

CALL FOR PAPERS

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Aim & Scope

Theme: Digital Worlds and Metaverse

ICCT is the first and comprehensive international conference on the various aspects of culture technology and its applications. International Conference on Culture Technology 2022 will provide a chance for academic and industry professionals to discuss recent progress in the area of cultural technology. The goal of this conference is to bring together the researchers from academic and industry to share ideas, works, problems and solutions related to the multifaceted aspects of culture technology. It is our great pleasure that ICCT2022 will be held jointly with the excellent international symposium ISAI-NLP-AIoT 2022. Authors are invited to submit original papers and works in all areas related to culture technologies and their applications. Topics include, but not limited to, the following areas:

1. Digital Contents

- VR & AR: Augmented reality, Virtual reality, Mixed reality, Multiple realistic space implementation, industry adaptive VR
- Game: Massive on-line game based on virtual world, Game for welfare promotion, Immersing cinematic reality game, Game utilization in culture
- Convergence Contents: Senseware, Smart contents, Edu-Contents
- Media: Animation CG, Digital cinema

2. Foundation / Source

- Contents Design: Storytelling, Contents production pipeline
- Graphics: Physical engine, Rendering, 3D stereoscopic, Motion graphics, Hologram
- UX-based Interface: User experience, Action recognition
- Social Media: Social media analysis and utilization
- Data Management: Data retrieval for culture contents, Data collection and analysis for culture contents, DB modeling for culture contents
- Sound & Music: Sound technology and music technology

3. Performance / Exhibition

- Performance Technology: Technology of cutting edge of performance, Massive performance technology,
- Exhibition Technology: Advanced implementation technology, Digital exhibition technology
- Crafts Technology: Traditional material modernization, production technology modernization
- Traditional Music Technology: Modernization of traditional music, Advancement of traditional musical instruments, Populizing traditional music

4. Culture Service

- Cultural Heritage Technology: Culture enjoyment support technology, Restoration technology of original form
- Tourism Service Technology: Evaluation model of tourism resources, Characterization technology of tourism factor, Awareness raising of tourism R&D, Construction of tourism R&D support system
- Sports Service Technology: U-sports care service, Sports service marketing, Sports service information, Sports image/video analysis, virtual sports
- Library Technology: Journal publishing technology, Repository technology
- Museum Technology: All museum technologies including exhibition and preservation technology
- Copyright Technology: Copyright protection & usage technology, Detection technology of copyright infringement, Management of copyright-works distribution

5. Advanced Technology

- Machine Intelligence: Intelligent technology applied to culture technology, New AI technology
- IOT & Big Data: IOT & Big-data technology applied in culture technology, New IOT & Big Data technology

6. Humanity / Social Science

- Culture & Technology in Humanity: Culture and technology related with humanity study
- Culture & Technology in Social Science: Culture and technology related with social science study

7. Art / Design

- Culture & Technology in Art: Culture and technology related with art
- Culture & Technology in Design: Culture and technology related with design

8. Convergence Technologies

All convergence technologies not limited to a specific field

9. Special Session(Metaverse)

- Metavers Platform and Design: World design, Metaverse Introduction
- Metaverse Application and Industry: Public Service or Applications in Metaverse
- Metaverse Technology: AI, Blockchain, Web3.0 and other Technology for Metaverse
- Metaverse Device and Building Tools: Immersion and Authoring HW/SW for Metaverse
- Digital Human in Metaverse: Characteristic Avatar Design, Connection between Avatars
- Strategy, Policy and Rule for Metaverse: National Metaverse Policy, Rules and Legal Issues in Metaverse

Papers & Submission

All papers will be fully refereed and undergo a blind review process by at least three referees of the international program committee. All accepted papers will be published in International Conference on Culture Technology 2022 Proceedings. Distinguished papers presented in the conference will be further revised and published in special issues of prestigious international journals(SCIE, SCOPUS, IJCT) The paper must be written in English and follow the ICCT paper template provided below. The basic paper length 4 pages and limited to no more than 6 pages. Papers must be submitted only in MS-WORD(Doc) format. All paper submissions will be handled electronically via online submission system at the conference webpage

Important Dates

Full Paper Submission: September 15, 2022
Acceptance Notification: September 20, 2022
Camera-Ready Paper Submission: September 25, 2022
Early Registration: September 30, 2022

Conference Venue

Kantary Hills Hotel, Chiang Mai Thailand

Contact Information

If you have any question for the conference, please contact Program Chair at dongkyun@knu.ac.kr.