CALL FOR PRODUCT SOLUTION PAPERS

DSC 2021 EUROPE ᵛᴿ

DRIVING SIMULATION & VIRTUAL REALITY CONFERENCE & EXHIBITION

The DSC Conference gathers driving simulation specialists from the industrial and academic communities as well as commercial simulation providers. This 20th edition follows that of 2020, held in Antibes in a hybrid version with close to 300 participants, in this special period most of them as remote attendees and 30+ exhibitors. Both physical and remote participants came from all around the world from about more than 20 different countries of Europe, America and Asia.

This year's edition will be held in Munich from September 14th to 16th 2021. Topics will include state of the art in driving simulation technology, research and developments, extended with progressively merging virtual reality (VR) developments. This year program will also give an enlarged place for simulation tools for autonomous and connected vehicles along with advanced driving assistance system (ADAS) applications. Human factors and motion rendering nevertheless will remain the now traditional axis of the conference.

You are welcome to the DSC 2021 Europe Conference organized by the Driving Simulation Association, the Technical University of Munich, Arts et Métiers Institute of Technology and the University of Gustave Eiffel, with the support of BMW and Renault, on September 14th-16th!

IMPORTANT DATES

Call for Product Solution Papers	**1 October 2020**
Product Solution Papers' submission	**15 April 2021**
Registration opening	**15 May 2021**
Final acceptance notification	**1 June 2021**
Final paper due	**15 July 2021**
Early bird registration deadline	**31 July 2021**
Conference dates	**14-16 Sep. 2021**

TOPICS & THEMATIC

- **ADAS, Autonomous & Connected Vehicles**
- **AI for driving simulation**
- **Car HMI solutions**
- **Driver & Vehicle safety and cybersecurity**
- **High-Performance Computing & Massive Simulation**
- **Innovative product solutions in connected areas**
- **Motion Cueing and Control**
- **Multimodal Mobility for ground transportation**

- **Perception and Human Factors**
- **Scenario Modeling and Authoring Tools**
- **Simulation Design and Architecture**
- **Standardization & Product Interfaces**
- **Terrain & traffic generation**
- **Training simulators**
- **Virtual Prototyping**
- **Virtual Reality for Driving Simulation**

PAPER SUBMISSION

Please send a 4-pages submission proposal by April 15th, 2021 for DSC TC reviewing. Detailed information about submission procedure and review process will be provided on the conference website:
dsc2021.org/guidelines-for-authors   **dsc2021.org/review-process**

PUBLICATION & PRESENTATION

Final accepted papers will be presented at a parallel industrial session – 30 minutes including Q/A – and published in the DSC Europe 2021 VR Production Solutions Book available for all conference attendees.

ORGANIZING COMMITTEE

Andras Kemeny, *Conference Chair*
DS Association, Renault, Arts et Métiers Institute of Technology

Klaus Bengler, *Program Co-Chair*
Technical University of Munich

Martin Peller, *Program Co-Chair*
BMW Group

Florent Colombet, *Program Co-Chair*
Renault, DS Association

Jean-Rémy Chardonnet, *Program Co-Chair*
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