Call for Papers: Presence Special Issue on Culture and Heritage

Virtual and Augmented Reality in Culture and Heritage

Extended Deadline: March 15, 2017

Guest Editors

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Scope of the Special Issue

Human culture is profound and is constantly evolving and changing. Heritage, on the other hand, remains perpetually frozen in time, molded or engraved in tangible materials as a testament to past cultures. Yet some intangible heritage lives on, sewn into the intermingled fabric of present cultures. Others are at risk of diminishing as newer generations, enticed by disparate modern cultures, shun the traditions that were handed down to them. This special issue aims to gather researchers working on all aspects of culture and heritage that uses virtual environments or aspects of the mixed reality continuum to conserve, analyze and communicate contents from the past and the present. It therefore encompasses contemporary public facing work in GLAMs (Galleries, Libraries, Archives and Museums), and the backdrop of in-depth investigations to bring to light the contents and contexts of culture and heritage via virtual environments.

This call for papers is a continuation of the previous special issue on Virtual Heritage: Cultural Agents, Environments, and Objects, PRESENCE 24(3), which highlighted the need for closer inspection of our method of work in merging often disparate focuses from multiple disciplines:
“Opportunities in better heritage technologies are due to the digital revolution. Yet, any researchers in the more technical disciplines aiming to make use of digital technologies for heritage must be careful so as not to be overly focused on technology itself, lest the cultural heritage content that technology is meant to convey becomes secondary. Digital technology must support the research, conservation, and communication of cultural heritage, and reciprocally, heritage data used for developing better technologies for supporting heritage research is encouraged.”

The previous special issue also brought to light the state of work and present thoughts on virtual heritage research, particularly on cultural agents, cultural environments, and cultural objects and 3D printing.

**Topics**

Virtual heritage is a testament to the impact of digital transformation in the arts and humanities, and a driving force for technological innovation generated through the arts and humanities’ increasing appetite for digital technology. In this special issue, we aim to examine present trends in culture and heritage within the context of virtual reality and augmented reality. The scope of the special issue includes the following topics:

- New approaches in culture and heritage applications and interpretations
- Responsive, adaptive and evolvable behaviors in immersive virtual environments that capture culture and tangible and intangible heritage
- Multiuser virtual environments
- Mixed reality and the experience of real and virtual environments
- Presence and phenomenology in culture and heritage applications
- High definition imaging, stereoscopic displays, interactive cinema
- Intelligent and High Performance Computing for Virtual Cultural Heritage
- Ubiquitous computing and new forms of culture and heritage representations via VR and AR
- VR and AR in Galleries, Libraries, Archives and Museums
- Interactive Exhibits in Public Spaces
- Digital Transformations of Museums with Immersive & Interactive Time Machines
- VR and AR as a narrative
- Education in culture and heritage via VR and AR
- Tools, techniques, frameworks and methodologies
- Virtual environments case studies

**Schedule (New Extended Deadline):**

- Manuscript submission deadline: March 15, 2017
- Final revisions: September 15, 2017
- Planned publication: *PRESENCE* 27-1 (Early 2018)

**Submissions**

Manuscripts should conform to the journal’s recently updated submission guidelines: [http://www.mitpressjournals.org/page/sub/pres](http://www.mitpressjournals.org/page/sub/pres)

Authors, please note that audio and video files can be hosted as supplementary online material accompanying published articles. For more information about multimedia file formats and submission guidelines, please contact presence@mit.edu.

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