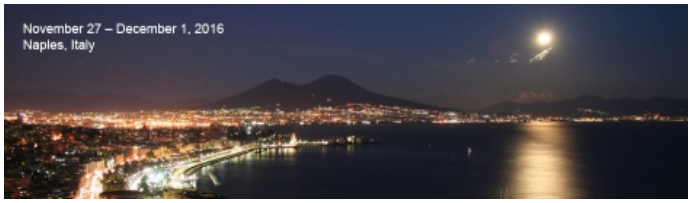
VICTA 2016: 3rd International Workshop on Visions on Internet of Cultural Things and Applications / call for papers

This workshop is collocated with **SITIS 2016 - The 12th International Conference on SIGNAL IMAGE TECHNOLOGY & INTERNET BASED SYSTEMS.**

The adoption of Future Internet (FI) technology, and in particular of its most challenging components like the Internet of Things (IoT) and Internet of Services (IoS), can constitute the basic building blocks to progress towards unified ICT platforms for a variety of applications within the large framework of smart cities.



The combination of the Internet and emerging technologies such as near-field and BLE communications, real-time localization, and embedded sensors lets us transform everyday objects into smart objects that can understand and react to their environment.

In the last years, Cultural Heritage has turned out to be one of the most suitable domains in which such achievements can be profitably exploited, since it characterizes a domain where several aspects have to be considered at the same time. In line with SITIS tradition of promoting interdisciplinary research, the international workshop on Visions on Internet of Cultural Things and Applications, **VICTA '16**, aims to be a profitable informal working day to discuss together hot topics about Internet of Things and its applications within the Smart City and the Cultural Heritage domain.

This third edition will be organized by **DATABENC, the High Technology district for Cultural Heritage in Campania region, Italy**. Authors are encouraged to submit both theoretical and applied papers on their research in the following topics.

Topics of interest for the workshop, include (but are not limited to) aspects of:

- Internet of Things.
- Innovative ICT solutions within Cultural environments (e.g. museums, exhibitions, etc.)
- Smart Objects and Smart Environments
- Smart City solutions
- Knowledge classification and semantic representation in Cultural environments
- Embedded platforms and sensors
- Multimedia systems, applications and services for Cultural Heritage
- Multimedia recommendations and User profiling techniques
- Interactive 3D media and immersive environments
- Data in social networks
- Data mining analytics applied to Smart Cities
- Data collection and management
- Semantic-Web data
- Big Data in Cultural Heritage applications
- User studies, such as museum and sites applications, human interfaces, interaction and usability
- e-Learning: Tools for Education, Documentation and Training in Cultural Heritage

Extended Submission deadline: September 24, 2016

Read More: http://www.sitis-conf.org/en/victa-2016.php