

International Conference on Cultural Technology (ICCT 2017)

UNISERV CMU, Chiang Mai, Thailand

CALL FOR PAPERS



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Aim & Scope

ICCT2017 will be the most comprehensive international conference on the various aspects of cultural technology and its applications. The conference provides a chance for academic and industry professionals to discuss recent progress in the area of cultural technology. The goal of this conference is to bring together the researchers from academic and industry to share ideas, works, problems and solutions related to the multifaceted aspects of cultural technology. Authors are invited to submit original papers and works in all areas related to cultural technologies and their applications. Topics include, but not limited to, the following areas :

1. Digital Contents

- (a) Virtual Reality : Mixed reality for mobile, Multiple realistic space implementation, industry adaptive VR
- (b) Game : Massive on-line game based on virtual world, Game for welfare promotion, Immersing cinematic reality game
- (c) Convergence Contents : Senseware, Smart contents, Edu-Contents
- (d) Media : Animation CG, Digital cinema

2. Foundation / Source

- (a) Contents Design: Storytelling, Contents production pipeline
- (b) Graphics : Physical engine, Rendering, 3D stereoscopic, Hologram
- (c) UX-based Interface : User experience, Action recognition
- (d) Social Media : Social media
- (e) Big Data : Data retrieval for culture contents, Data collection and analysis for culture contents, DB modeling for culture contents, DBMS for culture contents

3. Performance / Exhibition

- (a) Performance Technology : Technology for cutting edge of performance, Massive performance technology,
- (b) Exhibition : Advance implementation technology, Digital exhibition technology
- (c) Crafts : Traditional material modernization, production technology modernization
- (d) Traditional Music : Modernization of traditional music, Advancement of traditional musical instruments, Popularizing traditional music

4. Copyright

- (a) Copyright Protection Technology : Prevention technology of illegal copy, Platform technology for copyright protection
- (b) Invigoration of Copyright Usage : Detection technology of copyright infringement, Management of copyright-works distribution

5. Culture Service

- (a) Cultural Heritage Technology : Culture enjoyment support technology, Restoration technology of original form
- (b) Tourism Service Technology : Evaluation model of tourism resources, Characterization technology of tourism factor, Awareness raising of tourism R&D, Construction of tourism R&D support system
- (c) Sports Service Technology : u-sports care service, sports service marketing, sports service information, sports image/video analysis, virtual sports
- (d) Library : Journal publishing technology, Repository technology

6. IT & CT Convergence Technologies

All convergence technologies in IT & CT areas

Submission of Papers

All papers will be fully refereed and undergo a blind review process by at least three referees of the international program committee. All accepted papers will be published in the ICCT2017 proceedings. Selected papers will be recommended to SCOPUS indexed journals and IJCT after further revision.

The paper must be written in English and follow the ICCT2017 paper template provided at the conference webpage. The paper length is limited to no more than 6 pages. Papers must be submitted only in MS-WORD(Doc) format. All paper submissions will be handled electronically via online submission system at the conference webpage.

Important Dates

Paper Submission : **November 1, 2016**
Author Notification: **November 20, 2016**
Camera-Ready Registration: **December 1, 2016**

Contact Information

If you have any question for the conference, please contact Program Chair at dongkyun@knu.ac.kr

On behalf of
ICCT2017 Conference Chairs