

# Call for Papers

## Media Architecture

### Biennale 2016

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June 1 – 4, 2016 @ Chatswood, Sydney, Australia

The Media Architecture Biennale is the premier international arena where the world's top experts; architects, designers, artists in both academia, and the industry come together to debate and shape the media architecture of the future.

Media  
Architecture  
Biennale

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#### IMPORTANT DATES

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June 1<sup>st</sup> -4<sup>th</sup>

mab16.org

#### Short and Long Papers

Paper submission deadline ~~January 18~~  
**Deadline extended to: February 22**  
Notification of acceptance ~~March 7~~  
March 21  
Camera-ready submission ~~March 28~~  
April 8

#### Late Breaking Works (Posters)

Paper submission deadline ~~March 31~~  
**Deadline extended to: April 14**  
Notification of acceptance April 30  
Camera-ready submission May 7

Conference June 3 – 4

#### Doctoral Consortium

Submission deadline ~~February 5~~  
**Deadline extended to: March 31**  
Notification of acceptance April 21

Doctoral Consortium June 1

#### Workshops

Expression of interest (closed)  
Workshops June 1

#### Exhibitions

See [mab16.org](http://mab16.org) for submission deadlines

Exhibitions May 27 – June 13

#### Awards

Award entries close ~~February 29~~  
**Deadline extended to: March 15**  
Shortlist announced ~~March 14~~  
March 28

Award ceremony June 3

#### Student Competition

See [mab16.org](http://mab16.org) for submission deadlines

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## TOPICS

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We consider media architecture as an inclusive term that encompasses encounters and intersections between digital technologies and our physical surroundings. We invite papers that present and discuss novel contributions to media architecture both on a practical and theoretical level and that further our understanding of the field through case studies, design approaches, and best practices. We expect contributions to critically explore a wide range of topics including, but not limited to:

- Participatory Architecture & City Planning
- Social & Cultural Aspects of Media Architecture
- Spatial Locative Media
- Case Studies
- Media Facades & Urban Displays and Future Trends
- Interaction Techniques & Interfaces
- Critical & Historical Perspectives on Media Architecture
- Design Tools, Processes & Methods

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## SHORT AND LONG PAPERS – SUBMISSIONS DETAILS

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The conference invites research presentations from both academia and industry:

- We invite both short and long papers. Submitted papers should be a maximum of four and ten pages in length (including references), for short and long papers respectively, in AcM format (<http://www.acm.org/signs/publications/proceedings-templates>).
- The papers should clearly explain the research question addressed, research methods and tasks, findings or results, and contributions of the work. Papers should also provide sufficient background and related work to situate and contextualise the authors' work within the greater body of research.
- Submissions should consist of original work not previously published or concurrently under consideration for any other conference, workshop, journal, or other publication with an ISBN, ISSN or DOI number.
- *Contribution statement on EasyChair*: Authors must provide a 30-word contribution statement for their paper upon submission. *The contribution should be added to the abstract in the 'abstract field' on the EasyChair submission system.* The contribution statement should explain the contribution made by the paper to the Media Architecture community.
- *Double blind peer-review*: Papers will be peer-reviewed by multiple members of a program committee consisting of experts in a range of disciplines that shape media architecture.
- Submission of papers is via EasyChair: <https://easychair.org/conferences/?conf=mab16>

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## LATE BREAKING WORKS – SUBMISSION DETAILS

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In addition to the traditional long and short papers, MAB16 invites researchers and practitioners to submit late breaking works in the form of extended abstracts.

Accepted late breaking works submissions will be presented at MAB16 through posters at the conference venue. Details about the poster format will be distributed to successful authors after the notification date. In addition to the poster exhibition, a selection of late breaking works submissions may also be included in the main program of MAB16 in the form of short presentation.

We invite submissions as follows:

- Submitted extended abstracts should be a maximum of six pages in length (including references) and follow the AcM extended abstract format (<https://chi2016.acm.org/wp/guide-to-submission-formats/>).
- The submissions should clearly explain the research question or ambition addressed, research methods, intervention strategies and tasks, findings or results, and contributions of the work. Submissions should situate the work in a context of related work, but the focus is on reporting on early results or efforts in progress to move beyond the state of the art. Feel free to include photos and illustrations emphasizing the physical context of the work.
- Submissions should consist of original work not previously published or concurrently under consideration for any other conference, workshop, journal, or other publication with an ISBN, ISSN or DOI number.
- *Contribution statement on EasyChair*: Authors must provide a 30-word contribution statement for their late breaking work upon submission. *The contribution should be added to the abstract in the 'abstract field' on the EasyChair submission system.* The contribution statement should explain the contribution made by the submission to the Media Architecture community.
- *Double blind peer-review*: Submissions will be peer-reviewed by multiple members of a program committee consisting of experts in a range of disciplines that shape media architecture.
- Submission of late breaking works is via EasyChair: <https://easychair.org/conferences/?conf=mab16>

