

Call for Papers

Media Architecture

Biennale 2016

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

IMPORTANT DATES

June 1st -4th

mab16.org

Papers

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

Late breaking works (Posters)

Paper submission deadline March 31
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 1-2

Exhibitions

See mab16.org for submission deadlines
Exhibitions May 27 – June 13

Awards

Award entries close February 29
Shortlist announced March 14
Award ceremony June 2

Student Competition

See mab16.org for submission deadlines

TOPICS

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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SUBMISSIONS DETAILS

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>

OUR VISION

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.

THEME

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Media Architecture and Placemaking

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.

VENUE

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/>).

PRESENTED BY

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!
