The 8th International Symposium on Visual Information Communication and Interaction (VINCI 2015)

24–26 August 2015 | Tokyo, Japan

Call for Participation

The 8th International Symposium on Visual Information Communication and Interaction (VINCI15) will be held on August 24-26 in Tokyo, Japan. VINCI15 aims to provide an international forum for researchers and industrial practitioners to discuss the state of the art in visual communication theories, designs, and applications. Papers can be submitted as long papers, short papers and posters.

All accepted papers will be published by ACM Press and made available in the ACM Digital Library. Selected papers will be published in special issues of appropriate journals including *Journal of Visual Languages and Computing (JVLC, SCI Indexed)* and *International Journal of Software and Informatics (IJSI)*.

1. Papers and Posters

Authors are invited to submit original and unpublished research and practical applications in all areas of visual communication and interaction. Suggested topics include, but are not limited to:

Area 1: Visualization methodologies

Information visualization, Graph drawing and visualization, Cognitive aspects of visual information comprehension, Visual metaphors and symbols, Usability or empirical study of new visual metaphors, Design theory in the digital age, Aesthetics in visual communication and digital media, Interaction methods (touch-based, haptic, vision-based, multi-modality, Big Data, Visual languages, Diagrams, Art + Science

Area 2: Visualization applications

Visual Analytics, Sketching, Graphical user interface design, Software visualization, Visual approaches to knowledge discovery, Visualization on mobile devices, Animation, Game design, Biological visualizations

Area 3: Visual design and art

Interaction design, Interactive art, Infographie and data-driven art, Visual perception and cognition, Multimedia, Virtual actors, Interactive storytelling, Augmented reality and its applications, Virtual reality and its applications, Computational (or digital) aesthetics, Wearable computers, Ubiquitous / responsive environments, Entertainment technology

2. Workshops and Tutorials

VINCI15 is also soliciting proposals for full-day and half-day workshops and tutorials on topics that address areas of interest to the community. Proposals should be a maximum of 2 pages and should include: proposals, and any queries.

Conference venue: Hitotsubashi Hall

Committee

General Chair:
Takayuki Itoh, Ochanomizu University

Program Chairs:
Paolo Bottoni, Sapienza University of Rome
Shigeo Takahashi, University of Tokyo

Local Arrangement Chairs:
Kazuo Misue, University of Tsukuba,
Yuriko Takeshima, Tohoku University

Publicity Chair:
Tomoko Kajiyama, Aoyama Gakuin University