

The 1st IEEE International Workshop on Mixed reality Implications on Cultural Heritage Experience (MrICHE)

in conjunction with the International Symposium on Mixed and Augmented Reality

(ISMAR 2021 - ismar21.org)

Bari, Italy, October 4th, 2021

Website: fcrlab.unime.it/calls/mriche2021

We are pleased to invite you to submit your original research in the field of Augmented and Mixed reality or any other related topics, especially if related to the Cultural Heritage context. Your submission should be in form of IEEE double-column papers (IEEE standard conference templates), and it needs to be related to specific enquiries of one or more implication of Augmented reality system applied in a cultural environment (e.g., technical, epistemological, ethical aspects, socio-cultural implication, art-design aspects).

The main aim of the workshop is discussing, ideating, and prototyping use-cases for creating immersive Augmented Reality and Mixed Reality experiences for the purpose of making both new functions and reuse of the existing cultural heritage, as well as promoting the born of a new cultural heritage based on digital technology. Moreover, the workshop wants to stress the relationship which occurs between users, technology and environment. In addition, a further intent consists in encouraging and developing a deeper understanding of the social, ethical and epistemic implications of the interaction between human beings and augmented environment.

TOPICS OF INTERESTS

The workshop solicits submissions of the unpublished works on topics including (but not limited to) the following applications and emerging topics in Augmented and Mixed Reality for Cultural Heritage:

- Content creation / authoring and content management
- Simultaneous localization and mapping (SLAM)
- Virtual Reality for Enhanced Augmented and Mixed Reality
- Touch, tangible, and gesture interfaces
- Haptic Interfaces
- Conversational and Speech Interfaces
- Human-Computer Interaction (HCI)
- Computer vision
- Wearable Computing
- Mixed Reality Powered by Artificial Intelligence
- Intelligent Edge Computing
- Internet of Things
- Ethics & Social Implications
- Epistemology of AR/MR

- Gamification for Cultural Heritage
- Applications on Indoor or Outdoor Public/Private Spaces
- Covid-19 Free Solutions

IMPORTANT DATES

- Papers submission: due June 23rd, 2021
- Notification of Acceptance: July 23rd, 2021
- Camera-ready papers due: August 19th, 2021
- Workshop date: October 4th, 2021

Each deadline expires at 23:59:59 UTC-12 (AoE)

SUBMISSION

We welcome paper submissions from 4-8 pages excluding references. Paper quality versus length will be assessed according to a contribution-per-page judgment. All submissions will be accepted or rejected as workshop papers.

All accepted papers will be archived in the IEEE Xplore digital library.

Detailed submission and review guidelines are available on the workshop website. All paper submissions must be in English.

All paper submissions must be done through EasyChair using the following link: [tbd](#)

SPECIAL ISSUE

We plan to invite an extended version of the best papers to publish on a special issue about the workshop topics. Further details will be provided soon.

CO-CHAIRS

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