



Journal of the AUDIO ENGINEERING SOCIETY

CALL for PAPERS SPECIAL ISSUE

SPATIAL AND IMMERSIVE AUDIO



We are pleased to invite contributions to the special issue on Spatial and Immersive Audio to appear in the Journal of the Audio Engineering Society (<http://www.aes.org/journal/>). Recent years have seen great advancements in various areas of spatial audio, such as object-based audio, binaural audio, Ambisonics, and sound field control. Thanks to these advancements, spatial audio is becoming more accessible to the general public, and an increasing number of creative content is being produced in immersive formats. However, there are still many challenges for spatial audio technologies to deliver truly immersive listening experiences. This special issue aims to introduce the recent developments in spatial and immersive audio research, identify current challenges, and provide insight into future directions in this field. We welcome original research papers and review articles on, but not restricted to, the topics listed below:

- Spatial audio psychoacoustics;
- Spatial audio recording/mixing/mastering;
- Binaural audio perception and rendering;
- Virtual acoustics for 3D audio;
- Audio for extended reality (XR)/metaverse;
- Spatial microphone arrays;
- Spatial audio for vehicles, games, live events, and movies;
- Evaluation of immersive audio experience;
- Usability of spatial audio tools;

- Sound field control/sound zones;
- Immersive audio over networks;
- Machine learning and artificial intelligence (AI) in immersive audio; and
- Human-computer interaction in immersive audio.

Submissions will be judged based on their academic quality, novelty, and relevance to the aforementioned topics. Authors of excellent contributions to relevant conferences, such as the AES 2023 International Conference on Spatial and Immersive Audio, will be invited to submit a revised and extended version of their papers to this special issue.

GUEST EDITORS

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AUTHOR GUIDELINES

We welcome original research and review papers, as well as revised and expanded versions of conference papers addressing the theme of this special issue. Please follow the Author Guidelines available at <http://www.aes.org/journal/authors/guidelines/>. Papers should be submitted online at <http://www.aes.org/journal/submit/>. When submitting a manuscript, please choose the category "Special Issue (Spatial and Immersive Audio)" rather than Research Paper, Engineering Report, or Review Paper. All submissions will be peer-reviewed according to standard JAES review procedures. JAES offers an Open Access (OA) publishing option to its authors.

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