1ST INTERNATIONAL WORKSHOP ON (RE)CREATING LIVELY CITIES THROUGH AMBIENT TECHNOLOGIES: ARTS, CULTURE, AND GASTRONOMIC EXPERIENCES

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1. WORKSHOP DESCRIPTION

Digital and interactive technologies are becoming increasingly embedded in everyday lives of people around the world. Application of technologies such as real-time, context-aware, and interactive technologies; augmented and immersive realities;, social media; and location-based services has been particularly evident in urban environments where technological and sociocultural infrastructures enable easier deployment and adoption as compared to non-urban areas. There has been growing consumer demand for new forms of experiences and services enabled through these emerging technologies. We call this ambient media, as the media is embedded in the natural human living environment. This workshop focuses on ambient media services, applications, and technologies that promote people's engagement in creating and re-creating liveliness in urban environments, particularly through arts, culture, and gastronomic experiences.

The workshop takes a multidisciplinary and future oriented approach, and welcomes participants from diverse disciplinary domains for open discussions about technological, sociocultural, and content-related aspects of ambient media services that support people's engagement in (re)creating their urban environments into a livelier place through art, cultural, and gastronomic experiences.

Within this context, we welcome submissions relating to (but not limited to) the following:
- case-studies (successful, and especially unsuccessful ones);
- speculative and innovative concepts or design;
- demonstrations of services and applications;
- user-experience studies and evaluations;
- artistic installations and contents;
- social and/or economic studies, businesses models, and marketing
- technological novelties, evaluations, and solutions;

The following topics fit within the scope of the workshop:
- Analysis of videos related to art, culture, and gastronomy
- Ubiquitous environments and interfaces in lively city environments
- Intelligent appliances and gadgets supporting art, culture and gastronomy
- Multimedia learning for activities around smart city environments
- Archiving, distribution, and processing of multimedia material
- Safety, security, and privacy in lively cities
- Locative media and context sensor technologies
- Systems supporting government, institutions, and associations
- Artistic, cultural, and gastronomic services and applications;
- Consumer and human-computer interaction design studies;
- Socio-economic studies, business models, advertising, and marketing;
- Applied ambient media technologies in city environments (e.g. P2P, 3D, augmented reality, QoE, protocols, networks, security, and privacy);
- Engagement and persuasion in smart environments;
- QoE and for ambient urban city applications.

2. WORKSHOP ORGANIZATION

2.1. Format and Participation
This is a full-day workshop. In order keep the workshop interactive, space will be limited to about 20 participants. Interested participants should submit one-page position papers outlining their work, brief biographies, and what they would like to gain from the workshop. Each submission will undergo a double-blind review process. Participants will be selected based on their expertise and to ensure overall disciplinary and geo-cultural diversity. The participants will have opportunities to present their work or cases of their interest, and participate in a series of collective workshop activities and discussions..

2.1.1. Pre-Workshop Organization and Review Process
Before the workshop, an online forum will be created to introduce participants for one another; circulate position papers; and foster active discussions among the

participants, some of which can be further extended during the workshop.

2.1.2. Schedule

The workshop will be organized as "Design Thinking" workshop. Design Thinking is a method for fostering creative thinking and the development of new ideas (see e.g. [1] and [2]).

09:00-10:30	Workshop Opening and Keynote Lecture
10:30-11:00	Mornig Tea
11:00-12:00	Paper Presentations and Discussions
12:00-13:00	Lunch

13:00-14:15   Design Thinking Part I: "Lively Cities through Ambient Media Evaluation"
Group activities, development of the 'lively city' concept based on ideas emerged from workshop papers, design thinking, problem definition, challenge development, and problem framing;

14:15-15:30   Design Thinking Part II: "Lively Cities through Ambient Media Development"
Group activities, creative processes, idea finding, paper prototype building, constraints development, technical challenges;

15:30-16:00   Afternoon Tea

16:00-17:30   Evaluation & Roundup
Presentation of each group's work, evaluation, discussion for further collaborations;

19:00-23:00   Dinner

2.1.3. Post-Workshop Organization

The results of the workshop will be compiled in a special issue of a journal or an edited book. Publishers under consideration are Springer-Verlag, IGI Global, or Inderscience.

