




MAIN PROGRAM

- ✓ Opening Ceremony
- ✓ Keynote Addresses
- ✓ Tutorials & Workshops
- ✓ Regular Sessions
(Oral & Poster presentation)
- ✓ Special Sessions
- ✓ Young Leaders Conference
- ✓ Exhibition
- ✓ Banquet

KEY DATES

-  **Paper Submission**
March 31 (Tue.)
-  **Acceptance Notification**
May 29 (Fri.)
-  **Pre-registration**
June 8 (Mon.)– July 31 (Fri.)

ORGANIZING COMMITTEE

General Chair	President & CEO, Chung Yi (Samsung Display Co., Ltd., Korea)
General Co-Chair	Prof. Hyun Jae Kim (Yonsei Univ., Korea)
Executive Chair	Prof. Min Chul Suh (Kyung Hee Univ., Korea)
Executive Co-Chair	Prof. Chang-Jae Yu (Hanyang Univ., Korea)
Technical Program Chair	Prof. Jae-Hyeung Park (Seoul Nat'l Univ., Korea)
Technical Program Co-Chair	Prof. Jin-Seong Park (Hanyang Univ., Korea)
Exhibition Chair	Dr. Chan-Jae Lee (KETI, Korea)
General Secretary	Prof. Yoonseuk Choi (Hanbat Nat'l Univ., Korea)
Technical Program Secretary	Prof. Jonghee Lee (Hanbat Nat'l Univ., Korea) Prof. Hee-Jin Choi (Sejong Univ., Korea)

EXHIBITION

Exhibition Title	IMID 2026 Display Future Road Show
Exhibition Schedule	August 19 (Wed.) – 21 (Fri), 2026 / 3 days
Venue	3B Hall, Exhibition Center I, BEXCO, Busan, Korea
Program	Special Exhibition (Exhibitor's Booth), Recruiting Booth

ABOUT BUSAN



Located at the southern tip of the Korean peninsula, Busan is the second largest metropolis in Korea. It is home to the country's longest river, longest beach, and most significant port. Its geography includes a coastline featuring superb beaches, scenic cliffs, and mountains that provide excellent hiking and extraordinary views with hot springs scattered throughout the city. Busan enjoys four distinct seasons and a temperate climate that never gets too hot or cold. For these reasons, Busan is becoming a world-class city for tourism and culture and a hot spot destination for international conventions.

IMID 2026 VENUE 'BEXCO'

BEXCO, a landmark in the global maritime city of Busan, is a facilitator of successful business that has a vast wealth of knowledge and expertise. The center implements a differentiated operation strategy that is based on its many years of successfully attracting and hosting highly acclaimed, largescale international events. BEXCO prides itself on being a world-leading exhibition and convention center that offers incomparable value to each of its clients. We are looking forward to seeing you in BEXCO, Busan.



IMiD 2026

The 26th International Meeting on
Information Display
Lightcrafting the Future

August 18-21, 2026
BEXCO, BUSAN, KOREA

Paper (1 page) Submission Deadline
March 31 (Tue.)



WELCOME MESSAGE

On behalf of the organizing committee of the 26th International Meeting on Information Display (IMID 2026), I would like to sincerely appreciate your kind attention to IMID 2026, which will be held at BEXCO in Busan, Korea from August 18 to 21, 2026.

IMID 2026 continues a series of annual conferences that began in 2001, organized by the Korean Information Display Society (KIDS) and endorsed by the Society for Information Display (SID). IMID is a prestigious platform for high-quality paper presentations and the premier venue for renowned experts worldwide to share their groundbreaking research findings.

IMID 2026 will feature a wide range of programs, including keynote speeches, invited talks, regular sessions (oral and poster presentations), Tutorials & Workshops (T&W), Young Leaders Conference (YLC), and Outstanding Student Conference (OSC). In addition, the IMID 2026 exhibition will showcase the latest display technologies and products from leading global companies.

I hope you will take this opportunity to engage in meaningful discussions across diverse areas of information display and to foster new collaborations with distinguished researchers and future colleagues from around the world.

Busan, a vibrant coastal city, offers an ideal setting for IMID 2026 with its advanced infrastructure, cultural richness, and warm hospitality. I trust your experience in Busan will be both meaningful and memorable.

I look forward to welcoming you to IMID 2026 in Busan, Korea.

