



# IEEE Intern. Conf. on Metaverse 2026 (METAVERSE 2026)

<https://swc-ieee-2026.github.io/metaverse/>

University of Calabria – Rende, Italy – 7-11 September 2026

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## Web Chair

Vincenzo Barbuto, *University of Calabria*, Italy

## Important Dates

- *Full Paper Submission: Apr 1, 2026*
- *Acceptance Notice: July 1, 2026*
- *Camera Ready: July 31, 2026*
- *Early Bird Registration: August 15, 2026*

The metaverse, a concept that originated in Neal Stephenson's 1992 science fiction novel "Snow Crash," has evolved from a futuristic idea to a rapidly developing technological frontier. As a loosely defined term referring to virtual worlds where users interact through avatars, usually in 3D environments focused on social and economic connections, the metaverse is poised to revolutionize how we experience the digital realm. In recent years, the metaverse has gained significant traction, with major tech companies and industries investing heavily in its development. This surge of interest stems from the metaverse's potential to transform various sectors, including education, healthcare, entertainment, and business.

As we stand on the cusp of what many consider the next iteration of the internet, it is crucial to bring together researchers, industry professionals, and academics to explore the latest advancements and address the challenges in metaverse technologies and applications. The 2026 IEEE International Conference on Metaverse (Metaverse 2026) originates from the 8th IEEE International Conference on Internet of People (IoP 2021). With the network communication, security, and computing technologies, Metaverse 2026 will be a primal international forum for scientists, engineers, and researchers to exchange their novel research regarding advancements in the state-of-art of metaverse, as well as to identify the emerging research topics and open issues for further research. Metaverse 2026 will include a highly selective program of technical papers, accompanied by workshops, demos, panel discussions and keynote speeches. We welcome high quality papers that describe original and unpublished research advancing the state of the art in Metaverse.

## The topics of interest include (but are not limited to) the following:

- Metaverse Computing Infrastructures (Continuum);
- Networking and Connectivity for the Metaverse;
- Ubiquitous and Pervasive (Green) Metaverse Systems;
- Extended Reality Technologies (VR/AR/MR/XR);
- Advanced Interaction and Multimodal Interfaces;
- AI-Driven 3D Modeling and Content Creation;
- Real-Time Rendering and AI Game Engines;
- Security, Privacy and Trust in the Metaverse;
- Blockchain, Smart Contracts and Digital Assets;
- AI and Hardware Security for Virtual Worlds;
- Metaverse Applications and Intelligent Systems;
- Legal, Ethical and Societal Aspects of the Metaverse.

**Kinds of accepted submissions:** original contribution in the form of Full Paper (6 pages), Short Paper (4 pages), and Poster/Demo papers (2 pages)

**Publication Details:** All accepted and presented papers will be submitted to IEEE Xplore and **indexing** databases like Elsevier, IET, and Scopus.

**A special issue** on an ISI-impacted journal will be organised. A set of high-quality papers will be invited to submit an extended contribution.