Culture and Computing 2013

The International Conference on Culture and Computing

http://www.media.ritsumei.ac.jp/culture2013/

Sep. 16-18, 2013 **Nakagawa Hall, Suzaku Campus, Ritsumeikan University, Kyoto, Japan**

Culture and Computing is a new research area which aims to overcome different cultural issues in international communities using information and communication technologies (ICT). There are various research directions in the relations between culture and computing: to archive cultural heritages via ICT (cf. digital archives), to empower humanities researches via ICT (cf. digital humanities), to create art and expressions via ICT (cf. media art), to realize a culturally situated agent (cf. cultural agent), to support multi-language, multi-cultural societies via ICT (cf. intercultural collaboration), and to understand new cultures born in the Internet and Web (cf. net culture). The International Conference on Culture and Computing provides an opportunity to share research issues and discuss the future of culture and computing, which has been held in cultural cities including Kyoto, Japan (2010, 2011) and Hangzhou, China (2012). The fourth conference (Culture and Computing 2013) will be back to Kyoto, the cultural heart of Japan, organized with an exhibition on the integration of state of the art cultural computing technologies and Japanese traditional culture, along with a number of co-located events. To understand the proceedings at the previous conferences, please visit below.

http://www.astem.or.jp/virtual-lab/culture/conference

Proceedings:

Accepted papers/posters will appear in the conference proceedings published by the IEEE Computer Society and will be included in the IEEE Computer Society Digital Library (CSDL).

Toipics:

Main Track:

- Archiving cultural heritages
- Information environments for humanity studies
- Art and design by information technologies
- Digital storytelling
- Intercultural communication and collaboration
- Culturally situated agents and simulations
- Game and culture
- Analysis of new culture in the Internet and Web
- Culture and brain science
- VR (virtual reality) application for culture
- Digital libraries for cultural materials
- Sound archiving of intangible cultural properties

Special Tracks:

- Digital Humanities
- Culture based Media Art & Music

Please visit the following page for the paper topics of the Special Tracks:
http://www.media.ritsumei.ac.jp/culture2013/special_paper.html
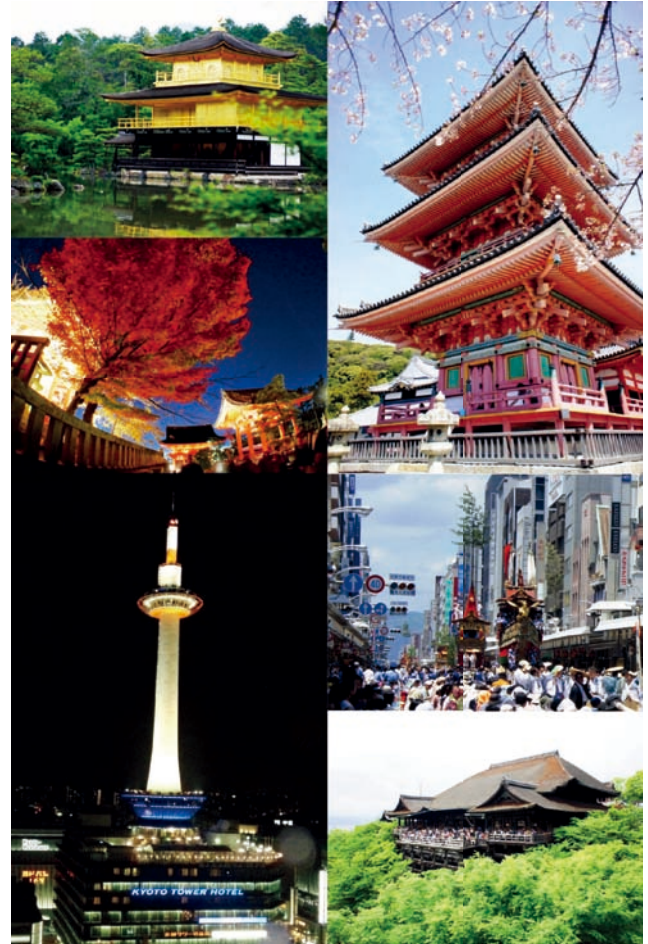
Important Dates:

