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The 9th International Symposium on Visual Information Communication and Interaction (VINCI 2016)



vinci-conf.org

Dallas, Texas, USA, 24-26 September 2016

Visual communication through graphical or sign languages has long been conducted among human beings of different backgrounds or cultures, and in recent decades between human and machine. In today's digital world, visual information is typically encoded with various metaphors commonly used in daily life to facilitate rapid comprehension and easy analysis during the communication process. Visual information communication generally encompasses information visualization, graphical user-interfaces, visual analytics, and visual languages. Visual information is increasingly being used to facilitate human-human communication through the Internet and mobile devices.

The **Symposium on Visual Information Communication and Interaction (VINCI)** is the premier international forum for researchers and industrial practitioners to discuss the state-of-the-art in visual communication theories, designs, and applications. The 9th International Symposium on Visual Information Communication and Interaction (VINCI '16) will be held on 24-26 September 2016, in Dallas, TX, USA, in the heart of the complex of over 600 major multinational technology corporations, with 47 non-stop flights to international destinations.

SCOPE AND TOPICS

We solicit original, unpublished research papers that focus on visual information communication and interaction, via images, text, sound, taste, virtual reality, the Web, or other media. Research papers may address cognitive and design aspects, underlying theories, taxonomies, implementation work, tool support, and case studies. Topics of interest include but are not limited to the following:

- Aesthetics in visual communication
- Cognitive aspects of visual information comprehension
- Computational aesthetics
- Graph drawing and network visualization
- Graphical user interface design
- Influence of visual arts and design
- Information visualization
- Applications like SoftVis, BioVis, ...
- Empirical studies of novel visual metaphors
- Visual analytics
- Visual approaches to knowledge discovery
- Visual communication metaphors
- Visual interaction through multimodality
- Visual modeling languages and UML
- Visual programming languages
- Visualization on mobile devices
- Human-computer interaction

PAPER SUBMISSION

Submissions that address research and development, as well as experience reports and tool demonstrations on the above and other related topics are strongly encouraged. Papers can be submitted as full papers, short papers and posters. Each submitted symposium paper will be peer-reviewed by at least three International Program Committee members. All accepted papers and posters will appear in the proceedings of VINCI 2016 published by ACM Press and made available in the ACM Digital Library (EI indexed). Moreover, authors of a number of selected full papers of high quality will be invited to prepare revised versions of their work for submission to a special issue of the Journal of Visual Languages and Computing (Elsevier; SCI indexed). In addition, it is planned that revised versions of selected best papers in art and design will be invited for the subsequent publication in a special issue of Leonardo (MIT Press; AHCI indexed).

Detailed information on paper submissions incl. on workshop, tutorial, special session and panel proposals can be found at the conference web page: vinci-conf.org

IMPORTANT DATES

Workshop/Tutorial proposals: *15 April 2016*
Workshop/Tutorial decision: *25 April 2016*
Paper submission deadline: *1 May 2016*
Notification of decision: *15 June 2016*
Camera-ready copy: *5 July 2016*

CONTACT

Visual Computing Lab
Department of Computer Science
The University of Texas at Dallas
Richardson, TX 75080-3021, USA
Tel: +1-972-8836351 (direct)
Email: info@vinci-conf.org

WEB MASTERS

Zhao Xiao, *UT-Dallas, USA*
Xiaoyu Wang, *UT-Dallas, USA*

