http://icct.iacst.org

International Conference on Culture Technology 2018

November 15~18, 2018, Zhijiang College of Zhejiang Univiersity of Technology, Shaoxing, China

CALL FOR PAPERS

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Aim & Scope

ICCT is the first and comprehensive international conference on the various aspects of culture technology and its applications. The ICCT 2018 will provide a chance for academic and industry professionals to discuss recent progress in the area of culture 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 multifaced aspects of culture technology. Authors are invited to submit original papers and works in all areas related to culture technologies and their applications. Topics include, but not limited to, the following areas :

1. Digital Contents
(a) VR & AR: Augmented reality, Virtual reality, Mixed reality, 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) Data Management: Data retrieval for culture contents, Data collection and analysis for culture contents, DB modeling for culture contents, DBMS for culture contents
(f) Copyright Technology: Copyright protection & usage technology, Detection technology of copyright infringement, Management of copyright-works distribution

3. Performance / Exhibition
(a) Performance Technology : Technology for cutting edge of performance, Massive performance technology,
(b) Exhibition : Advanced 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. 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
(e) Museum Technology: All museum technologies including exhibition and preservation technology
(f) Copyright Technology: Copyright protection & usage technology, Detection technology of copyright infringement, Management of copyright-works distribution

5. Advanced Technology
(a) Machine Intelligence: Intelligent technology applied to culture technology, new AI technology
(b) IOT & Big Data: IOT & Bigdata technology applied in culture technology, new IOT & Big Data technology

6. Humanity / Social Science
(a) Culture & Technology in Humanity: culture and technology related with humanity study
(b) Culture & Technology in Social Science: culture and technology related with social science study

7. Art / Design
(a) Culture & Technology in Art: culture and technology related with art
(b) Culture & Technology in Design: culture and technology related with design

8. Convergence Technologies
All convergence tehnologies not limited to a specific field

9. Special Session : " Future Making Workshop"
Workshop on Practical 3D Printing Applications by Autodesk, 3dPlus, MegaMaker, and Sindoh

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 ICCT 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 ICCT 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 : September 20. 2018
Acceptance Notification: October 10. 2018
Camera-Ready Paper Submission: October 20. 2018

Contact Information

If you have any question for the conference, please contact Program Chair at dongkyun@knu.ac.kr
On behalf of ICCT 2018 Conference Chairs

International Association for Convergence Science & Technology

KSAF 한국과학예술포럼
Korea Science & Art Forum

HLiST ASSOCIATION OF HISTORY, LITERATURE, SCIENCE AND TECHNOLOGY

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