Multimedia technologies have recently created the conditions for a true revolution in the Cultural Heritage area, with reference to the study, valorization, and fruition of artistic works. The use of these technologies allow creating new digital cultural experiences by means of personalized and engaging interaction.

New multimedia technologies could be used to design new approaches to the comprehension and fruition of the artistic heritage for example through smart, context-aware artifacts and enhanced interfaces with the support of features like story-telling, gaming and learning. To these aims, open and flexible platforms are needed, to allow building services that support use of cultural resources for research and education. A likely expectation is the involvement of a wider range of users of cultural resources in diverse contexts and considerably altered ways to experience and share cultural knowledge between participants.

Submissions are expected to deal with multimedia in areas including, but not limited to,
- Interactive 3D media and immersive environments
- Multi-modal multimedia computing systems and human-machine interaction
- Multimedia databases and digital libraries
- Multimedia applications and services
- Media content analysis and search
- Hardware and software for multimedia systems also in mobile scenarios
- Security issues in the presentation and distribution of cultural information

Important Dates:
Submission Deadline: May 15, 2013
Notification of acceptance: June 15, 2013
Camera ready version: June 25, 2013

http://imagelab.ing.unimore.it/mm4ch2013/