

## Call for Contributions

### Note: Onsite and Online Options

In order to accommodate a large number of situations, we are offering the option for either physical presence or virtual participation. We would be delighted if all authors manage to attend in person, but are aware that special circumstances are best handled by having flexible options.

### Submission:

**1. Inform the Chair:** with the Title of your Contribution

**2. Submission URL:**

<https://www.iariasubmit.org/conferences/submit/newcontribution.php?event=PATTERNS+2020+Special>

Please select Track Preference as **CreaTology**

### Special track

## CreaTology: Patterns in Digital Creative Arts

Chairs and Coordinators

Dr. Ida Pu, Goldsmiths College, University of London, UK

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along with

**PATTERNS 2020**, The Twelfth International Conference on Pervasive Patterns and Applications

<https://www.aria.org/conferences2020/PATTERNS20.html>

October 25 - 29, 2020 - Nice, France

This special track continues the theme of PATTOLOGY introduced in a special track at [PATTERNS 2017](#), namely the description and analysis of combinatorial patterns discovered during the scientific process. This 2020 edition will focus on **CreaTology**, that is, patterns inherent in systems for modelling, representing and computing digital arts which enable the imaginative design process.

The digital explosion era has required sophisticated techniques for managing, manipulating, interpreting, indexing and storing various scales of data and has touched on a surprising range of application areas. Digital art is considered to be an artistic work or practice that uses digital technology as part of the creative or presentation process. The field is inclusive spanning applications in computer art, multimedia, sculpture, music/audio, virtual reality and even 3D exhibitions - all encompassed under the term new media art. Highly interdisciplinary, new media art combines various disciplines such as creative art, computer science, engineering, mathematics and psychology, and reveals underlying patterns and structures. The synergy between artists and computer scientists evolves new techniques, solutions and directions, and impacts beyond, for instance on how humans access this multimedia via mobile device interfaces.

Patterns arise in digital creativity, for instance a piece of music can be represented digitally by a string, that is a sequence of symbols, where a chorus will contain repetitions of a substring, that is a smaller section of the original string. Digital architectural blueprints can contain various scales of the same basic geometry.

This special track invites research papers involving novel concepts and applications founded on meaningful patterns arising in the field of the digital arts. The main objective of this track is to explore patterns arising in the landscape, implementation and impact of this modern realization of classical disciplines. Critical literature reviews and surveys which include future research directions will also be considered.

### **Topics include, but not limited to:**

- Temporal pattern analysis & inference related to the creative digital arts
- Patterns in graphs & networks for digital creativity
- Artificial Intelligence (AI) for artists
- Creative computing applications related to big data
- Data structures / algorithms arising in interactive digital art forms
- Stringology issues related to the digital arts
- Internet/interface issues for the digital arts and virtual reality
- Digital creativity management systems
- Databases for digital media
- Visualization systems for creative computing
- Quantifying art-science interaction
- Interdisciplinary applications/approaches to digital art, media and audio
- Physiology derived data patterns arising from performance in the arts
- Patterns associated with digital technology

### **Important Datelines**

Inform the Chair: As soon as you decide to contribute

Submission: August 1, 2020

Notification: August 21, 2020

Registration: September 1, 2020

Camera-ready: September 1, 2020

### **Contribution Types**

- Regular papers [in the proceedings, digital library]
- Short papers (work in progress) [in the proceedings, digital library]
- Posters: two pages [in the proceedings, digital library]
- Posters: slide only [slide-deck posted on [www.iaia.org](http://www.iaia.org)]
- Presentations: slide only [slide-deck posted on [www.iaia.org](http://www.iaia.org)]
- Demos: two pages [posted on [www.iaia.org](http://www.iaia.org)]

### **Paper Format**

- See: <http://www.iaia.org/format.html>

- Before submission, please check and comply with the editorial rules: <http://www.iaia.org/editorialrules.html>

### **Publications**

- Extended versions of selected papers will be published in IARIA Journals: <http://www.iaiajournals.org>

- Print proceedings will be available via Curran Associates, Inc.: <http://www.proceedings.com/9769.html>

- Articles will be archived in the free access ThinkMind Digital Library: <http://www.thinkmind.org>

### **Paper Submission**

<https://www.iaiasubmit.org/conferences/submit/newcontribution.php?event=PATTERNS+2020+Special>

Please select Track Preference as **CreaTology**

### **Registration**

- Each accepted paper needs at least one full registration, before the camera-ready manuscript can be included in the proceedings.

- Registration fees are available at <http://www.iaia.org/registration.html>

**Contact**

Chairs

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