

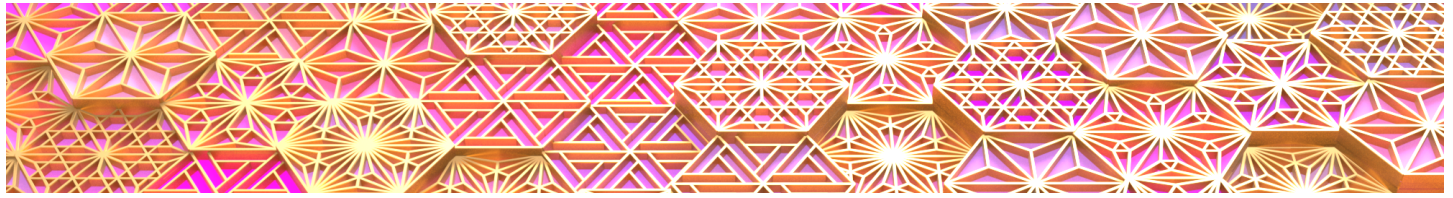
CALL FOR PAPERS on Conference Paper Track and Work-in-Progress

# 2022 International Conference for ADADA + CUMULUS

20th International Conference for Asia Digital Art & Design Association

► <http://adada.info/2022/>

**26 - 27 November 2022**



The 2022 ADADA Conference is the 20th-anniversary conference of ADADA. For the past 20 years, ADADA has been a leader in art and design related to digital technology in Asia. The International Conference for ADADA is one of the major conferences about art and design associated with digital technologies. It aims to bring together researchers, designers, artists, and students to present their novel works, exchange innovative ideas, and discuss the future of digital art and design in Asia. Authors are invited to submit original, unpublished research work and art papers, demos, posters, and work in progress on all topics in the general areas of art and design associated with digital technologies. The committee for the conference had initially planned to conduct this meeting as a hybrid of online and onsite. Unfortunately, we had to abandon the onsite implementation due to the spread of the coronavirus in Japan and the fact that the Japanese government still does not allow foreigners to enter and travel in Japan freely. We are very sorry that we will not be able to interact onsite in Fukuoka, where ADADA was born, but we hope that many people from many countries will join us online to celebrate ADADA's 20th anniversary.

## Important Dates

### Conference paper track

**9 September 2022** : Abstract Submission Deadline

**16 September 2022**(extended) : Submission deadline for research and art papers

**21 October 2022**: Acceptance notification

**4 November 2022** : Final Version Submission Deadline

**26-28 November 2022**: Conference dates

### Work in Progress

**25 October 2022**: Registration deadline of "Work-in-Progress."

**26-28 November 2022** : Conference dates

## Instructions for Authors

- The 2022 ADADA Conference invites research papers and art papers.
- Authors can choose between two paper formats: long papers of 3-6 pages and short papers of 1 or 2 pages.
- Submitted papers will be peer-reviewed by several members of the program committee and accepted if they are judged to be of high academic and artistic quality.
- Because peer review is done in a double-blind format, authors should not include the name or affiliation of the author(s) in their paper.
- Authors submitting papers must register their abstracts on the paper submission website by 9 September. Authors who have registered their abstracts should submit their manuscripts by 16 September.
- If your paper is accepted for the 2022 ADADA Conference, you will have the opportunity to give an oral presentation at the conference, and your paper will be reproduced in the conference proceedings.
- The paper submission site and paper format are available on the conference website <http://adada.info/2022/>

## Instructions for people submitting work-in-progress presentation proposals

- The 2022 ADADA Conference invites presentations on work in progress.
- Basically, people who submit a proposal for a work-in-progress presentation will be given the opportunity to make an oral presentation in a work-in-progress session at the 2022 ADADA Conference.
- Presentations may be declined if the program committee determines that the content of the proposal is not appropriate for presentation at the conference, for example, if it deviates significantly from the topics covered by the conference.

## Topics

2022 ADADA invites papers describing original contributions in all fields of art and design associated with digital technologies and related research areas. All submissions should be in English. For every accepted submission, it is required that at least one author will attend the conference to present the work. Research topics of interest for 2020ADADA include, but are not limited to:

- **Interactive Art, Digital Art, Media Art**
- **Interaction Design, Interactive Technologies**
- **Computer Animation, Computer Graphics, Visual Effects**
- **Web Design, Web Application Design, Web Service Design**
- **Virtual Reality, Augmented Reality**
- **Digital Game and Gamification**
- **Social Networks, SNS**
- **IoT, Sensor Networks, Big Data**
- **Innovative devices, Robotics for Art, Gadgets**
- **Education, Digital Archives**
- **Digital Content Design**
- **Design Theory and Design Methodology**
- **Digital Music, Musical Interface, Sonification**
- **Design Cases**

