



3rd International Conference

Digital Culture & AudioVisual Challenges

Interdisciplinary Creativity in Arts and Technology

Corfu, Greece, 28-29 May 2021



Call for Papers

Welcome to the 3rd International Conference on Digital Culture & AudioVisual Challenges. DCAC-2021 will again afford an exceptional opportunity for renewing old acquaintances, making new contacts, offering a worldwide connection between researchers and lecturers, from a wide range of academic fields, facilitating partnerships across national and disciplinary borders. This year the International Conference on Digital Culture & AudioVisual Challenges will be held online. It is hosted by the Department of Audio & Visual Arts (Ionian University) and depending on the pandemic circumstances there will be an option for physical presence.

The aim of the DCAC-2021 is to bring together technology, art and culture in the Digital Era, as well as to provide a forum on current research and applications incorporating technology, art and culture, to deepen cooperation, exchange experiences and good practices.

Researchers, artists and scholars are encouraged to participate in the discussion about the interaction between interdisciplinary creativity, technology, arts and culture. Authors are invited to present original papers for oral or poster presentation in the fields of New Media Arts and Digital Culture.

Topics of the Conference include (but not limited to):

- Algorithmic Art

<https://avarts.ionio.gr/dcac>

- Algorithmic music composition
- Art and Culture Analysis
- Art and Technology
- Art and cultural promotion and dissemination
- Art, Technology and Education (Creative Technologies)
- Artificial Intelligence in Arts
- Artistic Applications in Art and Technology
- Audio-Visual and Multimedia Design
- Collaborative and adaptive environments for Artistic creation and/or dissemination
- Cybernetics in Contemporary Art
- Data Visualization
- Digital Art (computer art, animation, virtual art, internet art, pixel art, interactive art, 3Dprinting)
- Digital Preservation
- e-Learning in Art and Media Studies
- Electronic Music
- Experimental Art & Cultural product
- Gaming
- Holography & Hologram Technology
- Human-Computer Interaction, (human - computer interfaces, ubiquitous, natural and adaptive interfaces, assistive technologies)
- Internet Culture
- Media Literacy and Media Studies
- New Aesthetic
- Robotics
- Virtual Reality - Augmented Reality - Mixed Reality