

# VSMM2010 First Call for Contributions

Last Updated Friday, 23 April 2010

The 16th International Conference on Virtual Systems and Multimedia

VSMM 2010

Dates: Oct. 20-23, 2010

Venue: COEX Seoul Korea

Website: [www.vsmm2010.or.kr](http://www.vsmm2010.or.kr)

Theme: Transdisciplinary Creativity & New Media in Art, Science, and Heritage in 21C

## CONFERENCE COMMITTEE

Honorary Chairs:

Lewis Lancaster: Executive Director, ECAI (Electronic Culture Atlas Initiative);  
Professor Emeritus, UC Berkeley

Jeffrey Shaw: Founding Director, ZKM Institute of Visual Media;  
Director of i-Cinema UNSW, Sydney;  
Dean of the School of Creative Media, City Univ. of Hong Kong

General Chairs:

Hyun Seung Yang: Dean of Research KAIST;  
Director of KAIST-Microsoft Research Collaboration Center (KMCC)

Alonzo C. Addison: Special Advisor, UNESCO World Heritage Centre;  
Vice President, ICOMOS ICIP

Michitaka Hirose: Professor, the Univ. of Tokyo;  
Vice President, VR Society of Japan

Organizing Chairs:

Hideo Saito: Professor, Keio Univ.; General Co-Chair of ICAT2006, ICAT2008  
(International Conference on Artificial Reality and Telexistence)

Myung Joon Kim: Senior Vice President, ETRI (Electronics & Telecommunications Research Institute)

Program Chairs:

Kiyoharu Aizawa: Professor, the Univ. of Tokyo  
Fabio Remondino: Research Scientist, Fondazione Bruno Kessler, Italy

Workshop Chair:

Mario Santana: Executive Officer, VSMM Society;  
Professor of KU Leuven and UPenn  
Papers, Workshop & Tutorial Proposal Submission Guidelines:

Topics include (but are not limited to):

TransMedia, Science and Arts  
TransMedia Theory and Design  
TransMedia, Art and Content  
TransMedia and Future Computing  
TransMedia and IT Convergence  
TransMedia and Creative Industry

VR/AR/MR

Ubiquitous MR/AR  
3D Modeling, Interpretation and Reconstruction  
3D conservation, preventive maintenance and preservation of historic places  
Immersive Virtual Environments  
Rendering and Visualization of Large-scale Models  
Real time Visual Tracking and Registration  
Wearable and Mobile MR/AR

Distributed and Collaborative MR/AR  
Industrial MR/AR Applications  
Medical MR/AR Applications  
MR/AR for Entertainment  
MR/AR for Training  
Robotics and Tele-Presence  
Avatars and Virtual Community  
Aural, Haptic and Olfactory Augmentation

#### VIRTUAL HERITAGE

MR/AR for cultural heritage  
Digital Libraries and Archives  
Digital Documentation (2D/3D laser scanning, Lidar, photogrammetry, ..)  
3D Modeling, City Modeling, and Large-scale Terrain Modeling  
Digital Anastylis, Restoration and Preservation  
Applied Shape and Pattern Recognition in Heritage  
Digital Heritage Tools and systems  
Geo-temporal 3D Databases  
Remote Sensing and GIS for Culture Heritage  
Virtual Heritage, Virtual Tourism and Museum Applications  
Heritage Interpretation and Presentation, Kiosks and Site Explanations  
Case Studies for Virtual Heritage  
Webcams and Site Monitoring  
Cultural Heritage and Edutainment  
Enhanced Environments and Locative Media  
Virtual Reality in Archaeology and Historical Research

#### MEDIA ART, SCIENCE & TECHNOLOGY

Ubiquitous/Pervasive Media and Art  
Media Arts and Creative Technologies  
Digital Cinema and Media Performance  
Computer Music  
Interactive and Mobile Media & Art  
Museum Art and Exhibitions  
Networked Experiences  
Site-specific Installations  
Experimental Art Forms  
Affective Computing  
Collaborative Spaces and Environments  
Application of Serious Gaming Technologies  
Playfulness and Experience Design  
Digital Arts and Politics  
Digital Storytelling and Nonlinear Scripting

#### ENTERTAINMENT AND EDUCATION

MR/AR for entertainment  
Traditional, Mobile, Location Based, Online and Pervasive Gaming  
Entertainment Design Theory  
Mobile Entertainment,  
Education, Virtual Classroom and Virtual Collaborative Learning  
Interactive Television  
Digital Broadcasting and Digital Cinema,  
Interactive Graphic Design; Interactive Sound Design  
Narratives / Digital Storytelling,  
Smart Gadgets and Toys,  
Social Impact, Social Networking, Sound and Music,  
Social and Interactive Computing and Media

#### HUMAN FACTORS

Human Factors/Human-Centered Design Issues  
Usability Studies and Experiments  
Social Implications

VSMM 2010 will cover not only technical but also artistic, empirical and theoretical issues regarding TransMedia practices and we invite submissions of

- | Workshop and Tutorial Proposals
- | Full Papers (not exceeding 8 pages)
- | Short Papers (not exceeding 4 pages)
- | Posters (not exceeding 2 pages)

All accepted peer-reviewed papers will be published in the Conference Proceedings (IEEE) and available at the conference. Please use the IEEE format for your paper.

A special issue with the top 6-8 long papers will be published in the International Journal

All Workshop and Tutorial proposals must include the organizer/lecturer's name, affiliation, mailing address, phone number, fax number and email address together with title, objective, contents, number of speakers, and expected number of participants.

Workshop and Tutorial proposals must be submitted to [hsyang@kaist.edu](mailto:hsyang@kaist.edu)

All Paper submissions must include the author's name(s), affiliation, complete mailing address, phone number, fax number and email address. Papers should be submitted through the automated EasyChair system at <http://www.easychair.org/conferences/?conf=ags09> either in PostScript or PDF format

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Important Dates:

Deadline for Tutorial & Workshop Proposal Submission: Jan 31, 2010

Deadline for Full and Short Paper Submissions: April 10, 2010

Notification of Acceptance for Full and Short Paper Submissions: May 15, 2010

Deadline for Poster and Demo Submissions: May 30, 2010

Notification of Acceptance for Poster and Demo Submissions: June 30, 2010

Camera Ready Copy: July 31, 2010  
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Feel free to broadcast this information and to encourage people to submit papers, posters, workshop & tutorial proposals to VSMM 2010. You can submit, check and update your data at the following URL:

<https://www.easychair.org/login.cgi?conf=vsmm2010>

On Behalf of Organizing Committee of VSMM 2010

Hyun Seung YANG (KAIST)

Alonzo Addison (UNESCO)

Michitaka Hirose (Univ. of Tokyo)

VSMM Society ([www.vsmm.org](http://www.vsmm.org))

Honorary President: Takeo OJIKI

President: Hal Thwaites, Multimedia University Malaysia

Vice President: Alonzo C. Addison, UNESCO World Heritage Centre

Executive Officer: Mario Santana, KU Leuven and UPenn