

FIRST

CALL FOR PARTICIPATION

DigitalHeritage2013 International Congress

Over 13 Conferences, Symposia, Workshops and Exhibitions under one roof

28 October – 1 November 2013

Marseille, France

www.digitalheritage2013.org



Join us in the 2013 European Capital of Culture, Marseille, this fall for the world's largest gathering ever focused on *Digital Heritage*. A federated event of the leading scientific meetings in information technology for heritage, the Congress will for the first time bring **VSMM**, Eurographics **GCH**, UNESCO's **Memory of the World**, **Arquaeologica2.0**, **Archaeovirtual**, **Digital Art Week** and special events from **CAA**, **CIPA**, **Space2Place**, **ICOMOS ICIP**, and multiple others together in one venue with a prestigious joint publication. A ground-breaking public display of cutting edge digital heritage projects will also grace the conference venue at the new museum complex on the Marseille waterfront.

The Congress covers **heritage** in all its forms, focusing around **5 heritage themes**:

- Built Heritage** (sites to cities, towns and cultural landscapes, ie *World Heritage*),
- Culture & Traditions** (folklife to languages, song, dance, craft, ie *Intangible Heritage*),
- Museums & Collections** (movable objects and their museums, ie *Movable Heritage*)
- Libraries & Archives** (books to maps, audiovisual archives, ..., ie *Documentary Heritage*)
- Art & Creativity** (digital / new media art to creative digital and online culture)

Whether you are a researcher or practitioner, a cultural or digital professional, student or teacher, policy maker or vendor, we invite you to participate. Attend, submit a paper or poster, propose a panel or workshop, prepare a video or exhibit, or bring your product booth.

The Congress' International Scientific Committee is seeking:

Technical & Application Papers

Posters & Short Works

Panel, Workshop & Tutorial Proposals

Videos for a public screening

Applications/Installations for a public exhibition of digital heritage and digital art

Submissions are sought in 6 tracks spanning the challenges and opportunities brought by digital technology to heritage:

DIGITIZATION track

Digital Documentation & Input

Photogrammetry & image-based modeling
3D scanning & digitization (laser, structured light, motion capture, et al)
Remote sensing and aerial lidar
GNSS (GPS, GLONASS, Galileo)
Advanced document scanning
Low-cost & gaming 3D input
Ultra-high resolution photography
Infrared, UV, & HDR photography
Advanced sensor research

VISUALIZATION track

Digital Presentation & Output

Immersive and Active/Passive stereodisplays
Real + virtual worlds (mixed/augmented reality)
Virtualization of other senses (touch, taste, smell, sound)
Haptic & Multimodal interaction
Distributed VR & Local/remote rendering
Innovative interaction systems
Storytelling and design of heritage communications
Usability, effectiveness and interface design
Visual simulation of materials
Emerging visualization technologies

ANALYSIS track

Digital Content Management & Analysis

Historic Document Analysis
Remote Sensing Analysis (incl aerial image processing)
Finite element, structural and other analyses
3D modeling (CAD-based and reality-based)
Building Information Modeling (BIM)
3D, multimedia & GIS repositories/platforms/infosystems
Digital Curation
Virtual GIS and Mapping tools
Emerging technologies

POLICY track

Digital Heritage Policy & Societal Issues

Metadata Handling & Management
Digital Rights
Heritage Commons / Heritage Consortia
Cultural Analytics
Heritage at Risk
E-libraries
Digital Humanities
Virtual Reconstruction Issues
Realism and Interpretation in CH
Born digital content issues

PRESERVATION track

Digital Preservation & Standards

Metadata Handling & Management in Heritage
Requirements and policies
Trusted digital repositories / OAIS
Institutional Repositories
Semantic Web in CH
Long term storage and persistence
Data formats and compression for preservation

PROJECTS track

Digital Heritage Solutions & Best Practices

Integrated solutions and best practices in:
Virtual documentation
Virtual heritage
Virtual restoration & conservation
Virtual archaeology
Virtual museums & exhibitions
Multimedia valorization
Serious Games for heritage

A rich array of Panels, Workshops and Special sessions are being organized by the many federating event chairs. Selected submissions will also be invited by the federated event chairs to participate in relevant special sessions.

Works can be submitted around one or more heritage themes and technical tracks. Submissions may be theoretical or applied but must be *original, innovative and previously unpublished*.

All papers will be double-blind peer-reviewed by at minimum 3 referees from the Intl Scientific Committee. Every submission will have at least one technical and cultural reviewer to ensure a rich diversity of accepted works spanning both technology and the humanities. A two-volume publication is being produced in collaboration with IEEE and Eurographics. Selected papers will be republished in a number of prestigious journals to be determined, including the ACM Journal on Computers in Cultural Heritage. Note that since this is a joint World Congress, you need to submit only once to be considered for the integrated joint proceedings of all affiliated events. VSMM & Archeologica 2.0 will also award best paper prizes, while Archeovirtual & V-MUST will award best virtual museums.

See the Congress website www.digitalheritage2013.org for full details on submission types and requirements and deadlines. For further information info@digitalheritage2013.org

Key Deadlines:

- May 1** Extended-Abstract/ Panel/Workshop/Tutorial proposals due (notification Jun 1)
- June 1** Short Papers due (notification June 30, final camera ready due August 1)
- July 1** Full Papers & Posters due (notification Aug 1, final camera ready due Sept 1)
- August 1** Exhibit proposals due (notification Sept 1)