

INTETAIN 2014

CHICAGO, IL USA

Call for Papers
and ParticipationLocation: Columbia College Chicago
Dates: July 9 - 11, 2014
www.intetain.org/2014

UPDATES

New Deadline for General Call for Research Papers, Panels and Workshops
February 10, 2014

Special Sessions in Development

- Radical publishing
- Distributed media production
- Health care
- Interactive media for scientific education and presentation
- Branded video entertainment
- Immersive and interactive audio
- Business plans for new media technology start-ups
- Comedy
- Interactive media for urban architecture

Researchers interested in submitting a paper for Special Session should contact Elsa Tullós for more information, etullós@colum.edu

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.

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

IMPORTANT NEW DATES

Submission Deadline

February 10

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.

- **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:

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