



<http://www.vsmm2009.org/workshops-1/segach-1>

Deadline extension: 24 May 2009

The “Serious Games in Cultural Heritage Field” (SeGaCH) workshop is intended to be a forum for the presentation of technological, cultural, and business advances in multi-disciplinary areas related with Serious Games applied to the Cultural Heritage (CH). The main objective of the workshop is the exploration of “engage yourself with the heritage” concept, in order to investigate new, compelling modalities of interacting with faithful representations of the CH and propose new areas of applications for Serious Games. The idea is to explore how to conveniently apply leading-the-edge entertainment technologies to the promotion and wide dissemination of contents and experiences related to the CH.

Best selected papers will be considered for a special issue in the International Journal of Arts and Technology (IJART, www.inderscience.com/ijart).

The topics of interest include (but are not limited to) the following aspects:

- Promotion of the cultural heritage through entertainment technologies

- Serious games to promote knowledge and interaction with the cultural heritage
- Virtual worlds with a cultural-heritage value
- Living worlds
- Online interaction with 3D reconstructions of the heritage
- Serious games programming and design
- Narrative related to cultural heritage (especially non-linear story-telling and interactive narrative)
- Digital tools for increasing the interaction of the general public with the cultural heritage
- Game Artificial Intelligence and Cultural Heritage
- Cultural Computing
- Cultural Knowledge Engineering
- Cultural Heritage applications-games in mobile devices
- Interactive Digital TV and Cultural Heritage
- New interaction modalities with digital representations of the cultural heritage
- Validation of the cultural appropriateness and usefulness of systems based on digital entertainment
- Evaluation and assessment methodologies
- User-centred design of cultural entertainment applications
- Business models for serious games and, more generally, for cultural entertainment
- Definition of user needs and stakeholder requirements for cultural entertainment projects
- Tools, methodologies and practices to support participatory and contextual design of multidisciplinary teams in projects for the digital heritage
- Case studies based on concrete experiences

Organisers:

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Scientific Committee:

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Paper submission:

To participate please send a full paper to: segach@elios.unige.it