1st International Workshop on Virtual Reality, Gamification and Cultural Heritage

October 31st – November 5th , 2016
Limassol, Cyprus

Call for Papers

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The 1st International Workshop on Virtual Reality, Gamification and Cultural Heritage (VRGCH'2016) will be organized in conjunction with the 6th International Euro-Mediterranean Conference on Digital Heritage (http://www.euromed2016.eu/). VRGCH'2016 is organized by the Social Computing Research Centre (http://socialcomputing.eu/) of the Cyprus University of Technology. It is an international forum devoted specifically to the applications of Virtual Reality and Computer Games in the field of digital Cultural Heritage.

Topics

The introduction of the first generation of virtual reality systems for consumers along with the latest developments in computer game technologies has provided numerous new possibilities of using Virtual Reality for Cultural Heritage related applications. The aim of VRGCH'2016 is to provide a forum for discussing the latest developments in the areas of Virtual Reality, gamification and Cultural Heritage so that novel applications and future perspectives are exposed to workshop delegates. Topics of interest include, but are not limited to:

- *Advances in the field of Virtual Reality/Computer Games related to digital Cultural Heritage*
- *Gamification and Cultural Heritage*
- *Avatars, Presence and Cultural Heritage Applications*
- *Novel applications of Virtual Reality/Computer Games in the field of Cultural Heritage*
- *User Evaluation of Virtual Reality/Computer Games in Cultural Heritage applications*

Paper Submission

The Symposium accepts only original, unpublished work written in English. Paper submissions will be accepted only through the online submission website of EuroMed 2016. VRGCH'2016 Proceedings will be published by Springer Verlag in the Lecture Notes in Computer Science (LNCS) series (http://www.springer.com/lncs). Please follow the instructions at http://www.euromed2016.eu/index.php/paper-submission for formatting you papers. The maximum length of submitted papers is 10 pages.

Additional Information

The workshop is organized as part of the project NOTRE (Network for Social Computing Research - http://notre.socialcomputing.eu/). The NOTRE project is a 3-year project funded by Horizon 2020 Twinning programme – TWINN – 2015.

The workshop is also supported by the MSc in the Design and Development of Computer Games and Interactive Technologies that is offered jointly by the Cyprus University of Technology and the University of Cyprus