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Athlone, Ireland

Advancing Computing as a Science & Profession



ACM INTERNATIONAL
CONFERENCE ON
INTERACTIVE MEDIA
EXPERIENCES



IMX 2026

Proceedings of the 2026 ACM International Conference on
INTERACTIVE MEDIA EXPERIENCES

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ACM International Conference on Interactive Media Experiences

10–12 June, 2026
Athlone, Ireland

Proceedings

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Advancing Computing as a Science & Profession

The Association for Computing Machinery
1601 Broadway, 10th Floor
New York, New York 10019, USA

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Welcome from the ACM IMX 2026 Chairs

With great pleasure, we welcome you to ACM IMX 2026, the leading international conference for the presentation and discussion of research on Interactive Media eXperiences. Building on the legacy of the TVX conference series, ACM IMX brings together an international community of researchers and practitioners spanning human–computer interaction, multimedia engineering and design, media studies, media psychology, sociology, and related fields.

This year’s theme, “Towards interactive media experiences that are empathic, multimodal, co-created and accessible,” reflects our commitment to forward-looking research and to inclusive design and co-created experiences that broaden participation and impact.

As part of IMX 2026, we continued IMX’s long-standing paper mentoring program, which offers feedback and guidance from established researchers to first-time IMX authors—particularly those facing challenging circumstances, authors for whom English is a second language, or those submitting especially novel work that may benefit from additional support.

The technical program attracted a record number of submissions. The call for papers resulted in 69 submissions from authors based across Africa, Asia, Europe, Oceania, North America, and South America. As in previous years, the double-blind peer-review process was rigorous and of high quality: each submission received at least three reviews in addition to a meta-review. Following the initial review round, authors were invited to submit rebuttals, after which submissions were discussed during the Program Committee meeting. A diverse group of 18 Associate Chairs was recruited through an open call for volunteers as well as targeted invitations within the community. Ultimately, 27 papers were accepted for presentation at ACM IMX 2026, resulting in an overall acceptance rate of 39%.

We thank the Associate Chairs for their commitment and generous contributions in managing the review process and supporting authors. This program would not have been possible without the 106 external reviewers who contributed their expertise, as well as the paper mentors who provided editorial guidance, manuscript proofreading, and support with structure and clarity.

On the pre-conference day, following the workshops and the Doctoral Consortium, the IMX 2026 opening reception took place at the Dead Centre Brewing in the heart of Athlone, on the banks of the River Shannon.

IMX 2026 featured two thought-provoking keynotes. The first keynote, “The body is along for the ride: the power and considerations of embodiment in constructing immersive stories,” was delivered by Nonny de la Peña, program director of Arizona State University’s Narrative and Emerging Media program. The second keynote, “Technology as a character,” was delivered by Tupac Martir, an award-winning multidisciplinary digital artist whose work redefines the boundaries of lighting design, performative reality, and the integration of cutting-edge technology across music, theatre, fashion, opera, and immersive exhibitions.

IMX 2026 included four workshops on the pre-conference day, providing an opportunity to discuss both established and emerging topics in an environment that encouraged active engagement and exchange of ideas. The workshops were: Interaction and Storytelling with(in) Immersive Media (ISIM) – New Avenues for Increased Engagement; Understanding Human Reasoning and Sensegiving About AI-Generated Images and Video; Co-Creating with Plants: Backcasting Ecological Futures into Design; and EFHIC: The Everyday Future of Hybrid Interactive Communications. Workshop papers were published in the IMX ICPS series. The Doctoral Consortium brought together seven PhD students who shared their work and discussed it with peers and senior mentors.

During the main conference days, IMX 2026 featured 21 demos, including 11 demo papers and 10 work-in-progress posters that also offered a demo, 44 work-in-progress posters, and a diverse set of IMX in Industry talks and exhibitions.

We remained committed to improving the accessibility of IMX events and content. To support accessibility of the proceedings, we used ACM’s TAPS production workflow to prepare the papers for publication. In addition, measures were in place to support an inclusive and accommodating environment for attendees.

We are grateful to the Organizing Committee, reviewers, student volunteers, and everyone involved in making this conference possible. We also thank our sponsors and supporters for enabling IMX 2026 to be a vibrant, inclusive, and meaningful event. Finally, we express our heartfelt appreciation to all participants—the essential driving force behind the 13th edition of the conference series.

Niall Murray

Technological University of the Shannon:
Midlands Midwest
IMX 2026 General Chair

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Technology
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Yvette Wohn
New Jersey Institute of Technology
IMX 2026 Technical Paper Chair

Heike Winschiers-Theophilus
Namibia University of Science and
Technology
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National University of Singapore
IMX 2026 Diversity & Inclusion Chair

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