Sincerely,

Chung Yi

General Chair of IMID 2026



CONFERENCE SCOPE

IMID 2026 Topic Scope

01. Special Session I: Display Technologies for Extreme Environmental Challenges

- Innovative characterization methods for assessing display reliability under harsh conditions; Innovative materials and designs for displays in extreme temperatures and radiation exposure; Strategies for maintaining performance in electric and magnetic field environments as well as in strong cavity; Development of OLED, QLED, and oxide TFT technologies for extreme environmental applications; Super high resolution displays for physical AI; Advanced environmental testing, including thermal cycling, UV resistance, and radiation exposure; Sustainability and lifespan optimization for displays in extreme environments; Breakthroughs in materials, processes, and system designs for enhanced environmental adaptability.

02. Special Session II: Free Form Factor Displays

- Flexible, foldable, rollable, and stretchable display technologies, including deformable display materials (substrates, conductors, semiconductors, barrier layers); emerging devices including various types of sensors, novel processes and manufacturing methods (printing, novel deposition/patterning techniques, transfer, laminating/delaminating); electro-optical effects; driving techniques and designs for deformable electronic devices including light-emitting devices and thin-film transistors; and device performance and reliability for all deformable display technologies.

03. Special Session III: Enabling Technology for XR Devices

- Materials, optical components, and devices (Micro-LED, Micro-OLED, LCD, Quantum dot, and other emerging display types) for eXtended Reality (XR) devices; Pixel structures, manufacturing processes, and system integration suited to near-eye displays and compact projection systems; Low-power and high-dynamic range driving techniques for high-resolution and high-speed XR displays; Sensing, processing, and interaction technologies crucial for immersive XR experiences. Image quality, content generation/processing, and low-latency rendering pipelines for comfortable and realistic XR environments; Human factors, psychophysics, and visual experiences for next-generation XR device design.

04. Active-Matrix Devices

- Micro & nano-crystal silicon, amorphous and crystalline oxide, oxynitride, metal halide, organic, and carbon nanomaterials based TFTs; quantum dot, perovskite, chalcogenides, 2D layered materials, and other emerging semiconducting materials and gate dielectric materials for TFTs; novel low temperature fabrication and annealing technology for TFTs; solution processed & printed TFTs; new structures/processes and novel application of TFTs; active-matrix devices for LCD, OLED, LED, QLED, and micro displays; novel and high performance active-matrix devices and system-on-panel (SOP); backplane technologies for emerging displays; emerging application of TFTs.

05. AI & Computational Technologies for Displays

- All aspects of AI & computational technology for display design/process/manufacturing/measurement; visual inspection; scheduling, predictive maintenance, anomaly detection, classification, human vision perception; numerical algorithm; OLED device simulation; quantum computing algorithm; Prediction of material/electrical/optical/mechanical properties of display; Enhancement of image quality; quality prediction of XR and computational displays.

06. Applied Vision/Human Factors

- Investigating display technologies that integrate human visual perception with physical properties, encompassing general displays, stereoscopic, autostereoscopic, AR/VR form factors, automotive, and transparent display devices. This includes optimizing display capabilities to create immersive experiences, leveraging the limitations of the visual system for efficient data processing and transmission, and developing innovative user interaction methods. Furthermore, we also develop and apply display metrology techniques to characterize and evaluate display performance, measuring optical, electrical, and perceptual parameters such as brightness, color accuracy, contrast ratio, and viewing angle, ensuring optimal display performance.

07. AR/VR/MR and 3D Display Optics

- Advanced technologies for AR/VR/MR and 3D display; near-to-eye display and head-up display; stereoscopic, light-field, volumetric, and holographic displays; optics for AR/VR/MR and 3D display; image/scene capture, conversion, and machine learning for content generation; spatial computing; image formats, compressions, and standards; user interaction and low-latency techniques for immersive experience; measurement and performance evaluation; novel applications.

08. Interactive Technologies

- Interactive technologies enabling real-time and bidirectional interaction between users and display-enabled systems, including touch, tactile, gesture, and multimodal interaction; Soft, flexible, and deformable materials and devices, including organic, polymer, and hybrid systems, for interactive interfaces such as electronic skins and conformable tactile platforms; Sensor-integrated interactive displays combining sensing, signal processing, and feedback for intuitive human-machine interaction; interactive systems for emerging applications including wearable electronics, robotics, automotive interfaces, and immersive environments; Emerging materials, device architectures, and manufacturing innovations for scalable and reliable interactive technologies.