2.2. Keynote Lecture

A keynote speaker will be invited to open the workshop program. The selection of the suitable candidate will be taking place upon acceptance of the workshop.

2. WORKSHOP RATIONALE IN THE CONTEXT OF ICME 2012

ICME 2012. The workshop attempts to attract researchers and practitioners across diverse disciplines to discuss the latest developments of ambient media technologies promoting people's engagement in co- and re-creating more lively urban environments. The workshop presents to the community of ICME a novel perspective of the design, development, and use of ambient media that promote people engagement and re-creation of urban environments, particularly through arts, culture, and gastronomic experiences.

Series Context. This workshop will be taking place for the first time but in context of AMEA – Ambient Media Association (www.ambientmediaassociation.org). This connection will ensure excellent promotion of the workshop and further collaborative opportunities for the participants.

We have a long track record of organizing significant international conferences and workshops, including:

- Nokia MindTrek Ubimedia Award series, (6th edition in 2012), international award for the most innovative ubimedia productions, Tamepre, Finland
- Semantic Ambient Media Experience (SAME) workshop series (5th edition in 2012) previously in conjunct with ACM Multimedia, AmI, and C&T;
- Academic MindTrek Conference in cooperation with ACM (16th edition in 2012, www.mindtrek.org)
- EuroITV 2010, Tampere, Finland, conference organization as general chair (www.euroitv2010.org) including various other functions within the conference series
- Worldwide 1st Workshop on Ubiquitous Media Entertainment Technology, MindTrek 2007 scientific workshop, October 2007, Tampere, FINLAND, www.mindtrek.org
- TICSP Workshop on Ambient Multimedia and Home Entertainment, EuroITV 2007, scientific workshop, Amsterdam, NETHERLANDS, www.euroitv2007.org*Hungry 24/7? HCI Design for Sustainable Food culture Workshop*. Paper presented at the OZCHI 2009: 21st Annual Conference of the Australian CHISIG of the Human Factors and Ergonomics Society of Australia.
- *Ubiquitous Sustainability: Citizen Science & Activism* Workshop at the Tenth International Conference on Ubiquitous Computing (UbiComp), Seoul, South Korea.

3. ORGANIZATION COMMITTEE

Prof. Dr. Artur Lugmayr, EMMi Lab., Tampere Univ. of Technology, Tampere, Finland (http://www.tut.fi/emmi)

Artur Lugmayr describes himself as a creative thinker and his scientific work is

situated between art and science. Starting from July 2009 he is full-professor for entertainment and media production management at the Department of Business Information Management and Logistics at the Tampere University of Technology (TUT): EMMi – Entertainment and Media Production Management (http://webhotel2.tut.fi/emmi/web/). His vision can be expressed as to create media experiences on future emerging media technology platforms. He is the head and founder of the New AMbient MUltimedia (NAMU) research group at the Tampere University of Technology (Finland) which is part of the Finnish Academy Centre of Excellence of Signal Processing from 2006 to 2011 (http://namu.cs.tut.fi). He is holding a Dr.-Techn. degree from the Tampere University of Technology (TUT, Finland), and is currently engaged in Dr.-Arts studies at the School of Motion Pictures, TV and Production Design (UIAH, Helsinki). He chaired the ISO/IEC ad-hoc group "MPEG-21 in broadcasting"; won the NOKIA Award of 2003 with the text book "Digital interactive TV and Metadata" published by Springer-Verlag in 2004; representative of the Swan Lake Moving Image & Music Award (http://www.swan-lake-award.org/); board member of MindTrek (http://www.mindtrek.org), EU project proposal reviewer; invited key-note speaker for conferences; organizer and reviewer of several conferences; and has contributed one book chapter and written over 25 scientific publications. His passion in private life is to be a notorious digital film-maker. He is founder of the production company LugYmedia Inc. (http://www.lugy-media.tv). More about him on http://www.tut.fi/emmi

