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**The Third ICST International Conference on Arts and IT (ArtsIT2011)**

       <http://artsit.org/>

  Esbjerg, Denmark,7-9 December 2011

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**Call for Papers**

**Scope**

The International Conference on Arts and IT (ArtsIT2011) will be held in Esbjerg, Denmark, December 7th-9th, 2011. This conference is planned to be a place where people in arts, with a keen interest in modern IT technologies, meet with people in IT, having strong ties to arts in their works. The aim is to bring art to all people while offering the artists a creative tool to extend the grammar of the traditional arts.

With the evolution of intelligent devices, sensors and ambient intelligent/ubiquitous systems, it is not surprising to see many researches and arts projects starting to explore the design of intelligent artistic artefacts. Ambient intelligence supports the vision that technology will become invisible, embedded in our natural surroundings, present whenever we need it, attuned to all our senses, adaptive to users and context and autonomously acting. High quality arts or information should be potentially available to any user, anywhere, at any time, with any device. The information environments will be the major drivers of culture which will eventually lead to the future **space** (intelligent, interactive, invisible and informative) - Utopia kind of life.

We cordially invite prospective authors to submit papers in the following areas towards the applications of arts in any forms, such as performing arts, images, animations, visualization, music, sculptures, and so forth

**Topic areas**

The specific topics of the conference include, but are not limited to:

* **New Media Technologies (**Evolutionary systems that create arts or display art works, such as tracking sensors, wearable computers, mixed reality, etc.)
* **Software** **Art (**Image processing or computer graphics techniques that create arts, including algorithmic art, mathematic art, advanced modelling and rendering, etc.)
* **Animation Techniques (**2D or 3D computer animations, AI-based animations, etc.)
* **Multimedia (**Integration of different media, such as virtual reality systems, audio, performing arts, etc.)
* **Interactive Methods (**Vision-based tracking and recognition, interactive art, etc.)
* Now in its 3rd edition, ArtsIT has become a leading scientific forum for dissemination of cutting-edge research results in the area of Arts, Design & Technology. The Esbjerg event will bring together leading researchers and practitioners from academia and industry to present their innovative work and discuss all aspects and challenges in a stimulating environment.

ArtsIT is by nature a multi-disciplinary conference, therefore attracting people across a wide spectrum of interests and disciplines including computer science, design, arts, sociology, anthropology, psychology, and marketing. The main goal of ArtsIT is to stimulate discussion in the development of new and compelling art concepts and applications. All participants are encouraged to present work they believe will shape the future of the industry, going beyond its established paradigms.

**Submission guidelines:**

# Papers

For this year, we will accept papers up to eight pages long.

**Important date**

Submission deadline: 1 October 2011
Notification of acceptance:15 October 2011

Reviews will be single blind (i.e., include authorship information with the submitted paper).

Accepted papers will be presented at the conference and, at least, one author of each accepted submission must register for the conference before the early registration deadline in order for the final paper version to appear in the conference proceedings.

Selected papers will appear in the **International Journal of Arts and Technology (Inderscience).**

**Submission rules**

1. Papers must be in English.
2. Previously published work may not be submitted, nor may the work be concurrently submitted to any other conference or journal. Such papers will be rejected without review.
3. Papers must be submitted as PDF documents.
4. The paper submissions must use the template. Authors may include supplementary materials (such as a video) with the submission, and such materials are highly encouraged if they provide evidence of the claimed contribution. Videos should not be longer than 5 minutes long, and the total size of all submitted materials (including the PDF document) must be under 20MB. If you include a video, also include a text file describing what codec you used to create the video. Videos should be playable by either the current Windows Media Player or Apple QuickTime player. It is preferable that your video be playable by these standard players without requiring additional codec installations. If you require a special codec (e.g. DivX), make certain that you include instructions on how to find and install that codec. If the reviewers cannot play your video file, it will reduce the chances of your submission being accepted.

