

Seoul VR·AR Conference 2019

Speaker Submission Guidance XR Convergence : the only way



Present and original IDEA



Your proposed talk should be authentic and applicable in the real world of VR AR marketing, strategy, education, game, market research or technology.

Include a case study



We're more likely to consider proposals that include practical case studies and/or examples.

Limit the scope



Pick a specific useful aspect that you can handle in 30minutes.



Tangible takeaways

Attendees want to walk away with a plan of action. Be sure to include specific lessons related to the topic.

No Sales pitches



Your Awesome tips and tactics are more interesting than your personal brand sales.

2018
Fact
Figures

2000+
ATTENDEES

50+
SPEAKERS

40+
SESSIONS