



## Call for Abstracts

### 23rd Annual CyberPsychology, CyberTherapy & Social Networking Conference *Roots and Future of Using Technologies to Foster Physical and Mental Wellbeing*

June 26<sup>th</sup>- 28<sup>th</sup> 2018 in Gatineau, Canada

It is our pleasure to invite you to join us at the *23rd Annual CyberPsychology, CyberTherapy & Social Networking Conference*. CYPsy23 that will take place on **June 26 to 28, 2018** at Hotel Hilton Lac-Leamy in **Gatineau, Canada**.

To submit your abstract, register for the conference or obtain additional information, please visit the CYPsy23 website at <http://www.interactivemediainstitute.com/cypsy23/>.

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#### Important Dates and Deadlines:

**Preconference Workshops:** June 26<sup>th</sup>, 2018

**Conference:** June 27<sup>th</sup>- 28<sup>th</sup>, 2018, Gatineau (Canada)

**Cyberarium:** June 27<sup>th</sup>, 2018

#### Submission Deadlines:

**December 15<sup>th</sup>, 2017:** Workshops

**January 15<sup>th</sup>, 2018:** Abstract submission for posters, orals and symposiums.

**February 15<sup>th</sup>, 2018:** Notification of acceptance/rejection of abstract.

**March 31<sup>st</sup>, 2018:** Full Paper and signed documents

#### Registration Deadlines:

**March 1<sup>st</sup>, 2018:** Early registration (see web site for details).

**May 31<sup>st</sup>, 2018:** Hotel reservation at conference rate.

**June 15<sup>th</sup>, 2018:** Regular registration.

**June 26<sup>th</sup>- 28<sup>th</sup>, 2018:** On-site registration.

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Jointly organized by the [Interactive Media Institute](#), the [Université du Québec en Outaouais \(UQO\)](#), the [Canada research Chair in clinical cyberpsychology](#) and the [Virtual Reality Medical Institute](#), this conference is an international networking and sharing platform for researchers, clinicians, policymakers and funding agents to share and discuss advancements in the growing disciplines of CyberTherapy, CyberPsychology and Social Networking.

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## SCOPE:

The conference has a broad focus, such as social sciences and humanities, engineering, arts, physical and mental health, virtual reality, social networks, eHealth, marketing, rehabilitation, etc.

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Fields of study	Physical / mental health applications
<ul style="list-style-type: none"><li>• Advanced interaction training</li><li>• Apps for smartphones</li><li>• Arts and storytelling using technology</li><li>• Brain computer interfaces</li><li>• Cognitive and/or physical therapy</li><li>• Connected objects / Internet of things</li><li>• Cross-cultural differences</li><li>• Cyberbullying</li><li>• Cybercrime and cybersecurity</li><li>• eHealth</li><li>• Education and learning</li><li>• Embodied experiences and body ownership</li><li>• Engineering</li><li>• Games for health / serious games</li><li>• Gaming, law and politics</li><li>• Human-computer interactions</li><li>• Implications of technologies in humanities</li><li>• Neurorehabilitation</li><li>• Personality and internet use</li><li>• Positive technology</li><li>• Presence and telepresence</li><li>• Psychotherapy</li><li>• Robotics</li><li>• Smart homes, home automation, domotics</li><li>• Social implications of Facebook and Twitter</li><li>• Social networking</li><li>• Telehealth and telepresence</li><li>• Marketing and neuromarketing</li><li>• Virtual reality for the film / movie industry</li><li>• Wearable computing</li></ul>	<ul style="list-style-type: none"><li>• Addictions</li><li>• ADHD</li><li>• Anxiety disorders and phobias</li><li>• Autistic and related disorders</li><li>• Brain injuries</li><li>• Cancer</li><li>• Cardiology</li><li>• Cognitive impairments</li><li>• Communication impairments</li><li>• Depression and mood disorders</li><li>• Developmental disorders</li><li>• Eating disorders</li><li>• Gait and balance disorders</li><li>• Head trauma</li><li>• Neurological diseases</li><li>• Motor neuron diseases</li><li>• Obesity</li><li>• Pain</li><li>• Paralysis</li><li>• Personality disorders</li><li>• Phantom limb</li><li>• Schizophrenia and delusional disorders</li><li>• Sleep disorders</li><li>• Vestibular disorders</li><li>• Etc.</li></ul>

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**Outstanding features this year:**

- Practical hands-on / “how to” workshops
- Two full days of scientific presentations
- A very broad range of presenters and experts in clinical therapy and rehabilitation, cognitive sciences, neurosciences, social sciences, computer sciences, arts and humanities, etc.
- Interactive “show and tell” Cyberarium to showcase various technologies
- Representatives of funding agency, policymakers, and industrial partners present on site
- Possibility to organize your own symposium
- Gala dinner in a restaurant owned and operated by the first woman to make the podium by taking 2nd place at the World’s Best Sommelier competition in 2013
- Workshops on PTSD and neuroscience (by **Barbara Rothbaum**), artificial intelligence (by **Pietro Cipresso**), virtual humans, smart homes and domotics, cognitive-behavior therapy of anxiety disorders, etc.