Main Track	Special Track
Papers:	**Papers:**
Abstracts due (150 words)............April 5th, 2013	Abstracts due (150 words)............April 5th, 2013
Papers due (6 pages).................April 12th, 2013	Papers due (2 pages).................April 12th, 2013
Author notification.....................May 22nd, 2013	Author notification.....................May 22nd, 2013
Camera ready due....................June 20th, 2013	Camera ready due....................June 20th, 2013
Posters:	**Posters:**
Papers due (2 pages).................April 19th, 2013	Papers due (2 pages).................April 19th, 2013
Author notification.....................May 22nd, 2013	Author notification.....................May 22nd, 2013
Camera ready due....................June 20th, 2013	Camera ready due....................June 20th, 2013
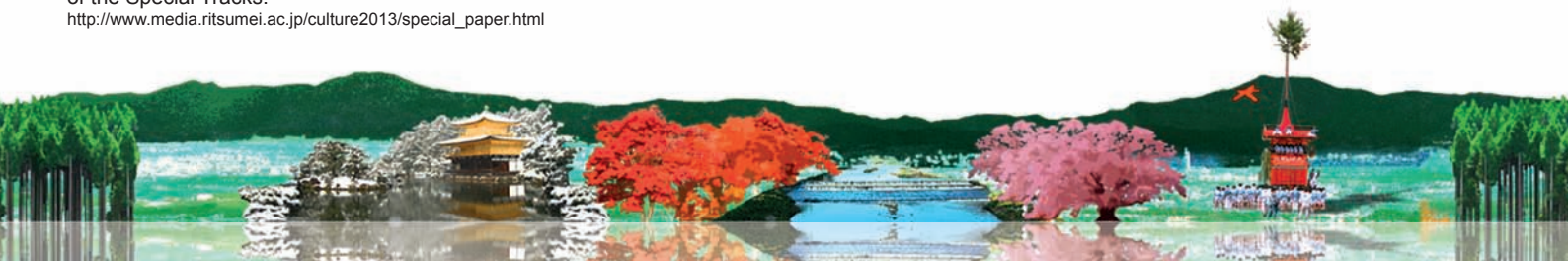
Keynote Talk:

Prof. Katsushi Ikeuchi
University of Tokyo, Japan

Katsushi Ikeuchi is a Professor at the Institute of Industrial Science, the University of Tokyo, Tokyo, Japan. He received the Ph.D. degree in Information Engineering from the University of Tokyo, Tokyo, Japan, in 1978. After working at the Artificial Intelligence Laboratory, MIT for three years, the Electrotechnical Laboratory, MITI for five years, and the School of Computer Science, Carnegie Mellon University for ten years, he joined the university in 1996.

He has served (or will serve) as the program/general chairman of several international conferences, including 1995 IEEE-IROS (General), 1996 IEEE-CVPR (Program), 1999 IEEE-ITSC (General) and 2003 ICCV (Program). He is an Editor-in-Chief of the International Journal of Computer Vision. He has been a fellow of IEEE since 1998. He was selected as a distinguished lecture of IEEE SP society for the period of 2000-2001.

He has received several awards, including the David Marr Prize in computational vision, and IEEE RA society K-S Fu memorial best transaction paper award. In addition, in 1992, his paper, "Numerical Shape from Shading and Occluding Boundaries," was selected as one of the most influential papers to have appeared in Artificial Intelligence Journal within the past ten years.

Invited Talk:

Dr. Toru Ota
CEO, Oimatsu Co., Ltd.

Owner of Oimatsu, a court-style confectionary shop. Doctor of Engineering. A former professor of Ikenobo Junior College, he has been lecturing at various universities. As a leading scholar of Japanese food culture, Dr. Ota has written prolifically, as well as lectured to a wide range of the audience. He is also known for his multidisciplinary approach to Japanese culture. For example, he has been analyzing human motion and eye movement, both related to tea ceremony, and conducting 3D motion analyses of paste-enclosing motion in Kyoto's traditional confectionary. By quantifying what the human body knows in terms of traditional culture and craftsmanship, therefore, he has been aiming at turning Japanese culture to resources. He has also been very active as an artist, holding unique tea ceremonies in and outside of Japan. Moreover, he has appeared on many TV programs. Recently, as a trustee of Ren Produce, Dr. Ota has been putting great effort in not only teaching how to apply traditional culture to business and education, but also rebuilding an Edo-period school called Koudoukan.

Venue:

R RITSUMEIKAN

Nakagawa Hall, Suzaku Campus, Ritsumeikan University
1 Nishinokyo-Suzaku-cho, Nakagyo-ku, Kyoto, Japan

By Taxi:
Kyoto Station — 15 min — Suzaku Campus

By Train:
Kyoto Station (Platform 32 or 33) — JR Sagano 6 min — Nijo Station — 3 min — Suzaku Campus

By Subway:
Kyoto Station — Karasuma Subway 6 min — Karasuma-Oike Station — Tozai Subway 4 min — Nijo Station — 3 min — Suzaku Campus

Contact Infomation:
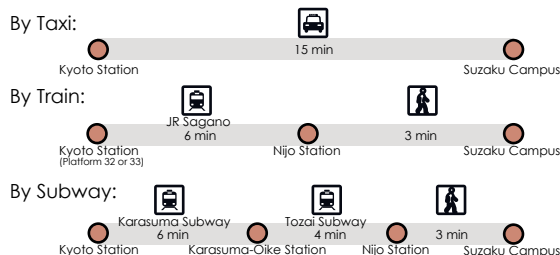
http://www.media.ritsumei.ac.jp/culture2013/
email: info@img.is.ritsumei.ac.jp