CALL FOR PAPERS

DIGITALHERITAGE2013
The 2013 International Congress on Digital Heritage

27 October – 1 November 2013
Marseille, France

www.digitalheritage2013.org

INVITATION
Join us in the 2013 European Capital of Culture, Marseille, France, this fall for the world's largest gathering ever focused on Digital Heritage. A joined 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 expo of cutting edge digital heritage projects will also grace the conference venue at the new museum complex on the Marseille waterfront.

SUBMISSION
DigitalHeritage2013, jointly with the affiliated Conferences and Exhibitions which are held under one common management and registration, invite you to participate and contribute to the 1st international forum for the dissemination and exchange of cutting-edge scientific knowledge on theoretical, generic and applied areas of digital heritage. We are seeking submissions of full papers, short papers, workshops, tutorials, exhibitions, applications and short works for consideration in the DigitalHeritage2013 Congress.

Note:
All submissions shall provide a mandatory abstract of max. 300 words by June 23, 2013

All submissions will need to be submitted by means of EasyChair that is accessible through www.digitalheritage2013.org/submission
This abstract is not used for the reviewing process. It will help the organisers to allocate and identify adequate reviewing resources for the subsequent submission and design and layout of the preliminary programme. Further details see: www.digitalheritage2013.org

**Full & Short Scientific Papers**

We are seeking original, innovative and previously unpublished contributions in theoretical or applied areas of the digital heritage to the scientific programme track. All papers will be *double-blind peer-reviewed* by at least three referees from the Intl. Scientific Committee. Every submission will have at least one technical and one cultural reviewer to ensure a rich diversity of accepted works spanning both technology and the humanities. All submissions will be reviewed for originality, significance, clarity, impact, and soundness. A volume publication of the Scientific Paper Programme will be published by **IEEE** in Xplore digital library. We are also setting up an agreement with **Eurographics** to have papers co-published in the EG Digital Library. After one year, the volume will be in **Open Access**. Best selected scientific papers will be invited for republication of an extended version to the **ACM Journal on Computers in Cultural Heritage** (ACM JOCCH).

**Note:** 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 & Arqueologica 2.0** will also award best paper prizes, while **Archeovirtual & V-MUST.NET** will award best virtual museums.

The length for paper submissions should not exceed 8 pages for long papers (including figures, tables and references) and not exceed 4 pages for short paper presentations according to the IEEE style format. Prospective paper presentations will be given in dedicated scientific tracks. Short papers are presented within special scientific tracks throughout the event and might aligned to an oral presentation or by means of a poster or e-posters presentation.

**Special Sessions (Workshops, Panels, Tutorials)**

Digital Heritage 2013 is composed of a number of tracks, including tutorials, sessions, workshops, exhibitions, and panel discussions. Special Sessions will be organised by means of:
- Tutorials
- Workshops
- Panels

For a Special Session proposal to be considered for acceptance at DigitalHeritage2013, the proposed topic needs to be a presentation of teaching objectives (tutorials), to the state-of-the-art, new initiatives or an emerging area in one of the core themes of the conference. The topic should be timely and significantly important to the audience, and the speakers need to convey compelling information about it. The proposals will be judged by the ability to bring together key researchers from the heritage as well the ICT domain in the state-of-the-art area, introduce a new
area to the overall community, further develop the area, and help establishing a larger research community beyond the area. Special session proposals covering multi-disciplinary areas are particularly encouraged, as well as those proposals regarding common challenges, e.g. (and not restricted to) Methods in Archaeology, Museums and Technology, etc.

A proposal (up to 4 A4-pages) should be submitted after the mandatory abstract. Proposals for special sessions must indicate its nature, i.e. workshop, tutorial or panel, a topics title, rationale, session outline, its motivations, a short description of the material to be covered, contacts information including: name; affiliation; email; mailing address; a short CV for each presenter, participant or authors who have agreed to participate with their results to the session, with a tentative title and short abstract (150 chars) for each presentation.

Exhibitions & Installations
The community is invited to submit proposals for installations, applications, digital artworks, or technical demos to DigitalHeritage2013. During this important international event, dedicated spaces for Virtual Archaeology, Virtual Museums and Digital Art will provide an additional forum to showcase project results and present applications. Spaces will be provided by the Villa Mediterranea museum and will be accessible and open not only to the conference participants but to also to museum visitors. Best showcases and projects are selected at international level by the scientific committee, and will be assigned space and visibility within the exhibition area. Applications and artworks must be finished and submitted by the deadlines set-out in this call. Aside the mandatory abstract, final submissions should not exceed 3 A4-pages (including images, references, etc.) addressing the scope of the exhibition themes and highlight innovation (cultural/technological), impact (cognitive, artistic, communicative), novelty of the approach, and typology of the installation/application, of contents and of interactive system. Several submissions must be complemented by supplementary visual material.

Core Topics of the Congress:
Works can be submitted around one or more heritage themes and/or technical tracks. Topics of interest include, but are not limited to, the following:

Digitization

- Photogrammetry & image-based modeling
- 3D scanning & digitization (laser, structured light, motion capture, etc.)
- Remote sensing and aerial lidar
- GNSS (GPS, GLONASS, Galileo)
- Advanced document scanning
- Low-cost & gaming 3D input
- Ultra-high resolution & HDR photography
- Terahertz, Infrared, UV & X-ray imaging
- Advanced sensors research
Visualization

- Immersive and Active/Passive stereo displays
- 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, communication
- Usability, effectiveness and interface design
- Visual simulation of materials
- Emerging visualization technologies

Analysis & Interpretation

- Historic Document Analysis
- Remote Sensing Analysis (incl aerial image processing)
- Spatial Analysis
- 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 & Standards

- Metadata Handling & Management
- Digital Rights
- Heritage Commons
- Cultural Analytics
- Heritage at Risk
- Heritage Consortia
- E-libraries
- Digital Humanities
- Born digital content issues

Preservation

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

**Theory, methodologies and applications of digital heritage**

• Integrated solutions and best practices in:
  - Virtual documentation
  - Virtual heritage conservation
  - Virtual restoration
  - Virtual archaeology
  - Virtual museums
  - Virtual exhibitions
  - Serious Games for heritage

• Collaborative environments
• Internet technologies and social media

**IMPORTANT DATES - MOVED**

**June 23** Abstract (mandatory for all submissions);
**June 30** Full Papers, Short Papers, Panel/Workshop/Tutorial proposals due (notification August 12)
**July 28** Exhibits proposals due (notification Sept 1)
**July 30** Opening of Early Registration
**Sept 15** Final Camera Ready due for accepted works

**Visual Material**

Paper submissions, Applications, Exhibitions & Showcases are encouraged to submit visual materials, promotional videos or multimedia presentations that demonstrate and describe the results of the work, application, exhibit or showcase. Visual Materials will be required by the scientific committee for the selection of the best working results to be awarded.

**Formatting & Templates**

More details on templates, formatting guidelines and submission/registration procedures can be found at:
[www.digitalheritage2013.org/submission](http://www.digitalheritage2013.org/submission) & [www.digitalheritage2013.org/authors-instructions](http://www.digitalheritage2013.org/authors-instructions)

For further inquiries get in contact with:

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