

# Tutorial and Workshop on Semantic Computing in Edutainment (TWSCE 2013)

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Semantics is becoming progressively important in both education and entertainment. Realistic synthesis and analysis of media assets (like music, animation characters, audio-visual effects) has made tremendous progress but are still performed within strict regimes of production workflow. Complex concepts like user intention, aesthetics and fuzzy descriptions can best be facilitated through semantic computation based techniques that put meaning and style ahead of any other aspects. This can help facilitate the development of creative user interfaces for professional and amateur artists for expressing their ideas and intentions as well as informative visualization for students aiding effective learning and for knowledge retention and development towards a new genre of devices (like cameras, displays) that respect the semantics of media content, be it in text, audio, video, 3D or multi-dimensional data. It can also address the need for standard data interfaces to support the integration process across multiple disciplines, bridging the worlds of entertainment and education.

The Tutorial and Workshop on Semantic Computing in Edutainment (TWSCE 2013) consists of a half-day tutorial and a half-day workshop to be held in conjunction with the 7<sup>th</sup> IEEE International Conference on Semantic Computing (ICSC2013) on September 19, 2013. The tutorial will provide an overview of the problems faced by the edutainment industry today and some applications of semantic technologies to solving these problems. The workshop will consist of presentations of invited papers and peer-reviewed papers. Selected papers will be published as a book in the Springer International Series on Applications and Trends in Computer Science.

## Tutorial Speakers

Shlomo Dubnov, UCSD

## Call for Papers

Computational Media Aesthetics  
Film and Music Syntax and Semantics  
Story Narrative Modeling and Analysis  
Meta-Creation and Generative Media  
Authoring and Learning with User Generated Content  
Multi-Format and Multi-layered Media Management  
Time-Based Interactive Multimedia Scenarios  
Cross-Media Semantic Association  
Context-Aware Media Semantics  
Collaborative and Crowd-Sourced Authoring  
Semantic Interfaces and Mediation Technology

## Important Dates

Submission Deadline: June 10, 2013

Notification of Acceptance: June 30, 2013

## Organizing Committee

Shlomo Dubnov  
Yasushi Kiyoki  
Newton Lee  
Aditi Majumder  
Anna Marie Piersimoni