

INTETAIN 2014

Call for Papers
and Participation

CHICAGO, IL USA

Location: Columbia College Chicago
Dates: July 9 - 11, 2014
www.intetain.org/2014

Theme: Distributed Creativity

Creativity is a widely accepted concept loosely referred to as a resource or a capacity to bring about ideas and visions transformed into a body of work. Creativity encompasses making, playing, and designing meaningful opportunities such as interactive media systems and experiences. For INTETAIN 2014, we welcome researchers in science and engineering and creative practitioners to come together and explore how shared media networks, production, and experiences may make use of a notion such as distributed creativity.

We invite the submission of research papers and posters, panel discussions, creative technology demonstrations, and workshop proposals that address all aspects of design, production, distribution, and assessment of interactive making and playing.

IMPORTANT DATES

Submission Deadlines

December 1: intent to propose a Special Session or Workshop

December 15: Regular Papers submissions, Special Session proposals

January 15: Posters, Panels, Special Session and Workshops submissions

January 25: Intelligent Interaction Showcase, and Game Jam

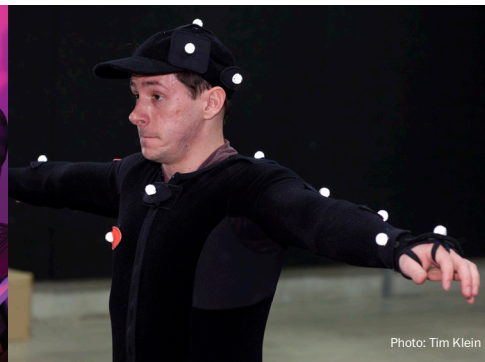
Acceptance Notification

March 10: Papers Acceptance Notification

March 20: Other Acceptance Notification

April 15: Camera Ready Submission

Accepted submission will be published in INTETAIN 2014 Proceedings.



Types of Submission

- Papers; Posters; Panel Discussions
- Special Sessions (Papers on a curated topic)
- Workshops (Half-day)
- **Intelligent Interaction Creative Showcase**
The Showcase will present live demonstrations of creative applications
- **Game Jam Research Proposal**
Research Proposals will be accepted for study of an annual 24-hour Game Jam held at Columbia College Chicago in early May. Proposals will detail data collection methods. Selected proposals will be prepared for data collection to be performed during the May 2014 Game Jam. Resulting data will be provided to the proposers before May 31 to prepare a discussion.

Topics

- **Supporting and Eliciting Creativity** *Technology that helps people be creative*
- **Architecture to support Distributed Creativity**
In performing, playing, and producing
- **Sensors + Signal processing for data fusion**
Intelligent Integration of multiple sensor types and fusion scenario
- **Play and Performance**
Gesture recognition and applications
- **Measuring creativity**
Social Sciences and Computational Sciences approaches
- **Computational Creativity**
AI humor, storytelling, painting, music

- **Sociology and organizational structure**
Distribution and democracy in play and production paradigms, authorship
- **Cognition**
Attention/distribution/fusion, intelligence
- **Interactive Storytelling**
Collaborative long form and short form
- **Cross-platform production and distribution**
- **Teamwork and remote production**
- **Multi-modal and cross-modal applications**
- **Models that link Games, Broadcast, and Cinema**
- **Emerging Authoring Platforms**

GENERAL CHAIR:

Dr. Robin Bargar
Columbia College Chicago

TECHNICAL PROGRAM COMMITTEE CO-CHAIRS:

Dr. Dennis Reidsma
University of Twente

Dr. Insook Choi
Columbia College Chicago

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 **Intetain**
Intelligent Technologies for Interactive Entertainment