09. Display Electronics and Systems

- Advanced algorithms for display driving technology such as AI; display system and peripheral designs; circuits and algorithms for microdisplays; touch interface electronics; TFT circuits (driving methods and circuits for display devices and systems); driver ICs; image signal processors; display interface technologies; driving electronics of touch panels; image quality enhancement methodologies and systems; neuromorphic systems; all novel integrations of displays into specialized devices as well as system-level aspects of electronic displays.

10. Display Manufacturing

- Thin and thick film deposition, lithography, etching, cleaning, printing, coating, and various plasma technologies; process & equipment technologies for new and emerging displays including flexible & wearable applications; display manufacturing issues related to advancements such as performance improvement, cost reduction, high throughput, and flexibility; material issues in display processes, including synthesis and deposition of emerging materials; process & equipment technologies for display circuits and interfaces; process & equipment for printed electronics including display and sensor fabrication; applications in display manufacturing processes.

11. Metrology and Inspection Technologies

- Novel research on metrology and inspection technology for display industry; process metrology for OLEDs, LEDOs, QD-display, OLED and LCD devices manufacturing; high resolution optical imaging system; artificial intelligence (AI) technique for MI industry; deep learning algorithm for inspection; generative AI technique with digital twin; electrical measurement technology for TFT; advanced MI technique for thickness and critical dimension; 3D&2D profile measurement system; oxide material property measurement technique; new visual inspection technology.

12. Emerging Materials and Devices

- Emerging display materials and device architectures such as metamaterials, metasurfaces, metalenses, 2-dimensional (2D) materials, perovskite materials, quantum dots and other related materials; Emerging display materials for XR display and devices (virtual reality, augmented reality, extended reality, hologram, 3D display, etc); High-refractive-index, low-loss materials and active materials for display; Structural color filters for display; Transparent conducting electrode materials for display; Emerging display materials for automotive and aviation display applications, and interactive display applications.

13. LC and Electronic/Optical Materials Technologies

- Novel functional materials/optics/architectures for future displays including High-image-quality, high-resolution, and high-dynamic-range LCD; Automotive displays/Optics; QD-enhanced displays; LC materials for EL/PL components; Up/down-conversion photonics materials; AR-VR and 3D Optics/Materials; Geometric phase holograms; Diffraction/Guide optics/Materials; Polarization Modulators; Optical Activity/Chirality; Smart windows; LC photonics/Lens; GHz/THz modulators; Nano-structured LC components/devices; Optical films/retarders/fabrics; Soft sensing materials; Soft lithography; Molecular design/synthesis of adaptive materials; Stimuli-responsive materials; LC elastomers; Biomedical LC materials and applications; Ecofriendly display materials; Green display components; Low power/Light conversion displays.

14. Micro-LEDs

- Advances in LED-based displays; micro-LED epitaxy, device physics, and pixel fabrication (including size-effect mitigation, sidewall passivation, light extraction, thermal management, and reliability); backplane and heterogeneous integration (CMOS/LTPS/oxide TFT, hybrid bonding and wafer/panel-level packaging); manufacturing technologies for mass transfer, bonding, repair, yield and cost modeling, and in-line metrology/AI inspection; phosphor, quantum dot, and perovskite materials and patterning processes for color conversion and optical cross-talk control; micro-LED display panels with active/passive driving, compensation algorithms, and system-level optics; miniaturization for flexible/stretchable and transparent displays; and application-specific micro-LED modules for AR/VR microdisplays, bio-healthcare, and automotive systems.

15. OLEDs

- Design and characterization of OLED materials; emerging OLED materials, including chiral emitters, organic radicals, and more; exciton dynamics and energy transfer in OLED materials; device physics for high-performance OLEDs; novel emission mechanisms of OLEDs; enhancement of out-coupling efficiency; improvement of optical properties of OLEDs; device stability and degradation analysis; organic and inorganic interfaces in OLEDs; OLED electrodes; OLED manufacturing; OLED patterning process; solution-processed OLEDs; white and tandem OLEDs for displays; encapsulation materials and processes; environmental reliability; novel applications.

16. Quantum Dots

- QD fundamentals, including synthesis and characterization of Semiconductor nanocrystal QDs and perovskite, optical and electrical properties of QDs; QD display technologies, including perovskite and QD-based color conversion for LCDs, micro-LEDs, QLEDs; QD-based energy conversion devices and systems; QD photodetectors; high-resolution and fine patterning of QDs; emerging QDs, including perovskite QDs, graphene QDs and more.