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**Conference website:** <http://www.interactivemediainstitute.com/cypsy23>

**Facebook page:** <https://www.facebook.com/cypsy.canada.7>

**Contact:** [cypsy23@uqo.ca](mailto:cypsy23@uqo.ca)

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**LOCATION:**

This year, CYPsy23 will be held at Hotel Hilton Lac-Leamy in Gatineau (Québec), Canada. It is centrally located downtown Gatineau, on the shores of the Leamy Lake, a few kilometres from downtown Ottawa (Capital of Canada), in close proximity to Parliament Hill, the Canadian Museum of Civilization, and all major tourist attractions. The famous Gatineau Hills, the “Route Verte” bikeway network and the Université du Québec en Outaouais are just minutes away. For more information you can contact the local coordinator at: [cypsy23@uqo.ca](mailto:cypsy23@uqo.ca).

A limited number of rooms are available the Hilton Lac-Leamy Hotel at a special conference rate and will be sold on first-come, first-served basis until March 31<sup>st</sup>, 2018. The discount rate for a standard room starts at 209 \$CAN (plus taxes) per night. You can make reservations through the CYPsy23 Conference website (**using group code VJO**). Reserve early!

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**KEYNOTE SPEAKERS:**

**Wijnand Ijsselsteijn, Ph.D.** Professor

Technische Universiteit Eindhoven, Human-Technology Interaction Group

Title of presentation: Telepresence: The psychology of closeness and distance

**Mariano Alcaniz, Ph.D.** professor

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Universitat Politècnica de València

Title of presentation: The future fabrics of reality: Integrating cognitive neuroscience and mixed reality technology for human characterization

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## SPONSORS:

- Canada Research Chairs
- Clinique et Développement In Virtuo
- Gouvernement du Québec
- Greg Fergus, Member of Parliament (Hull-Aylmer)
- Interactive Media Institute
- Mary Ann Liebert, Inc. publishers
- Université du Québec en Outaouais
- Ville de Gatineau
- Virtual Reality Medical Institute
- And many more to be confirmed

We are pleased to offer you an opportunity to publicly showcase your innovative work by being a sponsor or an exhibitor during CYPsy Conference. For more information, please visit the Conference website: <http://interactivemediainstitute.com/cypsy23/sponsors-exhibitors/>

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## MORE INFORMATION:

1. The full conference, as well as pre-conference workshops, are approved for **Continuing Education Credits** through the American Psychological Association. The cost is 75\$CAN.
2. There will be a “**Young Minds Research Award**” given for best student scientific merit at CYPsy23, in the amount of 250\$US. All posters submitted by student presenters (those who have not finished their PhD program) are eligible to compete for the 250\$US award. Posters will be judged by the scientific chairs for scientific merit and ease of presentation. This award is sponsored by Mary Ann Liebert, Inc. publishers.
3. There will be a **New Investigator Award** in the field of VR CRC-Clinical Cyberpsychology given at CYPsy23, for the presentation of outstanding research quality at CYPsy23 Conference. The aim of this prize is to reward the presentation of strong methodological studies at the CYPsy23 Conference. The recipient must be a researcher who is new to the field of cyberpsychology. It is open to both oral / symposium and poster presentations and to researchers from all countries and disciplines. The recipient must be a researcher who is new to the field of cyberpsychology. The award is delivered by Stephane Bouchard, Chairholder of the Canada research Chair in clinical cyberpsychology. It includes a



certificate and a check of 1 000 \$US. If you have any question about this award, please contact Stephane Bouchard by e-mail ([stephane.bouchard@ugo.ca](mailto:stephane.bouchard@ugo.ca)).

4. Lastly, to celebrate more than a decade of exciting advances in cybertherapy as well as the growth of the CYPsy conference itself, we are proud to offer again this year the Annual CyberTherapy **Lifetime Achievement Award**. This award has a tradition of honoring a person who has demonstrated outstanding lifetime achievements in the fields of advanced technologies and healthcare. All members of the CYPsy23 Conference program committee are invited to nominate one of their colleagues as a recipient of this award, which promises to honor a long line of esteemed researchers.

Submit your abstract today to be a part of this ground-breaking conference! We would be truly honored by your participation.

Sincerely,

Stéphane Bouchard, Ph.D.  
Université du Québec en Outaouais

Brenda K. Wiederhold, Ph.D., MBA, BCIA  
Interactive Media Institute

