

## Call For Papers

### International Journal of Computational Science (IJCS)

<http://www.gip.hk/ijcs/>

#### Special Issue: COMPUTATIONAL ART

##### Guest Editors:

**Dr.Athanasios Vasilakos**

(University of Western Macedonia, Greece),

**Dr.Magy Seif El-Nasr**

(Pennsylvania State University, USA)

This is a call for papers for a special issue to be published in the scholarly journal the “International Journal of Computational Science (IJCS)”. IJCS is a refereed journal focusing on theories, methods and applications of computational science, which facilitates the dissemination of research in this field in business, government and educational institutions worldwide. This special issue will focus on the multi-disciplinary emerging area of computational art.

With the evolution of intelligent devices, sensors, and ambient intelligent/ubiquitous systems, it is not surprising to see many research projects starting to explore the design of intelligent artistic artifacts. This is a new multi-disciplinary area that is still in its infancy. The goal of this special issue is to outline some of the seminal work in this important and growing area.

Ambient Intelligence(AmI) supports the vision that technology will become invisible, embedded in our natural surroundings, present whenever we need it, attuned to all our senses, adaptive to users and context and autonomously acting. High quality information and content must be available to any user, anywhere, at any time, and on any device. Movements like “**Dada**” or experiences like “**Happening**” or “**Performance Art**” were mainly focused in dissolving the barriers between art and life, actor and spectator. AmI technologies intend to bring art to the ordinary people while offering to the artists a creative tool to **extend the grammar of the traditional arts. The information environments will be the major drivers of culture.**

The scope of this issue is to present new artworks, research papers and performances in the areas of technology and the arts. In general, we believe that it is necessary to combine humanism (humanists) and technology (technologists), a “mixture of science and art” towards a **science of “general morphology”**, which will express the universal totality and necessity of human existence. This existence shouldn’t be exhausted neither on emotional level nor on logical level.

We seek papers that discuss contributions in both the art and technology. We seek papers that discuss both theory and practice. Work discussed should be in a finished state and

fully implemented, if appropriate. Work discussed can take on many forms, including but not limited to **art exhibits, interactive performances, multi-media installations, computer games, virtual reality and interactive mixed reality experiences, interactive theatre, visual dance spaces, digital and wearable cinema, scenic and choreographic narratives, technology and music, algorithmic art, genetic and evolutionary art systems that create drawings, images, animations, sculptures, poetry, text, etc., internet art, bio-art, nanotechnology art.**

The journal is distributed in print and online. This special issue will be refereed by a full reviewing committee of scholars in the field of computational art. Interested authors should submit a max of 15-page paper, according to the authors' submission guidelines of the IJCS: <http://www.gip.hk/ijcs/>, to Special Issue Editors: Athanasios Vasilakos at [vasilako@ath.forthnet.gr](mailto:vasilako@ath.forthnet.gr) and Magy Seif El-Nasr at [magy@ist.psu.edu](mailto:magy@ist.psu.edu). Papers should be sent in PDF format by 15 May 2007. Notification of acceptance will be sent 30 July 2007.

### **Important Deadlines**

**Submission of Papers:** 15 May 2007

**Notification of Acceptance:** 30 July 2007

**Final Paper submission:** 30 August 2007

**Publication:** 4<sup>th</sup> quarter of 2007