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## DOCTORAL CONSORTIUM – OVERVIEW

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The Doctoral Consortium at MAB is a full-day workshop. The session is primarily intended to highlight and confer around the work of research students, fellows and doctoral candidates working at the intersections of public space, digital media, socio-cultural analysis and theory, techno-artistic practices and critique. We welcome theoretical, analytical, and practice-based research. Researchers undertaking scholarly work at the PhD level are invited to take part in the Doctoral Consortium via the presentation of papers, work-in-progress and multimedia presentations (approximately 30 minutes in length). The Doctoral Consortium is free and open to other MAB delegates, too.

Relevant topics include, but are not limited to:

- Participatory Architecture & City Planning
- Social & Cultural Aspects of Media Architecture
- Spatial Locative Media
- Case Studies
- Media Facades & Urban Displays and Future Trends
- Interaction Techniques & Interfaces
- Critical & Historical Perspectives on Media Architecture
- Design Tools, Processes & Methods

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## DOCTORAL CONSORTIUM – SUBMISSION DETAILS

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The Doctoral Consortium invites research presentations as follows:

- Submitted papers should be in the format of short papers (max TWO pages in length including references) in ACM format (<http://www.acm.org/sigs/publications/proceedings-templates>).
- The paper should that summarises either your overall research work-in-progress or a specific project that you are working on, as well as your questions and issues that you would like to discuss at the Doctoral Consortium.
- Submissions should consist of original work not previously published or concurrently under consideration for any other conference, workshop, journal, or other publication with an ISBN, ISSN or DOI number.
- Bio on EasyChair: Authors must provide a 30-word bio outlining their PhD topic. The bio should be added to the abstract in the ‘abstract field’ on the EasyChair submission system.
- Doctoral Consortium papers will be included in the non-refereed part of the MAB 2016 conference proceedings.
- Papers should be submitted via email to [dc@mediaarchitecture.org](mailto:dc@mediaarchitecture.org)

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## OUR VISION

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Building on the successful event in Aarhus 2012, and 2014, the Media Architecture Biennale 2016 brings together artists, practitioners and researchers from academia and industry who work with media, interactive technologies and the built environment. The 2016 Biennale comprises an academic conference track, exhibitions, and sessions, as well workshops. Our vision is to provide an excellent forum for debate and knowledge exchange, and to highlight state-of-the-art and experimental research in media architecture.

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## THEME

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### **Media Architecture and Placemaking**

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At this year's biennale, we highlight the potential of Media Architecture as a key component in placemaking; the creation of meaningful and socially thriving public spaces based on community efforts. As Media Architecture becomes a more prominent and accepted part of urban life, it opens up rich opportunities for new forms of participation through dialogue and engagement. It places a greater responsibility on designers to look beyond aspects of implementation and enter new partnerships with urban planners and residents. Through the combination of agility and responsibility, designers examine how Media Architecture can contribute to shaping places that improve the quality and experience of urban space and support creative patterns of use, with a particular attention to its physical, cultural, and social identities. We, therefore, invite interested parties from a variety of backgrounds – be it human-computer interaction, urban design and planning, engineering, arts, humanities, sociology, and more – to participate in joint discussions about how Media Architecture can best contribute to placemaking.

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## VENUE

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MAB 2016 will be held in the beautiful city of Sydney in New South Wales, Australia.

There are three reasons to visit Australia in 2016 with MAB being held back to back with the Vivid Light, Music & Ideas Festival 2016 (<http://www.vividsydney.com>) and the Designing Interactive Systems (DIS) from 4-8 June 2016 (<http://www.dis2016.org/>).

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## PRESENTED BY

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The Media Architecture Institute in collaboration with Urban Screen Productions, the Willoughby City Council, the University of New South Wales, and the University of Sydney.

### **Information**

TWITTER @MAbiennale  
FACEBOOK facebook.com/MAbiennale  
WEB www.mab16.org  
EMAIL conference@mediaarchitecture.org

### **Publication**

Previous proceedings of MAB were published in the ACM Digital Library  
MAB14:  
<http://dl.acm.org/citation.cfm?id=2682884>

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COME AND JOIN US!

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