International Workshop on "Digital Contents: Smart Media, Arts & Culture Technology (DigiCon2016) to be held in conjunction with ICISA2016 February 15th – 18th, 2016, Ho Chi Minh, Vietnam.

Steering Co-Chair
Prof. Ki-Cheon Bang, Namseoul University, Korea
Prof. Hyungjung Kim, Korea University, Korea

Workshop Co-General Chair
Prof. Eugnam Ko, Baekseok University, Korea
Prof. Soon-Gohn Kim, Joong Bu University., Korea

Workshop Program Chair
Prof. Hwajin Park, Sookmyung Women's University, Korea
Prof. Jinsul Kim, Chonnam National University, Korea
Prof. Hye-Young Kim, HongikUniversity, Korea

Workshop Steering Committee
Prof. Heejo Kang, Mokwon University, Korea
Prof. Sang Woon Lee, Namseoul University, Korea
Prof. Il Min Kim, Hansung University, Korea
Prof. Sung Wook Baik, Sejong University, Korea
Prof. Chee Yong Kim, Dongeui University, Korea
Dr. Yong Eop Kim, Samsung SDS, Korea
Prof. Jong Ho Baik, Seoul women University, Korea
Prof. Hyungsuk Go, Seoul National University, Korea
Prof. Soocheul Ha, DaeJeon University, Korea

Publicity Chair
Dr. Sid Kulkarni, Ballarat University, Australia
Dr. A.K. Verma, Thapar University, India
Prof. Woonsu Yang, Woosong University, Korea
Prof. CheongGhil Kim, Namseoul University, Korea

Publication Chair
Dr. Bharat Bhargav, Purdue University, USA
Prof. Jong Gyu Kang, Daeduk University, Korea
Prof. Yeong Cheol Kim, Korea Info & Comm Polytechnic College, Korea

Technical Program Committee
Dr. Jeong min Oh, COFOD, Korea
Prof. Yeong mi Choi, Sungkyul University, Korea
Dr. Ga Neum Han, Wooho Technology, Korea
Prof. Yeong Cheol Jang, Kyungmin Univ, Korea
Prof. Hyeon Bae Yu, Nazarene University, Korea
Dr. Jae Cheol Seo, KISA, Korea
Prof. Seong Ryong Hong, Namseoul Univ, Korea
Prof. Jin Taek Jung, Hansung University, Korea
Prof. Eun Ji Song, Namseoul University, Korea
Prof. Il Hong Jung, DaeJeon University, Korea
Prof. Se Hong Cho, Hansung Univ, Korea
Prof. Il Yeong Moon, Korea University of Technology, Korea
Prof. Gisick Kong, Namseoul University, Korea
Prof. Jungji Hun, Namseoul University, Korea

Aim and Scope
Digital Contents become increasingly important not only in industry but also in our life. It is being used in entertainment, education, arts, and various cultural areas. Today, Creative Digital Content technologies with Smart Media, Arts, and Cultures areas lead to new world. Fortunately, Digital Contents: Smart media, Arts & Culture Technology is nowadays considered as a serious academic domain and the number of researchers studying these topics is rapidly increasing.

DigiCon2016 workshop is an excellent opportunity to discuss and explore areas related to the "Digital Contents: Smart Media, Arts & Culture Technology" with fellow students, researchers, and practitioners from academia and industry working in all areas of Digital Contents Technology and its Applications. The purpose of this workshop is to bring together academic and industry researchers, designers and developers, etc., to address and advance the research and development issues related to digital contents. Papers presenting original research and applications are being sought in all areas of digital content and IT convergence technology. Suggested topics include:

Topics of Interest
Authors are invited to submit the papers in areas but not limited to the followings:

- **Digital Contents & Media Processing**
- **Digital Arts, AR, VR & 3D Game Technology and Applications**
- **Digital Audio and Video Technology and Applications**
- **Smart Culture Technology and Applications**
- **Smart TV, Social TV, Interactive Digital TV Applications**
- **Smart e-Learning, e-Commerce and e-Society Applications**
- **Smart IoT Technology and Applications**
- **Cloud Computing Technology and Applications**
- **Mobile Computing and Network Technology and Applications**
- **Emerging and Innovative Convergence Technologies and Applications**

Submission
Authors are invited to submit a Portable Document Format (PDF) version of their paper. The papers can be submitted to ICISA2016 Paper Submission (**DigiCon2016-Workshop**). Submitted papers will be peer-reviewed and the accepted papers will be published through either Springer LNEE or IEEE. All papers will be indexed by EI and Scopus after the conference has been published. Furthermore, the selected papers will be published in the special issues of prestigious international journals after further revision.

- The paper length limit for paper: 3 - 6 pages including all figures.
- **DigiCon2016-Workshop Paper Submission**:
  http://icatse.org/icisa/call-for-workshops/
- The selected outstanding presented papers will be considered to be included into special issue of following **Scopus or SCIE Indexed International Journals**.
- ICISA2016 (**DigiCon2016-Workshop**) will present the **Best Paper Awards** to the selected outstanding papers presented during the conference.

Deadlines
Paper Submission Deadline: November 1st , 2015 (Final extension)
Notification of Paper Acceptance: November 23rd, 2015
Final Paper & Copyright: December 15th, 2015

CONTACT
For further information regarding the workshop and paper submission, please contact to
digicon201516@gmail.com