Call for Papers

First Workshop on
Serious Games in Cultural Heritage (SeGaCH)

In conjunction with the
9th VAST International Symposium on virtual Reality, Archaeology and Cultural Heritage

December, 3
Braga, Portugal

http://www.vast2008.org/workshops.php

The "Serious Games in Cultural Heritage" (SeGaCH) workshop is intended to be a forum for the areas related with entertainment media technologies applied to the Cultural Heritage (CH). The main objective of the workshop is the exploration of "engage yourself with the heritage" concept, in order to investigate new, compelling modalities of interacting with faithfull representations of the CH and propose new areas of applications for computer/based serious games. The idea is to explore how to conveniently apply leading-the-edge entertainment technologies to the promotion and wide dissemination of contents and experiences related to the CH.

In addition will focus on:

- the technical and epistemic aspects involved in the transmutation of "heritage scientific data" into game resources, and in reverse: the recreation of new "heritage scientific data" through the use of the new set of 3D game resource topologies and respective hardware hosting platforms and programmable interfaces;

- the potentialities for Science and Cultural Heritage of adopting the paradigms of 3D games recreating entire realistic virtual universes built up by interconnected entities with response capabilities and inherent information accessed at different levels of interaction;

- the importance and challenge of reintroducing human protagonists into the ancient monuments and landscapes both as non-player characters and real human (re)players under an exploratory non-deterministic interface experience.

The topics of interest include (but are not limited to) the following aspects:

- Promotion of the cultural heritage through entertainment technologies
- Serious games and videogames to promote interaction with the cultural heritage
- Virtual worlds with a cultural-heritage value
- Online interaction with 3d reconstructions
- Serious games programming and design
- Massively Online Role-Playing Games with a focus on education
- Narrative related to cultural heritage (especially non-linear story-telling)
- Digital tools for increasing the interaction of the general public with the cultural heritage
- Digital representations of the cultural heritage (interactive real-time processing)
- Knowledge modelling for the cultural heritage (interactive real-time processing)
- Semantics and data-mining related to the cultural-heritage
- New interaction modalities with digital representations of the cultural heritage
- Validation of the cultural appropriateness of systems based on digital entertainment
- Evaluation and assessment methodologies
- User-centred design of cultural entertainment applications
- Business models for serious games and, more generally, for cultural entertainment

- Definition of user needs and stakeholder requirements
- Tools, methodologies and practices to support participatory and contextual design
- Case studies based on concrete experiences

Organisers:

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Scientific Committee:

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Paper submission:

To participate please send an abstract to: prog_committee<at>vast2008.org specifying the name of the workshop: "Serious Games in Cultural Heritage".

Deadline for abstracts is the 22nd of September 2008