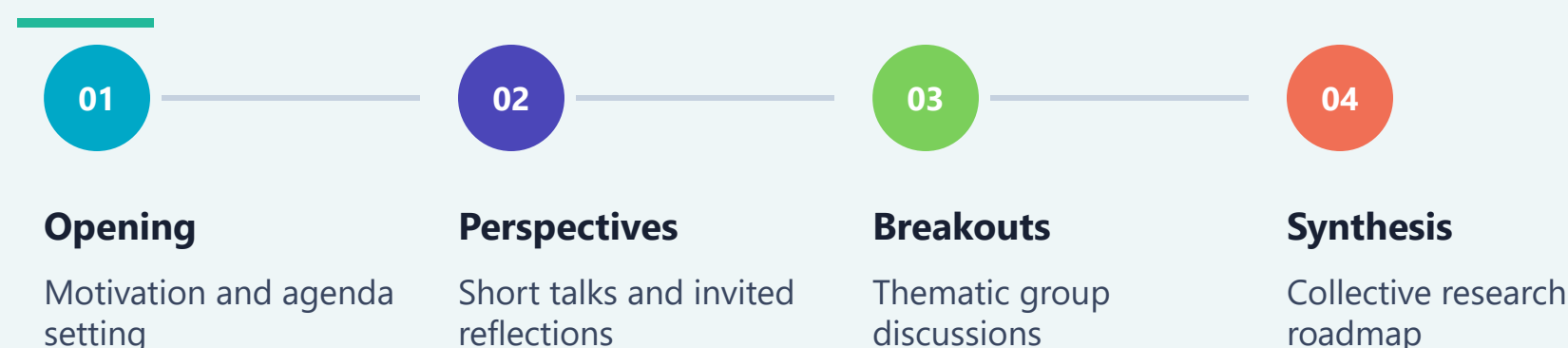
Open directions for gaze, BCI, and multimodal AR/VR interaction

- Gaze interaction for ubiquitous, wearable, and XR systems
- Fusion of gaze, EEG, physiological signals, movement, and context
- Gaze-BCI techniques in AR, VR, and MR
- Human-AI interaction using gaze and neural signals
- Datasets, benchmarks, toolkits, and evaluation methods
- BCI for adaptive interaction and neuroadaptive interfaces
- Attention, intention, cognitive load, fatigue, and affect recognition
- Wearable/mobile eye tracking and lightweight EEG
- Accessibility, healthcare, education, work, and smart environments
- Robustness, calibration, privacy, ethics, and social acceptability

Submissions may focus on eye tracking, BCI, or both.

PROGRAM AT A GLANCE

Half-day workshop built for discussion and synthesis



Short presentations, invited perspectives, breakout discussions, and group synthesis will turn accepted work into concrete future directions.

Discussion artifacts will be organized around methods, applications, evaluation, and responsible deployment.

IMPORTANT DATES

Deadlines

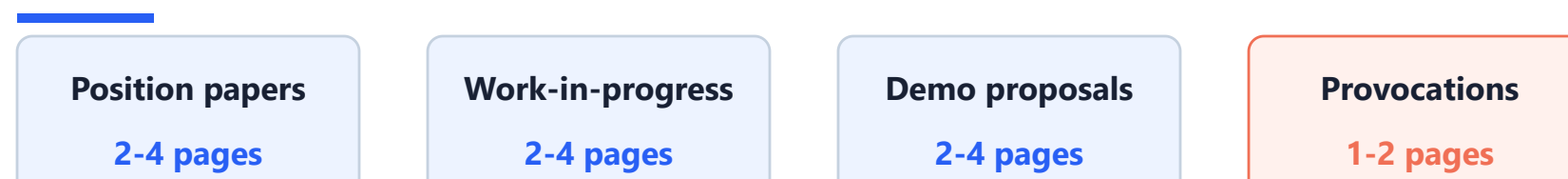
July 1, 2026	Submission deadline
July 20, 2026	Notification
July 31, 2026	Camera-ready
Oct 11 or 12, 2026	Workshop
Oct 13-15, 2026	Main conference

All deadlines are 23:59 AoE.

Half-day workshop, in person at UbiComp/ISWC 2026.

SUBMISSION

We invite concise, discussion-oriented papers



Submissions should follow the official UbiComp/ISWC 2026 workshop template. Each submission will be reviewed by at least two reviewers; accepted authors present in person.

Of the accepted papers, we will select some outstanding ones, invite the authors to expand on their papers, and recommend them for publication in SCI/EI Index journals.

ORGANIZERS

Workshop Chairs

Chair: Shiwei Cheng

Zhejiang University of Technology | swc@zjut.edu.cn

Co-chairs: Jinghui Hu

Lancaster University | j.hu23@lancaster.ac.uk

Co-chairs: Zhanxun Dong

Shanghai Jiao Tong University | dongzx@sjtu.edu.cn

Submit via PCS:

<https://new.precisionconference.com>

Workshop website and email: gazebci@163.com



Scan to submit

Eye Tracking and BCI in
AR/VR
Progresses, Challenges
and Opportunities