

CONFERENCE PROGRAM

Technical program, including conference sessions, presentations and conference activities.

PROGRAM

IEEE GEM 2026

We cordially invite you to the **10th IEEE CTSoc International Conference on Gaming, Entertainment, and Media (GEM)** taking place from **5-7 September 2026** in conjunction with **ICCE-Berlin**, and during the same period as **IFA (Internationale Funkausstellung Berlin)**, the leading tradeshow of consumer technology and electronics.

REGISTER NOW for the conference at: <https://cvent.me/oYmk1N>

GEM brings together researchers, academics, artists, designers, and industry professionals working at the intersection of **consumer technologies, gaming, entertainment, media**, and the **arts**.

The theme for GEM 2026 is **Mersivity** which is technology that connects us to each other and to our surroundings.

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ope to see you all soon at the **IEEE GEM 2026** in Berlin!

The Organizing Committee

Mersive Games: An Open Call for Ideas

Mersive Games proposes a new vision for gaming and Extended Reality: technologies that do not disconnect us from the world, but strengthen our relationships with other people, our surroundings, and the environment.

The concept brings together XR, computer vision, wearable AI, embodied interaction, accessibility, sustainability, and responsible sensing. The accompanying guiding paper is not a closed definition, but the starting point for an open research and creative agenda.

We invite the IEEE GEM community to challenge, extend, and transform this vision through new ideas, research contributions, prototypes, demonstrations, and critical perspectives.

Join us in advancing technology for humanity and Earth.

DOWNLOAD THE GUIDING PAPER

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