Dr. Jaz Hee-jeong Choi, Urban Informatics Research Lab, QUT, Brisbane Australia
(http://staff.qut.edu.au/staff/choih/)

Jaz Hee-jeogn Choi is an ARC Australian Postdoctoral Fellow (Industry) at the Institute for Creative Industries and Innovation, QUT. Her research interests are in playful technology, particularly the ways in which various forms of playful interaction are designed, developed, and integrated in different cultural contexts. In her recently completed doctoral research, she developed a new conceptual approach to urban sustainability that recognises 'play' as the core of transformative interactions in cities as ubiquitous technosocial networks. Her current research explores designing and developing playful ubiquitous technologies to cultivate sustainable food culture in urban environments. She has collaborated with leading international researchers and published in books and journals across various disciplines. Her website is at www.nicemustard.com

Kirralie Houghton, Urban Informatics Research Lab, QUT, Brisbane Australia
(http://www.urbaninformatics.net/people/kirralie/)

Kirralie is a PhD candidate (awarded an APA scholarship) and is part of the Urban Informatics Research Group within the School of Design at QUT Brisbane. Kirralie's research is focused on 'Understanding the Implications of Networked Social Interactions for the Design of Public Urban Spaces'. The research is built on the use of libraries as the case study as they provide a unique mix of social and learning spaces, then applies the concepts of networked interaction and intervention in the built design more broadly to public spaces across the urban environment. Holding an Honours Degree from UNSW in Town Planning this research crosses the disciplines of built environment and technology. Formerly Kirralie was working as a consultant urban planner and has extensive experience focused on strategic or policy planning work in Australia and Canada.

Tentative Program Committee
(not confirmed or contacted yet)

Shu-Ching Chen, Florida International University, USA
Mark Billinghurst, Canterbury University, NEW ZEALAND
Carlos Ramos, Polytechnic of Porto, PORTUGAL
Ismo Rakolainen, FogScreen, FINLAND
Bjorn Stockleben, RBB, GERMANY
Gabriele Kotsis, University Linz, AUSTRIA
Jussi Kangasharju, Helsinki University of Technology, FINLAND
Pablo Caesar, Centrum voor Wiskunde en Informatica, THE NETHERLANDS
Zhiwen Yu, Kyoto University Yoshida-Honmachi, JAPAN
Tuula Leinonen, Fakegraphics, FINLAND
Sofia Tsekeridou, Athens Information Technology, GREECE
Richard Chbeir, Bourgogne University, FRANCE
Bjorn Landfeldt, NICTA, AUSTRALIA
Konstantinos Chorianopoulos, Ionian University, GREECE

REFERENCES

[1]   Tim Brown and Jocelyn Wyatt. Design thinking for social innovations. Stanford Social Innovation Review, Leland Stanford Jr. University, 2010.

[2]   Mathias Domschke, Anja Bog, and Alexander Zeier. Teaching design thinking to software engineers: Two future-oriented curriculum case studies. In *26th ICSID*

CALL FOR PAPERS, DEMONSTRATIONS, AND POSTERS
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ARTS, CULTURE AND GASTRONOMIC EXPERIENCES (IN CONJUCTION WITH ICME 2012)
[to be competed if accepted: website/deadlines]
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PUBLICATIONS
[to be completed if accepted: workshop publication/special issue/edited book]

SUBMISSION DETAILS
[to be completed if accepted: deadlines/key-dates/submission system/website]

PROGRAMME COMMITTEE
[to be completed if accepted: not confirmed/contacted yet but from a pool of our previous reviewers]
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Pablo Caesar, Centrum voor Wiskunde en Informatica, THE NETHERLANDS
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