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EAI ArtsIT 2021 - 10th EAI International Conference: ArtsIT, Interactivity & Game Creation

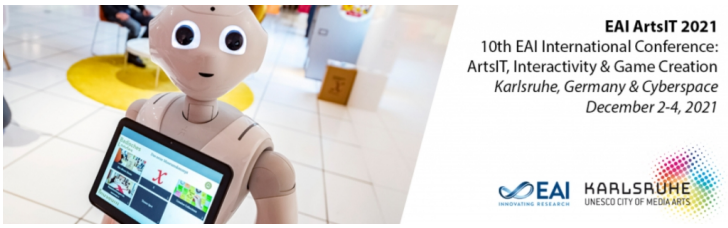


image from EAI website © Badisches Landesmuseum, foto ARTSIT Uli Deck

ArtsIT takes place from December 2nd to 4th as a hybrid event at the UNESCO Creative City of Media Arts Karlsruhe, Germany, and in Cyberspace.

The conference brings together researchers, practitioners, artists, and academia to present and discuss the symbiosis between art and information technology. Since 2009 ArtsIT has become a leading scientific forum for the dissemination of cutting-edge research results in the intersection between art, science, culture, performing arts, media, and technology. The role of artistic practice using digital media is also to serve as a tool for analysis and critical reflection on how technologies influence our lives, culture, and society. ArtsIT is therefore not only a place to discuss technological progress but also a place to reflect on the **impact of art and technology** on sustainability, responsibility, and human dignity. Besides the main track, the event also focuses on the advances seen in two areas that have significantly contributed to the field in the last years, namely, **virtualization** and **artificial intelligence** with special sessions.

All information about the event is avialble here: https://artsit.eai-conferences.org/2021/

Calls for papers are open until 30 July:

Main Track]
Artificial Intelligence in Art and Culture]
Virtualization and Participation in Art and Culture]