



INTERNATIONAL

INVITED SESSION SUMMARY

Title of Session:

Computational Culture, Arts and Interaction

Name, Title and Affiliation of Chair:

Ryosuke Yamanishi, Assoc. Prof., Kansai University, Japan
Mitsunori Matsushita, Prof. Kansai University, Japan
Satoshi Nakamura, Prof. Meiji University, Japan
Yoko Nishihara, Prof. Ritsumeikan University, Japan

Details of Session (including aim and scope):

This session aims to discuss methods and findings for computational culture, arts, and the interaction for such domains. The main focus of the target contents are as follows but not limited to:

- Computing representation in comics
- Computing semantics in comics
- Computing representation in Animes
- Computing semantics in Animes
- Computational approach for reading comics
- Computational analysis of interaction in reading comics
- Computational analysis of interaction in creating comics
- Music information retrieval
- Computational approach for playing music
- Lyrics information retrieval
- Computational approach for music experience
- Procedural Content Generation in Games
- Computational analysis of games
- Computational analysis of Interaction in enjoying games
- Gamification and interaction
- Tourism Informatics
- Computational analysis of interaction in tourism
- Computational approach for travel and sightseeing
- Computational approach for foods and eating activities

Any methods and findings with computational technologies and manners are welcomed to this session.

Main Contributing Researchers / Research Centres (tentative, if known at this stage):

Kazushi Mukaiyama, Hakodate Future University, Japan
Wei-Ta Chu, National Chung Cheng University, Taiwan
Ruck Thawaonmas, Ritsumeikan University, Japan
Yudai Tsujino Ritsumeikan University, Japan
Ichiro Ide, Nagoya University, Japan

Website URL of Call for Papers (if any):

<https://ccca-lab.net/kes2023-ccai>

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