



CALL FOR PARTICIPATION

vsmm2016.org

Organised by:

Virtual Systems and Multimedia Society,
Faculty of Arts, and Faculty of Science and Technology, Sunway University and Centre for Research Creation in Digital Media (CRCDM), Sunway University, Kuala Lumpur

**Conference Honorary Chair
Professor Lewis Lancaster**

University of California, Berkeley, USA

Conference Chair

Professor Harold Thwaites
Faculty of Arts, Sunway University

Technical Programme Chairs

Associate Professor Dr. Lau Sian Lun
Professor Lee Chin Sing,
Faculty of Science and Technology
Sunway University

Local Programme Committee
(Sunway University)

Associate Professor Dr. Lau Sian Lun
Professor Dr. Lee Chin Sing
Associate Professor Dr. Lee Yun Li
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Delas Santano
Jafni Jusoff

Award Chair

Alonzo Addison, President VSMM

Workshop Chair
Delas Santano

Centre for Research Creation in Digital Media, Sunway University

Publication Chair

Professor Harold Thwaites

About VSMM 2016

The 22nd International Conference on Virtual Systems & Multimedia VSMM 2016, will be held at Sunway University (SU), Kuala Lumpur, hosted by the Faculty of Arts, the Centre for Research Creation in Digital Media (CRCDM) and the Faculty of Science and Technology, in October 2016. By hosting the VSMM conference (to be IEEE technical sponsored), Sunway University (SU) will establish its position globally as a forum for research in creative digital media arts, computing and technology, multimedia, virtual systems and cutting edge research applications.

The International Conference on Virtual Systems and Multimedia (VSMM) is a premier world forum for the presentation of research on 3D acquisition, multimedia visualization, interaction technologies and their myriad applications. Known for its broad multidisciplinary approach, VSMM has become a bridge between technology, art, history, science and engineering. Held since 1995, VSMM 2016 will mark the 22nd international gathering of the VSMM Society.

Call for Papers, Special Sessions and Workshops

The theme for the 2016 conference is "Transdisciplinary – Transmedia - Transformations" with a strong focus on research-creation applications for virtual systems, multimedia, digital arts and technology, digital cultural heritage, creative industries, and on the knowledge mobilization and practical research - exhibition of outcomes of such research. The aim of this conference is to discuss the concept that fresh research and public engagement transformation initiatives should be integral to all fields associated with virtual systems and multimedia, the founding pillars of VSMM.

In choosing this theme, VSMM 2016 invites the submission of the work in relation to wide research, creation, exhibition and investigation in these fields. For the expanded Tracks of VSMM 2016, visit the website: vsmm2016.org

Topical areas to consider (but not limited to) for papers and presentations are:

- * *Transformations* in data collection and archiving techniques;
- * Content creation and dissemination in the *transmedia* world;
- * The future of *transdisciplinary* research in virtual systems and multimedia;
- * The evolution of digital media research-creation and knowledge "re-presentation".

Authors are invited to submit technical, application or creative project papers. Authors are required to submit an abstract of no more than 1000 words by **Monday 16th May 2016** (12pm KL Standard Time UTC+08:00). Abstracts of papers should describe original and unpublished work on the topics of the conference and must be written in English. Submissions are encouraged to include visual materials, videos or multimedia elements that demonstrate and describe the results of the scientific work, research project, or creative output that can be presented during the conference sessions.

The full papers from the accepted abstracts, must be formatted in IEEE double column, single space format (please see the [Author's Instructions](#) for more details) and submitted no later than **Monday 3rd October 2016**. The length must not exceed 4 pages for short papers and 8 pages for long papers (including figures, tables and references) and 2 pages for work in progress. Work in progress will be presented as an oral presentation using a long or short presentation slot, or as a poster, according to the quality of the submission. Extended abstracts will be included in the Conference proceedings. All full papers accepted for the proceedings will be submitted for inclusion into indexed IEEE Xplore digital library.

As the conference adopts a double-blind reviewing process, authors must ensure that any information that links authors or co-authors, e.g. affiliations, contact details, e-mails, to the paper are removed on the paper for the submission. All papers must be formatted in IEEE double column, single space format, A4 page.

Call for Workshops, Special Sessions and Panels

A brief Workshop proposal (up to 1,000 words) should be submitted by **Tuesday, 6th June 2016** (12pm KL Standard Time UTC+08:00). Proposals must include a title, an outline of the Workshop and its motivations, a short description of the material required, contact information and a CV for each presenter.

Proposals for Special Sessions or Panels should be submitted by **Tuesday, 6th June 2016** (12pm KL Standard Time UTC +08:00). Proposals must include a topical title, rationale, session outline, contact information for the session chair(s) and include information on authors who have agreed to present a paper in the session with a tentative title and short abstract for each paper (maximum submission length of 3,000 words).

Information:

All enquiries should be directed to the VSMM 2016 Secretariat
Email: vsmm2016@gmail.com
Website: vsmm2016.org

Important Dates

Call for Participation Opens – Mon, February 1, 2016	Call for Participation Closes – Mon, May 16, 2016
Registration Opens – Mon, Sept 5, 2016	Notification of Acceptance – Mon, July 4, 2016
Full Paper Submission Deadline Mon, Oct 3, 2016	Early Bird Registration Ends – Mon, Sept 30, 2016