



## 12th EAI International Conference: ArtsIT, Interactivity & Game Creation



November 27-29, 2023 | Campinas, Brazil  
Full Paper Submission deadline: **20 July 2023**

### SCOPE

Since 2009 ArtsIT has become acknowledged as a leading scientific forum for the dissemination of cutting-edge research results in the intersection between art, science, culture, performing arts, media, and technology. The role of artistic practice using digital media is also to serve as a tool for analysis and critical reflection on how technologies influence our lives, culture, and society. ArtsIT is therefore not only a place to discuss technological progress but also a place to reflect on the impact of art and technology on sustainability, responsibility, and human dignity. Besides the main track, the event also focuses on the advances seen in diverse areas that have significantly contributed to the field in the last years, namely, Digital Musical Interfaces, virtualization and artificial intelligence with special sessions.

Campinas is a Brazilian city located in the southeast region of São Paulo State and is situated a few kilometers from the Tropic of Capricorn, which crosses São Paulo State. It is the first Brazilian city to become a metropolis without being a capital, exerting significant national influence. The city is home to several universities, including UNICAMP, The State University of Campinas, ranked among the top five universities in Latin America. In only 57 years, this university has achieved international recognition by fulfilling its mission of building and disseminating knowledge and innovation.

This year, ArtsIT is hosted by NICS, the Interdisciplinary Nucleus of Sound Studies, as part of its 40th anniversary. Formed in 1983, NICS' primary objective is to research different manifestations of sound, in all its aspects and applications, as a source of informational, cognitive, and creative content. The nucleus was founded with a vocation for interdisciplinary research, addressing innovative themes for the time that continue to be updated, including sound pollution, analysis of sounds in Brazilian forests, phonetics of their fauna and native populations, electronic music, and ethnomusicological records.

We are pleased to invite you to submit your paper to [EAI ArtsIT 2023](#). Submissions should be in English, following the **Springer** formatting guidelines (see [Submission](#)).

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PUBLICATION

All registered papers will be submitted for publishing by **Springer** and made available through SpringerLink Digital Library: [ArtsIT Conference Proceedings](#).

ArtsIT proceedings are **indexed** in leading indexing services, such as Web of Science, Compendex, Scopus, DBLP, EU Digital Library, Google Scholar, IO-Port, MathSciNet, Inspec, and Zentralblatt MATH.

All accepted authors are eligible to submit an extended version in a fast track of:

- [EAI Endorsed Transactions on Creative Technologies](#)

Additional publication opportunities:

- [EAI/Springer Innovations in Communications and Computing Book Series](#)  
(titles in this series are indexed in Ei Compendex, Web of Science & Scopus)

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