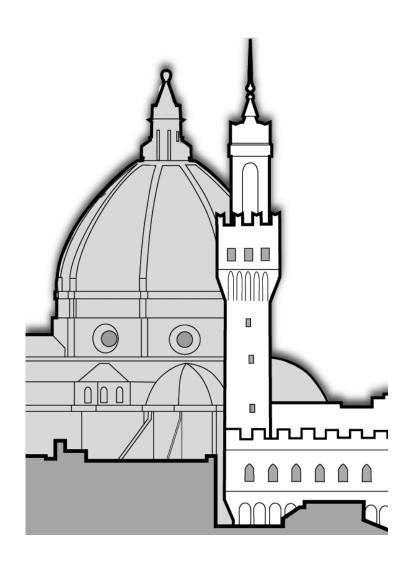
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14 June 2021

Main Topics

- European Commission Projects and Plans regarding Cultural Heritage
- Mediterranean Initiatives in Technology for Cultural Heritage: Synergy with European & International Programmes
- ❖ 2D − 3D Digital Image Acquisition
- Leading Edge Applications: Galleries, Libraries, Archaeological Sites, Museums & Historical Tours
- ❖ Integrated Digital Archives for Cultural Heritage and Contemporary Art
- ❖ Management of Museums by using ICT Technology: Documentation, Access, Guides & Other Services
- The Impact of New Mobile Communications on Cultural Heritage and Modern Arts Area
- Cloud Networks
- Semantic Webs
- Ontology Systems
- ♦ Human Computer Interaction for Cultural Heritage Applications
- Copyright Protection
- ❖ Secure Electronic Commerce (Anticounterfeiting)
- Cvbersecurity
- **&** Culture and *e-government*
- ❖ Activities and Programmes for *e-learning*
- Digital TV and films
- ❖ 3D Developments and Applications in the Cultural Heritage Area
- ❖ Augmented Virtual Reality for Culture
- Virtual Galleries and Exhibitions
- Digital Art
- Digital Music
- Digital Theatre
- Cultural Tourism & Travel Applications
- Impact of Culture in the Smart City
- ❖ Art and Medicine
- Climate Change
- Environment Protection
- COVID 19 Pandemic

EVA 2021 Florence Organizer: Vito Cappellini

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Offers of papers (1-2 pages Summary) are to be sent to the Organizer by 15 March 2021

Who Should Attend

- The Cultural Sector The Government Sector Media & Related Sectors
- The ICT Industry, especially multimedia SME's Tourism & Travel Sector
- Technology & Visual Arts Research Organisations Trade Culture Activities