### **IADIS Newsletter**

July 2021

Issue 10

## **Upcoming events**

### **VIRTUAL CELDA 2021, ICWI 2021 AND AC 2021**

Zoom will be the host platform for the 2021 editions of the International Conference on Cognition and Exploratory Learning in Digital Age (CELDA - https://www.celda-conf.org/), the International Conference WWW/Internet (ICWI - https://www.internet-conf.org/) and the International Conference on Applied Computing (AC - https://www.computing-conf.org/). The conferences will take place from 13 – 15 October 2021.

The CELDA 2021 conference aims to address the main issues concerned with evolving learning processes and supporting pedagogies and applications in the digital age. There have been advances in both cognitive psychology and computing that have affected the educational arena. The convergence of these two disciplines is increasing at a fast pace and affecting academia and professional practice in many ways.

The WWW/Internet 2021 Conference aims to address the main issues of concern within WWW/Internet. WWW and Internet had a huge development in recent years. Aspects of concern are no longer just technical anymore but other aspects have arisen. This conference aims to cover both technological as well as non-technological issues related to these developments.

The Applied Computing 2021 conference aims to address the main issues of concern within the applied computing area and related fields. This conference covers essentially technical aspects. The applied computing field is divided into more detailed areas.

The official language of these conference is English. For more information, please contact each conference secretariat: secretariat@celda-conf.org, secretariat@internet-conf.org, secretariat@computing-conf.org

- \* Important dates:
- Submission Deadline (2nd call extension): 29 July 2021
- Notification to Authors (2nd call extension): 30 August 2021
- Final Camera-Ready Submission and Early Registration (2nd call extension): Until 17 September 2021
- Late Registration (2nd call extension): After 17 September 2021



### **ONLINE IBERO-AMERICAN CONFERENCES 2021**

This year's editions of the IADIS Ibero-American conference WWW/Internet (https://ciaca-conf.org/) and Applied Computing (https://ciawi-conf.org/) will be held online, via zoom, 18-19 November 2021.

IADIS Ibero-American conference WWW/Internet addresses the main aspects of the WWW/Internet, approaching both technological and non-technological features.

The IADIS Ibero-American conference Applied Computing aims to present significant research within the applied computing context, addressing topics that are essentially technical.

Every year these conferences joins together Portuguese and Spanish speaking researchers and practitioners. Contributions to these conferences must be either in Portuguese or in Spanish, the official languages of the conference.

For further information contact our secretariat: secretariat@ciawi-conf.org secretariat@ciaca-conf.org

- \* Important dates:
- Submission Deadline (2nd call): 29 July 2021
- Notification to Authors (2nd call): 30 August 2021
- Final Camera-Ready Submission and Early Registration (2nd call): Until 17 September 2021
- Late Registration (2nd call): After 17 September 2021

#### JOIN US ONLINE THIS DECEMBER FOR THE ITS AND STE CONFERENCES

From 15 to 17 December 2021 the 11th International Conference on Internet Technologies & Society (ITS2021) and the 9th International Conference on Sustainability, Technology and Education (STE2021) will be held online on Zoom.

The ITS 2021 approaches the main challenges within WWW/Internet. It aims to explore the influence of the Internet in the Information Society, in light of its constant mutability.

The STE 2021 aims to address the main issues which occur by assessing the relationship between Sustainability, Education and Technology.

These are blind peer-reviewed conferences. Authors are invited to submit their papers in English through each conference's submission page. Further information can be found on each conference website or if your prefer you can contact the conferences' secretariat at:

<u>secretariat@its-conf.org</u>
<u>secretariat@sustainability-conf.org</u>

### \*Important Dates

Submission Deadline: 29 July 2021Notification to Authors: 30 August 2021

- Final Camera-Ready Submission and Early Registration (1st call): until 20 September 2021

- Late Registration (1st call): after 20 September 2021

- Conference: 15- 17 December 2021





### INTERNATIONAL CONFERENCE ON APPLIED MANAGEMENT IN THE 21ST CENTURY

The 2021 edition of the International Conference on Applied Management Advances in the 21st Century (AMA21) will be held online, via zoom. AMA21 seeks to provide a unique forum for presentation and discussion of the last research developments and solutions for the current issues of the world economy. A global invitation is made to scholars, students, practitioners, organizations, government departments, policymakers and everyone interested in these subjects, to give their contribution.

The main topics can be found here. However, innovative contributions beyond these areas will also be considered. Acceptance will be based primarily on originality, significance and quality of contribution. This is a blind peer-reviewed conference and the official language is English. For more information, please contact the conference secretariat: secretariat@ama21-conf.org

- Submission Deadline: 29 July 2021
- Notification to Authors: 30 August 2021
- Final Camera-Ready Submission and Early Registration (1st call): until 20 September 2021
- Late Registration (1st call): after 20 September 2021
- **Conference:** 15 17 December 2021



# **Talking With**

### Yingcai Xiao, Associate Professor, The University of Akron, USA

You are the conference chair of the 15th International Conference on Computer Graphics, Visualization, Computer Vision and Image Processing 2021, to be held online in July 2021, and have been for many years now. What do you think are the benefits of this conference over all these years? For the past 15 years, CGVCVIP has provided an environment to promote and foster interdisciplinary research between its focus areas and with related areas in MCCSIS (Multi Conference on Computer Science and Information Systems) sister conferences.

