7th International Conference on Culture Technology 2024
Oct. 23~26, Kyungpook Natl. Univ., Daegu, South Korea

CALL FOR PAPERS

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Aim & Scope

Theme: Machinanity for Humanity

ICCT is the first and comprehensive international conference on the various aspects of culture technology and its applications. International Conference on Culture Technology 2024 will provide a chance for academic and industry professionals to discuss recent progress in the area of cultural technology. The goal of this conference is to bring together the researchers from academic and industry to share ideas, works, problems and solutions related to the multifaced aspects of culture technology. Authors are invited to submit original papers and works in all areas related to culture technologies and their applications.
Topics include, but not limited to, the following areas:

1. Digital Contents
(a) VR & AR: Augmented reality, Virtual reality, Mixed reality, Multiple realistic space implementation, industry adaptive VR
(b) Game: Massive on-line game based on virtual world, Game for welfare promotion, Immersing cinematic reality game, Game utilization in culture
(c) Convergence Contents: Senseware, Smart contents, Edu-Contents
(d) Media: Animation CG, Digital cinema

2. Foundation / Source
(a) Contents Design: Storytelling, Contents producton pipeline
(b) Graphics: Physical engine, Rendering, 3D stereoscopic, Motion graphics, Hologram
(c) UX-based Interface: User experience, Action recognition
(d) Social Media: Social media analysis and utilization
(e) Data Management: Data retrieval for culture contents, Data collection and analysis for culture contents, DB modeling for culture contents, DBMS for culture contents
(f) Sound & Music: Sound technology and music technology

3. Performance / Exihibition
(a) Performance Technology: Technology of cutting edge of performance, Massive performance technology,
(b) Exihibition Technology: Advanced implementation technology, Digital exihibition technology
(c) Crafts Technology: Traditional material modernization, production technology modernization
(d) Traditional Music Technology: Modernization of traditional music, Advancement of traditional musical instruments, Populizing traditional music

4. Culture Service
(a) Cultural Heritage Technology: Culture enjoyment support technology, Restoration technology of original form
(b) Tourism Service Technology: Evaluation medel of tourism resources, Characterization technology of tourrism factor, Awareness raising of tourism R&D, Construction of tourism R&D support system
(c) Sports Service Technology: U-sports care service, Sports service marketing, Sports service information, Sports image/video analysis, virtual sports
(d) Library Technology: Journal publishing technology, Repositary technology
(e) Museum Technology: All museum technologies including exhibition and preservation technology
(f) Copyright Technology: Copyright protection & usage technology, Detection technology of copyright infringement, Management of copyright-works distribution

5. Advanced Technology
(a) Machine Intelligence: Intelligent technology applied to culture technology, New AI technology
(b) IOT & Big Data: IOT & Big-data technology applied in culture technology, New IOT & Big Data technology

6. Humanity / Social Science
(a) Culture & Technology in Humanity: Culture and technology related with humanity study
(b) Culture & Technology in Social Science: Culture and technology related with social science study

7. Art / Design
(a) Culture & Technology in Art: Culture and technology related with art
(b) Culture & Technology in Design: Culture and technology related with design

8. Convergence Technologies
All convergence technologies not limited to a specific field

9. Special Session

10. Industry Session

Papers & Submission

All papers will be fully refereed and undergo a blind review process by at least three referees of the international program committee. All accepted papers will be published in International Conference on Culture Technology 2024 Proceedings. Distinguished papers presented in the conference will be further revised and published in special issues of prestigious international journals(SCIE, SCOPUS) The paper must be written in English and follow the ICCT paper template provided below. The basic paper length 4 pages and limited to no more than 6 pages. Papers must be submitted only in MS-WORD(Doc) format. All paper submissions will be handled electronically via online submission system at the conference webpage

Important Dates

Full Paper Submission: **July 14, 2024**
Acceptance Notification: **August 18, 2024**
Camera-Ready Paper Submission: **September 1, 2024**
Early Registration: **September 1, 2024**

Conference Venue

Kyungpook Natl. University, Daegu City, South Korea

Contact Information

If you have any question for the conference, please contact Program Chair at **dongkyun@knu.ac.kr.**

Host/Sponsor

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