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2026 IEEE INTERNATIONAL WORKSHOP ON



Sport Technology and Research

ROVERETO (TRENTO), ITALY / DECEMBER 9-11, 2026

ORGANIZERS

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IMPORTANT DATES

OCTOBER 9, 2026
PAPER SUBMISSION DEADLINE

OCTOBER 30, 2026
PAPER ACCEPTANCE NOTIFICATION

NOVEMBER 13, 2026
FINAL PAPER SUBMISSION DEADLINE

VENUE

Rovereto is a historic town in the Trentino region of northern Italy, nestled in the Adige Valley between mountains and vineyards. Known as the "City of Peace," it is home to the renowned MART, the iconic Bell of the Fallen, and a rich cultural heritage shaped by its strategic position between Italy and Central Europe. Today, Rovereto combines history, art, innovation, and a high quality of life in a picturesque Alpine setting.

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Sport is one of the most dynamic and promising sectors in terms of investment in research and innovation. The main purpose of the IEEE workshop on Sport Technology & Research is to offer a forum where researchers and practitioners from different sectors can share ideas, models, scientific results and experiences on how to use technology in analyzing sport performance, creating and testing new equipment and materials, developing new training methods, monitoring health, motivating to healthier lifestyles, encouraging fan engagement, and designing smart sport facilities. The IEEE-STAR workshop series aims at enhancing the practice of sport and at increasing physical activity levels across the population; the workshop also recognises the role of sport as a vehicle for social inclusion and economic development.



Call for Papers

Interested researchers, academics, practitioners and industry partners are invited to submit papers for the Workshop. Papers that involve joint authorship with students, industry and community partners are encouraged. Early career researchers and research students are also encouraged to contribute papers.

All contributions will be peer-reviewed and acceptance will be based on quality, originality and relevance. Accepted and presented papers will be submitted for inclusion into **IEEE Xplore Digital Library**, subject to meeting IEEE Xplore's scope and quality requirements.