Among its focus areas, Visualization and Computer Graphics mainly deal with the pipeline of transforming data/information into graphical objects, and then into pixels; while Image Processing and Computer Vision mainly deal with the inverse pipeline of transforming pixels into graphical objects, and then into information. Those areas are highly correlated, as advancements in one inspire advancements in the others.

As part of MCCSIS, CGVCVIP audiences can attend presentations of other sister conferences. For example, presentations in IHCI (Interfaces and Human-Computer Interaction) have been extremely attractive to CGVCVIP audiences who work on Interactive Computer Graphics, Interactive Visualization and Interactive Image Processing. In turn, presentations on Computer Animations have been popular for the audiences of GET (Game and Entertainment Technologies).



### What do you think was the highest point of the conferences that you have chaired?

The quality of papers presented at CGVCVIP is one of the most important measures of its success. Every year we award a best paper based on the ratings given by the reviewers from the program committee. In 2016, we had so many high-quality papers that we had to give three best paper awards!

CGVCVIP 2016 is also memorable because it was the year that the late Professor Alfred Inselberg gave the keynote at the conference. Professor Inselberg's pioneering work on the application of Parallel Coordinates in Visualization started with his 1985 paper on "The Plane with Parallel Coordinates and were summarized in his 2006 book titled "Parallel Coordinates: Visual Multidimensional Geometry and its Applications". Even though Professor Inselberg has left us, the inspiration he gave to the CGVCVIP audience will endure!

# How do you feel about the event being held online this year and last year (due to COVID-19), in comparison to it traditionally being held face-to-face?

I miss following up with conference presenters during coffee breaks, catching up with conference attendees over lunch and dinner, and the fun at the Conference Dinner and Tour. I still remember the tour we took to a farm near Lisbon and dancing around bonfires with the farmers there.

Fortunately, the most important part of the conference, the conference presentations, can still be held and shared with online conference tools. After all, that is what matters the most for a conference.

# What are the hot topics in Computer Graphics, Visualization, Computer Vision and Image Processing that could be covered in a future edition of this conference?

Computing hardware, such as GPUs, has a profound impact on CGVCVIP. With the availability of quantum computers, it would be very interesting to explore how to utilize the advanced computing devices in CGVCVIP. With the proliferation of 3D input devices like Kinect and LeapMotion in recent years, 3D interaction in CGVCVIP needs to be further investigated.

From the algorithm side, there are still good opportunities for the application of Al algorithms in CGVCVIP. Al in Visual Analytics, Computer Vision, Image Processing, and Pattern Recognition will all still be hot topics for the near future

From the data point of view, big data has posed big challenges for CGVCVIP and received much of the attention. On the other hand, small data poses another challenge too. In applications where data are hard to obtain due to field conditions, how to accurately visualize and make sense of sparsely collected data demands more attention.

### What do you foresee for the future of this conference?

I would like to see at least one of the import components of this conference, for example, APPLICATIONS, developed further in the future. Not only applications of CGVCVIP in academic research, but also in the industry, and not only applications of CGVCVIP techniques in other fields, but also applications of techniques from other fields in CGVCVIP.

I would also like to see more Ph.D. students present their theses in this venue and use this venue as a springboard to dive into the exciting fields of CGVCVIP!

### What are your current projects?

I am currently working on three projects. One is NUI-based interactive computer animation, which is a follow-up of an NSF-funded research project. Another is sparse data visualization, which I have been studying for many years and believe there are still many unsolved issues. The last one is to apply quantum computing in CGVCVIP. This is a new project in which I want to utilize my background in both physics and computer science, since I have PhDs in both areas.

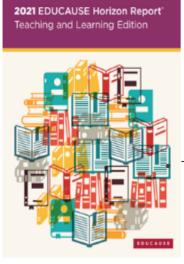
### What advice would you give to researchers starting to work in CGVCVIP in 2021?

CGVCVIP are fun! For one, you can always SEE your results; it gives you instant gratification. With advancements of related hardware, like GPU and NUI, the opportunities are abundant. Collaborations make you productive, especially with seasoned researchers in the fields. Not only can they teach you how to fish, but they can also tell you where fish can or cannot be found.

### Latest from the media

- Cybersecurity technology is not getting better: How can it be fixed? TechRepublic
- Questions To Ask When Implementing Technology Forbes
- 15 Ways That Online Education Advances Learning Inside Higher Ed
- The new 'digital normal' is a task for both governments and the private sector Emerging Europe
- Computers can now predict our preferences directly from our brain Science Daily
- More Content Moderation Is Not Always Better Wired
- What are cryptocurrencies and stablecoins and how do they work? Financial Times
- Misinformation vs. disinformation: What to know about each form of false information, and how to spot them online - Insider
- 'X-ray vision' tech could soon see through rubble and help save disaster victims The Next Web
- 4 Digital Payment Trends for 2021 Entrepreneur

### **Recommended Reading**



# 2021 EDUCAUSE Horizon Report® Teaching and Learning Edition

**Full report:** https://library.educause.edu/resources/2021/4/2021-educause-horizon-report-teaching-and-learning-edition

This report focuses on the future of teaching and learning in higher education, by featuring the main trends and emerging technologies supporting it.

## Connect with us



# Become a member <a href="http://www.iadisportal.org/members">http://www.iadisportal.org/members</a>

Rua Sao Sebastiao da Pedreira, • 100, 3, 1050-229 Lisbon • Portugal • Click here to unsubscribe.