



6th International Conference
Digital Culture & AudioVisual Challenges
Interdisciplinary Creativity in Arts and Technology
Corfu, May 24-26, 2024



Call for Papers

Welcome to the 6th International Conference on Digital Culture & AudioVisual Challenges. DCAC-2024 will again afford an exceptional opportunity for renewing old acquaintances, making new contacts, offering a worldwide connection between researchers and lecturers, from a wide range of academic fields, facilitating partnerships across national and disciplinary borders. This International Conference on Digital Culture & AudioVisual Challenges is hosted by the Department of Audio & Visual Arts (Ionian University) and it will be held in hybrid way- online and in Corfu (Greece).

The aim of the DCAC-2024 is to bring together technology, art and culture in the Digital Era, as well as to provide a forum on current research and applications incorporating technology, art and culture, to deepen cooperation, exchange experiences and good practices.

Researchers, artists and scholars are encouraged to participate in the discussion about the interaction between interdisciplinary creativity, technology, arts and culture. Authors are invited to present original papers for oral or poster presentation in the fields of New Media Arts and Digital Culture.

Topics of the Conference include (but not limited to):

- Algorithmic Art
- Algorithmic music composition
- Art and Culture Analysis
- Art and Technology
- Art and cultural promotion and dissemination
- Art, Technology and Education (Creative Technologies)
- Artificial Intelligence in Arts
- Artistic Applications in Art and Technology
- Audio-Visual and Multimedia Design
- Collaborative and adaptive environments for Artistic creation and/or dissemination
- Cybernetics in Contemporary Art
- Data Visualization
- Digital Art (computer art, animation, virtual art, internet art, pixel art, interactive art, 3Dprinting)
- Digital Preservation
- e-Learning in Art and Media Studies
- Electronic Music
- Experimental Art & Cultural product
- Gaming
- Holography & Hologram Technology
- Human-Computer Interaction, (human- computer interfaces, ubiquitous, natural and adaptive interfaces, assistive technologies)
- Internet Culture
- Media Literacy and Media Studies
- New Aesthetic
- Robotics
- Virtual Reality - Augmented Reality - Mixed Reality

Registration:

The conference participation fee is:

70 euros (early bird, until 31 April, 2024)

90 euros (standard)

The conference participation fee for students is 50 euros.

Registration for all participants is made **exclusively online**, available after the notification date.

In case of cancellation, requests submitted before 8 May, 2024 will be refunded 50% of the registration fees. No refund will be available after this date.

Details for the registration form will be announced soon.

Submissions:

You are invited to submit proposals for **extended abstracts**.

Extended abstracts will undergo a double-blind peer review by the assigned scientific committee.

Acceptance/rejection of extended abstracts will be notified to the authors until 17 April, 2024.

Note that submission of a full paper is not required for presentation at the conference, but papers submitted for publication will undergo a double-blind peer review process if presented at the conference. Only the accepted full papers will be published in the conference proceedings.

Important Dates:

Deadline for submission of extended abstracts: 13 March, 2024

Notification of acceptance: 17 April, 2024

Early bird registration deadline: 31 April, 2024

Conference: 24-26 May, 2024