FIRST CALL FOR PARTICIPATION
DigitalHeritage2013 International Congress
Over 13 Conferences, Symposia, Workshops and Exhibitions under one roof

28 October – 1 November 2013
Marseille, France
www.digitalheritage2013.org

Join us in the 2013 European Capital of Culture, Marseille, this fall for the world's largest gathering ever focused on Digital Heritage. A federated event of the leading scientific meetings in information technology for heritage, the Congress will for the first time bring VSMM, Eurographics GCH, UNESCO’s Memory of the World, Arqueaeologica2.0, Archaeovirtual, Digital Art Week and special events from CAA, CIPA, Space2Place, ICOMOS ICIP, and multiple others together in one venue with a prestigious joint publication. A ground-breaking public display of cutting edge digital heritage projects will also grace the conference venue at the new museum complex on the Marseille waterfront.

The Congress covers heritage in all its forms, focusing around 5 heritage themes:

- **Built Heritage** (sites to cities, towns and cultural landscapes, ie World Heritage),
- **Culture & Traditions** (folklife to languages, song, dance, craft, ie Intangible Heritage),
- **Museums & Collections** (movable objects and their museums, ie Movable Heritage)
- **Libraries & Archives** (books to maps, audiovisual archives, …. ie Documentary Heritage)
- **Art & Creativity** (digital / new media art to creative digital and online culture)

Whether you are a researcher or practitioner, a cultural or digital professional, student or teacher, policy maker or vendor, we invite you to participate. Attend, submit a paper or poster, propose a panel or workshop, prepare a video or exhibit, or bring your product booth.

The Congress’ International Scientific Committee is seeking:

- **Technical & Application Papers**
- **Posters & Short Works**
- **Panel, Workshop & Tutorial Proposals**
- **Videos** for a public screening
- **Applications/Installations** for a public exhibition of digital heritage and digital art
Submissions are sought in 6 tracks spanning the challenges and opportunities brought by digital technology to heritage:

**DIGITIZATION track**

*Digital Documentation & Input*
- Photogrammetry & image-based modeling
- 3D scanning & digitization (laser, structured light, motion capture, et al)
- Remote sensing and aerial lidar
- GNSS (GPS, GLONASS, Galileo)
- Advanced document scanning
- Low-cost & gaming 3D input
- Ultra-high resolution photography
- Infrared, UV, & HDR photography
- Advanced sensor research

**VISUALIZATION track**

*Digital Presentation & Output*
- Immersive and Active/Passive stereodisplays
- Real + virtual worlds (mixed/augmented reality)
- Virtualization of other senses (touch, taste, smell, sound)
- Haptic & Multimodal interaction
- Distributed VR & Local/remote rendering
- Innovative interaction systems
- Storytelling and design of heritage communications
- Usability, effectiveness and interface design
- Visual simulation of materials
- Emerging visualization technologies

**ANALYSIS track**

*Digital Content Management & Analysis*
- Historic Document Analysis
- Remote Sensing Analysis (incl aerial image processing)
- Finite element, structural and other analyses
- 3D modeling (CAD-based and reality-based)
- Building Information Modeling (BIM)
- 3D, multimedia & GIS repositories/platforms/infosystems
- Digital Curation
- Virtual GIS and Mapping tools
- Emerging technologies

**POLICY track**

*Digital Heritage Policy & Societal Issues*
- Metadata Handling & Management
- Digital Rights
- Heritage Commons / Heritage Consortia
- Cultural Analytics
- Heritage at Risk
- E-libraries
- Digital Humanities
- Virtual Reconstruction Issues
- Realism and Interpretation in CH
- Born digital content issues

**PRESERVATION track**

*Digital Preservation & Standards*
- Metadata Handling & Management in Heritage
- Requirements and policies
- Trusted digital repositories / OAIS
- Institutional Repositories
- Semantic Web in CH
- Long term storage and persistence
- Data formats and compression for preservation

**PROJECTS track**

*Digital Heritage Solutions & Best Practices*
- Integrated solutions and best practices in:
  - Virtual documentation
  - Virtual heritage
  - Virtual restoration & conservation
  - Virtual archaeology
  - Virtual museums & exhibitions
  - Multimedia valorization
  - Serious Games for heritage

A rich array of Panels, Workshops and Special sessions are being organized by the many federating event chairs. Selected submissions will also be invited by the federated event chairs to participate in relevant special sessions.

Works can be submitted around one or more heritage themes and technical tracks. Submissions may be theoretical or applied but must be *original, innovative and previously unpublished*.

All papers will be double-blind peer-reviewed by at minimum 3 referees from the Intl Scientific Committee. Every submission will have at least one technical and cultural reviewer to ensure a rich diversity of accepted works spanning both technology and the humanities. A two-volume publication is being produced in collaboration with IEEE and Eurographics. Selected papers will be republished in a number of prestigious journals to be determined, including the ACM Journal on Computers in Cultural Heritage. Note that since this is a joint World Congress, you need to submit only once to be considered for the integrated joint proceedings of all affiliated events. VSMM & Arqueologica 2.0 will also award best paper prizes, while Archeovirtual & V-MUST will award best virtual museums.

See the Congress website [www.digitalheritage2013.org](http://www.digitalheritage2013.org) for full details on submission types and requirements and deadlines. For further information [info@digitalheritage2013.org](mailto:info@digitalheritage2013.org)

**Key Deadlines:**

- **Jun 9** - Abstract *(mandatory for all papers)*; Panel / Workshop /Tutorial proposals due
- **Jun 16** - Full Papers, Short Papers due (notification July 28)
- **July 28** - Exhibits proposals due (notification Sept 1)
- **Aug 4** - Opening of Early Registration
- **Sept 15** - Final Camera Ready due for accepted works