TOPICS (include, but are not limited to)

ART & ENTERTAINMENT
- Media arts and creative technologies
- Digital entertainment and performance
- Traditional, Mobile, Location and Pervasive Gaming
- Serious, Artistic, Commercial, Pedagogic Game Design
- Human Factors/Human-Centered Design Issues
- Collaborative Spaces and Environments
- Innovative Applications of Technology in the Arts
- Context-aware Environments and Devices
- Application of Serious Gaming technologies
- Playfulness and experience design
- Digital performance
- Digital Arts and Politics
- Digital storytelling

EDUCATION
- Education and remote classrooms
- Effectiveness of VR for education
- Life Long Learning
- Collaborative Environments
- eMedicine, eLearning, eArt
- Social and Interactive Computing Applications
- Immersive Learning Experiences
- Virtual Museum Applications
- eLibraries and eArchives in Cultural Heritage
- Storytelling and authoring tools
- Tools for Education, Documentation and Training in CH

COMPUTER VISION & VIRTUAL REALITY
- VR technology, VR Content, VR Experience
- Robotics, tele-operation
- Mixed reality
- Artificial life and dynamic worlds
- Human interface and sensing
- 3D modeling and interpretation
- Immersive virtual environments
- Infrared imaging and analysis
- 3D/2D reconstruction
- Texture modeling
- Capture Technologies and Delivery Platforms
- Projection Spaces
- Stereoscopy and Panoramas
- Photogrammetry and Laserscanning
- 3D Data Capture and Processing in CH

CULTURAL HERITAGE
- Virtual Heritage: Cultural heritage interpretation and entertainment
- Edutainment for Cultural Heritage
- Computer Vision for Cultural Heritage
- Enhanced Environments and Locative Media
- On-Demand: anytime, anywhere media computing
- Cultural tourism
- Speech and communication in cultural heritage
- Virtual Heritage and Museum Environments
- Virtual Reality in Archaeology and Historical Research
- Social dimensions of Virtual Heritage
- Non-Photorealistic Rendering of CH Data
- Digital/Virtual Documentation of Archaeological Excavations

Important Dates
- Paper submission deadline: April 7, 2009
- Workshop proposals deadline: April 7, 2009
- Notification of acceptance: June 3, 2009
- Abstract, Installations etc.: June 30, 2009
- Camera ready paper: June 17, 2009

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