

The 16th International Conference on Virtual Systems and Multimedia

Dates: Oct. 20-23, 2010

Venue: COEX Seoul Korea

Website: 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;
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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

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

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

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)

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