I**mportant Dates**

|  |  |
| --- | --- |
| Abstract submission deadline | 1 October 2011 |
| Submission deadline | 1 October 2011 |
|  |  |
| Notification of acceptance | : 15 October, 2011 |
| Camera-ready deadline | : 30 October, 2011 |
| Conference in Esbjerg | : 7-9 December 2011 |

If you have questions about papers, please contact the Program Chairs at info@artsit.org

# Posters

Poster contributions provide researchers with an opportunity to present their preliminary or exploratory work, smaller projects or research findings that are not yet suitable for a paper, but nonetheless merit discussion from an open forum.

Submissions to this track should not exceed 2 pages.

**Important date**
Submission deadline: 1 October 2011

Authors of accepted Late Breaking Results are required to bring their posters to the conference and, at least, one author of each accepted submission must register for the conference before the early registration deadline in order for the final paper version to appear in the conference proceedings.

Accepted manuscripts will appear in the **International Journal of Arts and Technology (Inderscience).**

Submissions must be in English.

1. Previously published work may not be submitted, nor may the work be concurrently submitted to any other conference or journal.
2. Late Breaking Results must be submitted as PDF documents.
3. The submissions must use the template – see above.
4. Authors may include supplementary materials (such as a video) with the submission, and such materials are highly encouraged if they provide evidence of the claimed contribution. Videos should not be longer than 5 minutes long, and the total size of all submitted materials (including the PDF document) must be under 20MB. If you include a video, also include a text file describing what codec you used to create the video. Videos should be playable by either the current Windows Media Player or Apple QuickTime player. It is preferable that your video be playable by these standard players without requiring additional codec installations. If you require a special codec (e.g. DivX), make certain that you include instructions on how to find and install that codec. If the reviewers cannot play your video file, it will reduce the chances of your submission being accepted.

**Submission Procedure**
Please submit all materials via the conference submission system.

 If you have questions about Late Breaking Results please contact the Program Chair at info@artsit.org

# Creative Showcase & Interactive Art

The Creative Showcase and Interactive Art section is open to a large variety of submissions including, but not limited to:

* Technical demonstrations of prototype technologies of advanced entertainment technology
* All varieties of video and computer games
* Interactive art, drama, fiction and other narrative forms
* Web and mobile-based computer entertainment
* Audio, visual and other sensory forms of digital interaction

**Important date**
Submission deadline: 1 October 2011

Accepted works will be demonstrated to conference attendees during the Creative Showcase and Interactive Art session.

Accepted Creative Showcase & Interactive Art abstracts will appear in the **International Journal of Arts and Technology (Inderscience).**

**Submission rules**

1. Submissions must be in English
2. Submissions to this track should be accompanied by a 2 pages document. See Template details above.
3. Previously published, demonstrated or under submission work can be submitted, but information on prior exposure of the work must be provided in the submitted paper. Novelty is an important selection criterion for ArtsIT Creative Showcase & Interactive Art.
4. The extended abstract must be submitted as PDF documents. The submission should include all information necessary for a thorough evaluation of your contribution.
5. Authors may include supplementary materials (such as a video or photos) with the submission, and such materials are highly encouraged if they provide evidence of the claimed contribution. Videos should not be longer than 5 minutes long, and the total size of all submitted materials (including the PDF document) must be under 20MB. Videos should be playable by either the current Windows Media Player or Apple QuickTime player. It is preferable that your video be playable by these standard players without requiring additional codec installations. If you require a special codec (e.g. DivX), make certain that you include instructions on how to find and install that codec.

**Demo Requirements**
By default, one table, two chairs, and one poster board with enough space left for one A0-sized poster in portrait orientation, 220-230V 60Hz power, and internet connectivity are available.
Participants are expected to bring the necessary equipment to the conference site with them. Demonstrations will be presented during the conference.

