VINCI
Hsinchu, Taiwan

2024.12.11 → 12.13

The 17th International Symposium on Visual Information Communication and Interaction

Call for Papers

VINCI'24 includes tracks of **Technical Papers, Art Papers**, and **Art and Media Galleries**. All accepted papers will be included in the **ACM Proceedings** as formal publications and EI-indexed. Selected papers will be invited to be extended for publication in special issues of **PRESENCE: Virtual and Augmented Reality** (SCI-indexed; MIT Press; 3-4 papers for fast-tracked review in 2 months) and **International Journal of Digital Media Design** (Taiwan Humanities Core Index). We solicit original, unpublished research papers that focus on all aspects of visual information communication and interaction, either via images, computer graphics, animations, virtual reality, web, artistic projects, or other visual media. Research papers should 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:

Topics for Technical Papers:
- Visual communication metaphors
- Cognitive aspects of visual information comprehension
- Empirical studies of novel visual metaphors
- Visualization on artificial intelligence, machine learning, and other fields
- Explainable artificial intelligence
- Aesthetics in visual communication and computational aesthetics
- Influence of visual arts and design to visual communication
- Information visualization and visual analytics
- Visual approaches to knowledge discovery
- Visual interaction through multimodality
- Visualization on mobile devices
- Graph drawing and network visualization
- Visual modeling languages
- Visual programming languages
- Graphical user interface design
- Human-computer interaction
- Applications in SoftVis, BioVis, GeoVis, etc.

Topics for Art Papers & Art and Media Galleries:
- Generative Art & Design
- Artificial Intelligence Generated Content (AIGC)
- Metaverse applications from domains include, but are not limited to Education, Health and Medicine, Fitness, and Sport.
- Digital-twin applications from domains include, but are not limited to IoT management, Property management, and Smart Manufacturing.
- Creative Visualization
- Critical Visualization
- Tangible Visualization
- Data Sculpturing
- Visual Storytelling
- Data Art & Design
- Information Aesthetics
- Interactive Graphics & Design
- Real-time Simulation
- Creative Applications of Scientific Illustration

Committees

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- Hsin-Chien Huang (National Taiwan Normal University)
- Tony Huang (University of Technology Sydney)

Website
- Official Website Link:

  https://www.vinci2024.conf.nycu.edu.tw

Submission Dates
- Technical Papers: ~~May 15, 2024~~ **Jun 05, 2024**
- Art Papers: ~~May 15, 2024~~ **Jun 05, 2024**
- Art and Media Galleries: ~~May 30, 2024~~ **Jun 15, 2024**

Paper Submission

The review process will be single-blind. We encourage to submit an anonymized version of your manuscript by removing all author and affiliation information from submissions and supplemental files as well as substitute your paper's ID number for the author name. All submissions must be written in English and formatted according to the ACM Proceedings Template (using sigconf format/template double-column style) and should consist of a single PDF file. All paper submissions should be made through the following CMT conference management system:

https://cmt3.research.microsoft.com/VINCI2024/Submission/Index