



## HCI International 2022

26 June - 1 July 2022

The Conference will be held virtually

## C&C 2022

### 10TH INTERNATIONAL CONFERENCE ON CULTURE AND COMPUTING

Jointly held under one management and one registration with HCI International 2022

<http://2022.hci.international/c&c>

#### Chair

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Culture and Computing is an important research area which aims to address the human-centred design of interactive technologies for the production, curation, preservation and fruition of cultural heritage, as well as developing and shaping future cultures. There are various research directions in the relations between culture and computing: to preserve, disseminate and create cultural heritages via ICT (cf. digital archives), to empower humanities research via ICT (cf. digital humanities), to create art and expressions via ICT (cf. media art), to support interactive cultural heritage experiences (cf. rituals), and to understand new cultures born in the Internet, Web and Entertainment (cf. net culture, social media, games). The International Conference on Culture and Computing provides an opportunity to share research issues and discuss the future of culture and computing.

#### The related topics include, but are not limited to:

- Analysis of new culture in the internet and web
- Artificial intelligence for cultural heritage
- Artificial sociality
- Authenticity recognition
- Computational interactive culture
- Cultural and social computing
- Cultural data analytics
- Cultural expressions through new media art
- Cultural heritage archiving
- Cultural plasticity
- Cultural psychology
- Culture and brain science
- Culture and collaboration
- Culture based media art and music
- Digital libraries for culture
- Digital storytelling in cultural context
- Emotions, archetypes and culture
- Formalizing cultural narrative
- Games and culture
- Geopolitical aspects
- Indigenous knowledge
- Information environments for humanity studies
- Intangible heritage preservation
- Interaction with digital humanities
- Interaction with tangible and intangible cultural heritage
- Interactive art and design
- Interactive digital museums
- Interactive light and illumination
- Intergenerational communication and education
- New interfaces for tangible and intangible cultural heritage
- Reflections on the impact of ICT on culture
- Religion and culture
- Restoration of aesthetic elements
- Rituals in human life
- Thanatechnology
- Values and ethics in computing
- Virtual, augmented, and mixed reality (xR) application for culture
- Visitors' experiences in digital culture

Submission deadlines are available at the HCII 2022 website:

<http://2022.hci.international/submissions>

Conference proceedings published by

