REV International Conference on Remote Engineering and Virtual Instrumentation

REV2017
15-17 March 2017, Columbia University, New York, NY, USA

14th International Conference on Remote Engineering and Virtual Instrumentation (REV2017)

http://www.rev-conference.org/rev2017

The REV conference is the annual conference of the International Association of Online Engineering (IAOE) and the Global Online Laboratory Consortium (GOLC).

REV 2017 is the 14th in a series of annual events concerning the area of Remote Engineering and Virtual Instrumentation. The general objective of this conference is to demonstrate and discuss fundamentals, applications and experiences in the field of Remote Engineering, Virtual Instrumentation and related new technologies like Internet of Things, Industry 4.0, Cyber Security, M2M and Smart Objects.

With the globalization the interest in teleworking, remote services and collaborative working environments is increasing rapidly.

Another objective of the conference is to discuss guidelines and new concepts for education at different levels for above mentioned topics including emerging technologies in learning, MOOCs & MOOLs, Open Resources and STEM pre-university education. REV2017 will offer an exciting technical program as well as networking opportunities.

Date and Venue

REV2017 will be held from 15 to 17 March 2017 at Columbia University, New York.

Special Thematic Tracks

- **Games Engineering**
- **The Role of Emerging Technologies in Online Experimentation**

Important Dates

28 Nov 2016	Submission deadline for complete full and short papers and all other submissions (Special sessions papers, Work in Progress, Demos, Poster, Tutorials, Workshops)
12 Dec 2016	Notification of acceptance
23 Jan 2017	Author registration deadline & Camera Ready Due
15 Mar 2017	Conference Opening

Topics of Interest

- Online Engineering
- Cyber Physical Systems
- Internet of Things,
- Industry 4.0,
- Cyber Security
- M2M Concepts
- Smart Objects
- Virtual and Remote Laboratories
- Remote Process Visualization and Virtual Instrumentation
- Games Engineering
- Remote Control and Measurement Technologies
- Networking, Grid and Cloud Technologies
- Mixed-reality Environments
- Teleservices and Telediagnosis
- Telemedicine
- Telerobotics and Telepresence, Coboter
- Collaborative Work in Virtual Environments
- Teleworking Environments
- Remote Sensing
- Smart City, Smart Energy
- Smart Buildings, Smart Homes
- Human computer interfaces, usability
- Standards and Standardization Proposals
- Applications and Experiences

Keynotes

- **George Giakos**, Manhattan College NY
- **Greg Dixson**, Phoenix Contact
- **Helmut Krcmar**, TU Munich
- **Robert J. Rencher**, The Boeing Company
- **Tarek M. Sobh**, University of Bridgeport

More Information

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