

Call for Papers

Special Issue on “Internet of Things and Cultural Heritage: Challenges on enhancing knowledge sharing and diffusion”

Scope and Objectives

Currently, a true revolution is acting in the Cultural Heritage domain and the need of supporting tools and methodologies to develop applications and to enhance services enabling studies, valorisation, maintenance and fruition of artistic works is extremely increasing. Cultural Heritage is a part of the real world and new challenging and amazing experiences can be performed when it is supported by new technologies.

However, by means of innovative technological applications, location-based services and applications, it is possible to shorten the distance between cultural spaces and their visitors, nowadays determined by the purely aesthetic and essentially passive fruition of cultural objects. In this scenario, the technology can become a facilitator of social interactions and people participation, an instrument of knowledge sharing and diffusion.

Supported by very specialized expertise, common users’ contribution (e.g., social networks channels and direct feedbacks about direct fruition experiences) interaction and available open data (e.g., Linked Open Data), knowledge is shaped and could be so managed and exploited.

In this scenario, the learning process of cultural information, in order to be effective, has to actively engage the users through participative and attractive forms.

Topics

The purpose of the proposed Special Issue is to publish recent advances in the application of innovative methodologies, technologies, and service to enhance and support the knowledge diffusion and sharing within the Cultural Heritage domain, with emphasis on the following aspects, but certainly not limited to:

- Knowledge classification and semantic representation in Cultural environments;
- Innovative ICT learning solutions for the Cultural Heritage domain;
- Interactive audio/video techniques and storytelling methodologies;
- User-profiling and multimedia recommendations techniques;

- Data and content tailoring techniques;
- Multimedia systems and applications for Cultural Heritage
- Social networking and collaborative techniques of cultural knowledge sharing;
- Educational immersive environments with virtual and augmented reality solutions;
- User studies, such as museum and sites applications, human interfaces, interaction and usability;
- e-Learning: Tools for Education, Documentation and Training in Cultural Heritage

Important dates (proposal)

Submission due: Jan. 1 2018

Notifications to authors: 15 Feb. 2018

Date for submission of final paper: 1 Apr. 2018

Estimated publication date: 2018

Guest Editors

Dr. Francesco Piccialli

University of Naples "Federico II"

Department of Mathematics and Applications "Renato Caccioppoli"

Prof. Angelo Chianese

University of Naples "Federico II"

Department of Electrical Engineering and Information Technologies