



WELCOME

 **Fraunhofer**
Heinrich Hertz Institute

This November the SID Mid-Europe (SID-ME) Chapter cordially invites you to the 2016 Fall Meeting in Berlin. We are proud to announce that the Fraunhofer Heinrich Hertz Institute will be hosting the meeting on **November 3rd and 4th**.

The focus for this fall's meeting is on 3 topics:

1. High-end Display Applications (incl. ruggedized, automotive, outdoor and medical)
2. 3-D and Virtual/Augmented reality
3. Quantum Dots and Lighting

Symposium lecture and poster sessions are also part of the program, next to the **SID-ME Chapter student Award 2016**. This year the €1500 Student Award will be granted to the best student contribution to the Fall Meeting 2016.

The program is divided over 2 days, starting the first day at noon, and ending the second day at noon. Participation includes all meals and drinks during the meeting, as well as a special evening event on November 3rd. Fraunhofer HHI furthermore offers you the possibility to join a guided tour through their demonstration labs on November 4th in the afternoon.

We look forward to welcoming you in Berlin!

Prof. Dr. Herbert De Smet
(SID-ME Chapter Director)

CONFERENCE

CONTACT INFORMATION

CONFERENCE CHAIRS

Dr. Armin Wedel (Fraunhofer IAP) / (Chair)

Dr. Ralf Schäfer (Fraunhofer HHI) / (Chair)

PROGRAM COMMITTEE

Prof. Dr. Herbert De Smet
(SID-MEC Director)

Dr. Stefan Riehemann
(Secretary)

Coen van 't Westeinde
(Vice Chair)

AWARD COMMITTEE

Jens Osterodt (Merck KGaA)

Herbert De Smet (Ghent University)

Stefan Riehemann (Fraunhofer IOF)

Norbert Fruehauf (University of Stuttgart)

Coen van 't Westeinde (NDF)

Conference Website:

<http://www.3it-berlin.de/projects/sidconference>

SID-ME website:

<http://www.sid.org/Chapters/Europe/Mid-Europe.aspx>

FRAUNHOFER HHI / EINSTEINUFER 37 / 10587 BERLIN

/ 3D / AR / VR

/ LIGHTING /
QUANTUM DOTS

/ HIGH END DISPLAY
APPLICATIONS



SID-ME CHAPTER

FALL MEETING 2016

BERLIN

3-4 NOVEMBER 2016

CALL FOR PAPERS



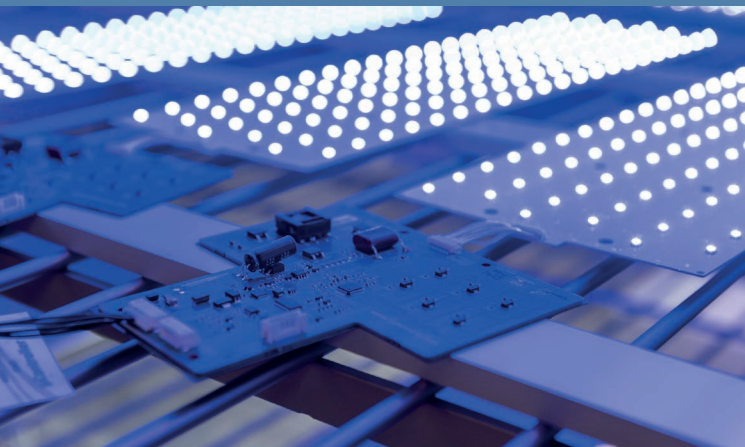
SID
SOCIETY FOR INFORMATION DISPLAY

LIGHTING AND QUANTUM DOT TECHNOLOGIES

This topic will cover all aspects of science and technologies of solid-state lighting and Quantum Dot (QD), ranging from LED lighting, OLED lighting, QD-OLED, flexible lightings, manufacturing, materials and device structures, internal and external efficiency enhancement technologies and backlight technologies using QD.

SCOPES

1. Solid-state lighting; LED, QD and OLED.
2. Materials and device structures for lightings and backlight unit.
3. Color enhancing materials, Quantum Dot (QD) and Quantum Rod (QR).
4. Technologies about the internal and external efficiency enhancement.
5. Flexible lighting, e.g. Flexible OLED lighting, Flexible QD backlight unit.
6. Theories, simulations and measurements for lightings and QD technologies.
7. Quantum Dot and other quantum-structured devices, e.g. QD-OLED.
8. Energy consumption and environmental issues
9. Manufacturing of lighting, QD and their applications.



AUGMENTED REALITY, VIRTUAL REALITY, HYPER REALITY AND 3D

This topic will cover all aspects of technologies related to display applications closest to the end user such as Three Dimensional, Virtual Reality and Augmented Reality. Major entertainment studios are currently pushing 3D content, opening the door for a new cinema experience. 3D or stereoscopic imaging impacting entertainment and gaming. The display industry is following suit at the heels of the movie industry.

SCOPES

1. Devices, sensors, circuits, displays and any systems for 3D, VR and AR.
2. Software technique for 3D, VR and AR such as imaging processing, computer vision, computer graphics, audio-visual processing, human computer interaction etc.
3. Capturing and display technologies not only for visual but also for haptic, acoustic, thermal and other Kansei information
4. The human factor in Augmented- and Virtual Reality.

HIGH-END DISPLAY APPLICATIONS

This topic will cover all application aspects related to those kind of displays that are beyond the standard display specifications. This includes Ruggedized Displays for Harsh Environmental Conditions as Avionics, Military, Automotive, and Outdoor Digital Signage as well as Medical Displays.

SCOPES

1. Suitable OLED and LCD technologies for these fields
2. Reliability aspects such as: lumen depreciation, color accuracy and color shift
3. Efficiency, energy consumption
4. Environmental issues
5. Color enhancing technologies, including gamut expansion
6. Vision and human factors aspects
7. Quality management in the imaging chain (medical)



REGISTRATION

DEADLINES

We advise you to check the Fall Meeting website regularly for updates:

<http://www.3it-berlin.de/projects/sidconference>

Submission of Abstracts / August 31st, 2016
Acceptance Notification / September 30th, 2016
Registration Deadline* / October 15th, 2016

*Registration fee: €230,-

Includes: light lunch on both days, event, coffee and drinks during the meeting. Participants are also invited to join a visit to the demonstration labs of Fraunhofer HHI on Friday afternoon.

CALL FOR PAPERS

Authors are kindly invited to prepare their 1-page abstract using the template provided on the SID-ME website (*) and to submit it via the submission link listed on the conference website (**)

During submission you will have to specify whether you want to participate in the SID-ME Student Award competition and if you prefer an oral or poster presentation. More information about the SID-ME Student Award, including eligibility criteria, are listed on the SID-ME website (*)

(*) <http://www.sid.org/Chapters/Europe/Mid-Europe.aspx>

(**) <http://www.3it-berlin.de/projects/sidconference>