
Final VR Project Documentation

Paper
Video
Images
Poster



Abstract Guidelines:

SIGGRAPH 2025

Posters/ Student Research Competition

<https://s2025.siggraph.org/event/student-research-competition/>

Submission deadline **April 24, 2025**

Notifications: May / Location: Vancouver

UIST 2025

Posters

<https://uist.acm.org/2025/cfp/#poster>

Submission Deadline July 11

Location: Busan, S. Korea



Video Guidelines:

Next Year Submissions for 2026

Final Documentation is based on CHI 2024 Student Design Competition Guidelines:

<https://chi2025.acm.org/for-authors/student-design-competition/>

April-May 2025 / Yokohama, Japan

Submission deadline **January, 2026**

February 8, 2024

HCII 2025

<https://2025.hci.international/studentdesign.html>

June 27, Gothenburg, Sweden

Submission deadline **March 21, 2025**

Notifications: April, 2025

HCII Awards: GOLD (\$1000), the SILVER (\$500) and the BRONZE (\$250)



Final Documentation is based on SIGGRAPH 2025 Poster Submission Guidelines:
<https://s2025.siggraph.org/event/student-research-competition/>

Paper

Abstract: Submit a maximum 4-page (including references) single column format
Approx. 1300 words

Format: ACM abstract template / no actual poster is needed for submission
ACM Master Article Submission Templates (single column)

The Abstract should include:

A description of your chosen design focus and proposed solution, with a summary of the approaches taken within your design process, the real life problems that you are solving, and your main claims for your proposed solution with evaluation results. Reference to design principles, sources of inspiration, and HCI theory where appropriate and relevant. Acknowledgement of partial or incomplete solutions
Acknowledgement of any assistance drawn from outside the student team (e.g., advisors, domain experts, existing solutions, users)
CAVE2 References, EVL, Creative Coding, - text will be in the Box



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Video

Duration: up to 5-minutes

File size: 200 MB maximum

Format: MP4

Resolution: 1280 x 720 minimum with 16:9 aspect ratio

Frame rate: 30 fps maximum

Format: H.264 encoded MP4

The video may illustrate how your solution fits the lives of the users with the help of scenarios, or addresses human aspects of the chosen sustainable development goals. It may also illustrate some details of the interface and the information presented. The Video may include:

Examples of significant contextual data and its analysis (primary, secondary research, or both)

Key creative sources of design inspiration (existing designs and systems)

Sketches of the evolving solution

Scenarios depicting how the solution fits in the life of users and solves problems / engages or entertains

Details of the interface and information design where relevant

Highlights of significant evaluation results

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Jeff Nyhoff
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<https://chi2024.acm.org/for-authors/student-design-competition/>

Selection Criteria

- Short description of how your proposed design fits with this year's design prompt
- Use of appropriate design methods
- Clarity and credibility of design focus, problem, purpose, and solution relative to the chosen sustainable development goal(s)
- Originality and quality of the design solution, including claims, and their supporting evidence, based on the guidelines above in the “The Design Brief: Appropriate Solutions for All” section.
- Innovation within the design process
- Quality of design management
- Clarity of the submission and supplementary material
- [Meeting the accessibility requirements of CHI 2024](#)

Images

Format: PNG

Number- 5 images / ranked, edited, carefully selected

Must include:

- Interaction in the CAVE2 between several participants and the project (1-4 images)
- 1 best screenshot from VR Unity scene

Images must be selected from the array of all photographs and screenshots and edited

Images must be titled using low case characters:

projectname _1.png

projectname _2.png

projectname _3.png.. etc.