

# International Workshop on Intelligent Technologies for Precision Sports Science (IT4PSS) in Conjunction with IJCAI 2023

Workshop Date: 19-25 August 2023

Venue: Sheraton Grand Macao Hotel, Macau, S.A.R.

## Call for Papers

Sports Science is an interdisciplinary study that covers the research areas of kinematics, medical rehabilitation, sports psychology, information and communication technology, sensing technology, automation technology, etc. In the last decade, the so-called precision sports science has emphasized the use of scientific data analytics with the assistance of modern ICT to support efficient and effective teaching, learning, and training to increase the performance, convenience, and entertainment of sports participation. Intelligent technologies highlight the following aspects of precision sports science but not limited to are welcome, including

- **Sensing Technology:** Data is the driving force of the development of intelligent technology. Sensing technology provides the capability of data collection, including wearable devices such as IMU, ECG, EMG, EEG, smart bracelets, computer vision such as photography systems, Vicon, dynamic vision sensors, and other sensing devices such as force plates, pressure sensors, mobile devices, etc.
- **Artificial Intelligence and Decision-Making Technologies:** Refer to the ability to extract knowledge from data, such as big data analytics, machine learning, deep learning, etc. Through data understanding, innovative sports applications can be developed.
- **Interactive Technology:** It is how the information systems respond to the external world, through automation machinery (e.g., robots), multimedia visual presentation (e.g. charts, AR/VR/MR, etc.), to develop training assistant tools, enhance teaching and learning efficiency, provide convenient sports environment, and elevate entertainment effects.
- **Smart Sports Applications:** Solutions proposed for sports learning, teaching, professional guidance, tactical analysis, sports injury prevention, and rehabilitation are closely related to the domain know-how of sports with the use of intelligent technology.
- **ICT for Sport:** New technologies that contribute to the development of sports science and engineering, such as 5G/6G communication, network technology, e-sport, social media, human-machine interface, parallel computing, etc.
- Other interdisciplinary topics related to precision sports science are also welcome.

## Important Dates

Submission deadline: 15 May 2023 ~~1 May 2023~~ (23:59:59 AoE)

Paper notification: 5 June 2023

Early registration deadline: 15 June 2023 (23:59:59 AoE)

Camera-ready deadline: 20 June 2023 (23:59:59 AoE)

## Submission Instructions

Each submission can be up to 7 pages but not less than 4 pages of content plus up to 2 additional pages of references and acknowledgments. The submitted papers must be written in English and in PDF format according to the IJCAI'23 template. All submitted papers will be under a single-blinded peer review for their novelty, technical quality, and impact. The submissions can contain author details. Submissions will be accepted via the CMT link "<https://cmt3.research.microsoft.com/IT4PSS2023/Submission/Index>".

- IT4PSS is a half-day workshop and will accommodate 10-12 papers. Each accepted paper will have around 18-20 minutes for presentation and Q&A.
- At least one author of each accepted paper \*must\* travel to the IJCAI venue in person, and multiple submissions of the same article to more IJCAI workshops are forbidden. The conference will be located in Macao, S.A.R. this year.
- The workshop registration fee is separated from the main conference fee. Workshop attendees do not need to register for the main IJCAI conference but are encouraged to do so.

For any questions related to submission, please send emails to the publication chairs Mr. Kotcharat Kitchat (kotcharat@ieee.org) and Mr. Wei-Yao Wang (sf163864@gmail.com).