Call for papers: AVI-CH 16

Workshop on **Ad**vanced **V**isual **I**nterfaces for **C**ultural **H**eritage
(http://avich-16.di.unito.it/)

The rapid development of information and communication technologies (ICT) and the Internet, and recently also of Internet of Things (IoT) approaches, has enabled cultural heritage (CH) institutions to provide access to their collections in multiple various ways, both on-site and online, and to attract even wider audiences than those that visit the physical museums.
In parallel and part of the above, there is an enormous growth in user interfaces and in information visualization technologies. The range of visualization devices is growing by the day – from tiny smartwatch screens, trough wall-size large public displays, to the latest generation of immersive Head-Mounted Displays. Three Dimensional (3D) visualization techniques, boosted by the recent advances in web-based 3D rendering facilities, together with virtual reality (VR) technologies, play a fundamental role in the dissemination of cultural heritage information. For a promotional purpose, they allow for the general public to live immersive experiences in virtual, reconstructed locations, like ancient towns, and to visit existent but remotely located locations, such as worldwide cultural institutions and museums (such as Google Art Project). For preservation purposes, 3D scanning and visualization technologies provide scholars and cultural heritage professionals with a way to consult and maintain visual repositories of real exhibits, with the possibility of visualizing, comparing and studying 3D digital equivalents of real artworks physically situated in different locations.
Cultural heritage is one challenging domain of application for such novel ICT technology. CH is ubiquitous – just look around you. There is an abundance of CH related information available, about almost every object we can think of. How can we access and enjoy this information in Ubiquitous Computing scenario?
Advanced and natural human-computer interaction is a key factor in enabling such access and visual interfaces, whether they are tiny mobile screens or large wall mounted displays, they can all be part of the CH IoT and be part of an ubiquitous CH infrastructure, where information can be personalized and displayed/projected, on screens or overlaid on real objects.
The goal of the workshop is to bring together researchers and practitioners interested in exploring the potential of the state of the art of advanced visual interfaces in enhancing our daily cultural heritage experience.

Topics: Any work which is at the same time relevant to the AVI 2016 general list of topics and that is being applied to cultural heritage is relevant to the workshop. Specific topics of interest, when applied to cultural heritage are:

- Adaptive and Context-Aware Interfaces
- Information Visualization
- Interface Metaphors
- Interfaces for e-Culture and e-Tourism
- Mobile Interaction
- Multimodal Interfaces
- (Multi) Sensory Interfaces
- (Multi) Touch Interaction
- User Interfaces for the Internet of Things
- Virtual and Augmented Reality
- 3D technologies in Cultural Heritage
- IoT in cultural Heritage

Important dates:
Submission: March 25, 2016;
Notification to authors: April 15, 2016;
Camera ready: April 29, 2016;

Estimated workshop date: June 7, 2016.

Submission via easychair: https://easychair.org/conferences/?conf=avich2016
Submission types may be long research papers – reporting on complete research (8 pages), short papers reporting on work in progress (4 pages) or position papers presenting novel ideas (2-4 pages). Especially encouraged late breaking ideas and results related to studies presented at the main AVI conference. All submission must be formatted according to the ACM SIG format: http://www.acm.org/publications/article-templates/proceedings-template.html

The accepted papers will be published in a dedicated **CEUR-WS** volume.

Organizers:

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