Call for Workshop Papers

1st International Workshop

Plug into Cultural Heritage

This workshop will be held as part of the INTETAIN 2017 conference, June 20–22, 2017, Funchal, Madeira, Portugal: http://www.intetain.org/2017/show/home

CULTURAL HERITAGE

What is cultural heritage? How can society become more actively involved in cultural heritage activities, not only as an observer but also as a contributor to the definition of heritage? Cultural heritage is considered an important precondition for genuine sustainability. However, existing applications for heritage dissemination do not really create heritage communities. Adequate ICT tools are necessary to support citizens in their everyday activities in shaping cultural heritage and be shaped by it. Social platforms offer potential to build such networks, but can be further exploited for heritage promotion. Technology could help better in providing a seamless integration of cultural heritage in people's everyday life.

CONTRIBUTIONS

This workshop aims to bridge this gap by exploring on necessary tools and challenges to allow citizens to share and obtain local heritage knowledge. We invite contributions relevant to cultural heritage (tangible, intangible and natural) such as literature studies, user studies, design concepts, and position papers. Topics include but are not limited to:

- Technology design and evaluations incl. augmented and virtual reality, collaborative games, locative multimedia, and mobile HCI in general
- Opportunities and challenges for community involvement incl. special interest groups such as the elderly and migrant communities
- The role of current social media in cultural heritage awareness

ORGANIZER(S)

Veranika Lim (Dyson School of Design Engineering, Imperial College London, UK)

PROGRAM COMMITTEE

Nikos Frangakis (Institute of Communication and Computer Systems (ICCS), Greece)
Lorenzo Picinali (Dyson School of Design Engineering, Imperial College London, UK)
Sophia Adam (Institute of Communication and Computer Systems (ICCS), Greece)
Peter Bednár (Technical University of Kosice (TUK), Slovakia)
Luis Molina Tanco (Universidad de Málaga (UMA), Spain)
Luca Simeone (Vianet, Italy)
Silvia Brandalesi (XTeam, Italy)

Christos Ringas (The Piraeus Bank Group Cultural Foundation, Greece)
Katarina Scerbanovska (East Slovakian Museum, Slovakia)
Daphne tsevreni (Clio Muse Applications and Developments for Culture Private Company, Greece)

IMPORTANT DATES

Paper Submission deadline: 14 April 2017

Notification: 5 May 2017

Camera-ready deadline: 22 May 2017 Start of Conference: 20 June 2017 End of Conference: 22 June 2017

PUBLICATION

All accepted papers will be published in the official INTETAIN Proceedings (LNICST, Springer). These papers will undergo a regular reviewing process by members of the workshop's program/reviewing committee. Position papers are also welcome but will not be included in the Proceedings of INTETAIN. Papers can contain up to 10 pages, including references. Papers will also have the opportunity to showcase their work in the demo sessions during the conference.

FORMAT AND SUBMISSIONS

Papers should be formatted according to Springer LNICTS Author's Kit. All submissions must be in English and should be formatted according to Springer LNICST. Microsoft Word and LaTex templates as well as complete formatting instructions can be found at: http://www.springer.com/series/8197. All papers should be sent to v.lim@imperial.ac.uk.