**Submission procedure**
Please submit all materials via the conference submission system: http://assyst-online.org/. .

If you have questions, please contact the Creative Showcase & Interactive Art Chairs at info@artsit.org

# Workshops

Conference workshops typically provide valuable in-depth discussions. If you are working in an emerging area, please consider organizing a workshop. They are an opportunity to move a new field forward and build a community. These workshops may consist of both invited and contributed papers that will highlight exciting new developments and currents trends of research.

**Important dates**

Submission deadline: 1 October 2011

Notification of acceptance:15 October 2011
Workshops: 8 December 2011

ArtsIT workshops might address basic research, applied research, new methodologies, emerging application areas or design innovations. Each workshop should generate ideas that give the community a new, organized way of thinking about the topic, or ideas that suggest promising directions for future research.

Workshops will be held on 8 December 2011. Two workshop formats will be available: half-day and full-day. Half-day workshops should be scheduled to use 3 working hours, with one break. Full-day workshops should be scheduled to use 6 working hours, with a mid-morning break, a lunch break, and a mid-afternoon break. Workshops typically have 15 to 20 participants. Focused interaction among participants is important, so participants must have informed positions based on prior experience.

Organizers are expected to:

* Publicize their workshop: organizers of an accepted workshop are encouraged to set up and maintain locally a web page in which they provide further and updated information about their workshop.
* Solicit papers from potential participants: A workshop paper is generally 2-4 pages long and outlines the submitter's view on the workshop theme and the reasons for the submitter's interest in the topic.
* Select participants on the basis of papers submitted to them.
* Send the list of confirmed participants to the Workshops Chair.
* Distribute papers and other pre-workshop materials to participants in advance of the workshop.
* Develop a final agenda of workshop activities.
* At the workshop, the organizer is responsible for facilitating discussion, maintaining productive interaction, and encouraging participation. The emphasis should be on group discussion, rather than on presentation of individual papers. Diversity of perspectives should be encouraged.

Workshop proposals should include the contact information and background of the workshop organizers, the workshop's topic, a plan for conducting the workshop (before, during and after) and a draft of the workshop's Call for Participation.

Please direct your inquiries or submission to the Workshops Chair

# Tutorials

**Important dates**
Submission deadline:1 October 2011

The goal of the ArtsIT2011 Tutorial Program is to offer conference attendees and local participants a stimulating and informative selection of tutorials reflecting current topics in Arts, Design and Technology and related issues. These tutorials will be conducted by experts who are specialized in their respective fields with high academic and research standards that are aligned with the conference.

Proposals will be considered for half-day and full-day tutorials. Topics should have a direct relevance to the interest of attendees.

**Submission Details**
All tutorial proposals must include:

* Tutorial title;
* Presenter contact information;
* Aims/Learning objectives;
* Duration (half or full day);
* Scope (general topic area);
* Relevance to ArtsIT2011 attendees;
* Keywords;
* Target audience;
* Prerequisite knowledge of audience;
* Tutorial abstract (1-2 paragraphs suitable for inclusion in conference registration materials);
* Full description (1-2 pages to be used for evaluation);
* Will tutorial materials be provided to attendees? If so, are there any copyright issues?;
* Tutorial history (previous offerings of tutorial, if any);
* Presenter biography;
* Relevant references that would support proposal evaluation;

Please send Tutorial proposals directly to the Tutorial Chairs at info@artsit.org

# Publication:

Accepted papers will be published in Springer's LNICST series and will appear in the SpringerLink, one of the largest digital libraries online that covers a variety of scientific disciplines, as well as in the ICST's own EU Digital Library ([EUDL](http://eudl.eu)). LNICST volumes are submitted for inclusion to leading indexing services, including DBLP, Google Scholar, ACM Digital Library, ISI Proceedings, EI Engineering Index, CrossRef, Scopus.

**General Chair**

Associate Professor Anthony Lewis Brooks PhD
Department of Architecture, Design and Media Technology, School of ICT, Aalborg University Esbjerg