SCOPE AND TOPICS

Visual computing involves theory, methods and application of enhancing the visual space, along with human interaction, within the field of computing. One may visualize unstructured data, simple information structures, and more complicated structures such as automata, programs, and databases. Moreover, visual computing is a field that involves the representation or modeling of artifacts and their behaviors or executions. Thus, it is possible to visualize heaps, their execution or entire programs in which the heap plays an algorithmic role. The ways in which the human interacts with the heap through pure visualization, touch, or sound becomes a relevant issue. The concept of transformation is integral to visual computing, where it is often convenient to transform one type of object into another, sometimes for a specific group or individual.

Aspects of visual computing are multi-facetted in goals that are to be achieved during information or language design. The following represents a short list of qualities that are of importance to the study within visual computing: efficiency, aesthetics, pleasure, emotion, engagement, immersion, collaboration, and culture. Aspects of art, engineering, and science play key roles where certain practitioners focus on design and engineering of visual interactions whereas others analyze and study these interactions (i.e., science).

The International Workshop on Visual Languages and Computing will explore these issues, and will be held in conjunction with the 2009 International Conference of Distributed Multimedia Systems (http://www.ksi.edu/seke/dms09.html). Papers on all aspects and approaches to visual languages and computing are solicited, including interactive visual computing, computer-empowered visual computing, human-empowered visual computing, transformation algorithms for visual computing, and visual languages for visual computing.
The following topics are of special interest:

- Aesthetic Computing
- Ambient Information Interaction
- Automated Generation and Layout of Visualisations
- Biomedical Imagery
- Computer-Assisted Visual Art and Design
- Fusion of Vision with Audio and Other Modalities
- Gestural Computing
- Human-Machine Interface Design
- Human Vision Systems and Models
- Large-Scale Scientific Visualization
- Parallel/Distributed/Neural Computing and Representations for Visual Information
- Pictorial Databases and Information Systems
- Sketch Recognition
- Software to Support the use of Visual Languages
- Visual and Spatial/Temporal Reasoning
- Visual Computing for Expert Communities
- Visual Computing in Bioinformatics and Systems Biology
- Visual Computing on Sensed Data
- Visual Languages
- Visual Programming
- Visualization of Computational Processes

**SUBMISSION OF PAPERS**

Submissions that address research and development on the above and other related topics are strongly encouraged. All the submitted papers will be reviewed by the international Program Committee members. Accepted papers will be published in the Proceedings of DMS 2009. A selection of the best papers will be invited for subsequent publication in a special issue of the Journal of Visual Languages and Computing. Papers of up to six (6) IEEE double-column pages should be submitted electronically via the VLC 2009 paper submission page: [http://conf.ksi.edu/vlc09/submit/SubmitPaper.php](http://conf.ksi.edu/vlc09/submit/SubmitPaper.php)

**IMPORTANT DATES**

- Paper submission due: April 30, 2009 (Firm)
- Notification of acceptance: May 31, 2009
- Final manuscript due: June 30, 2009
- Early conference registration due: June 30, 2009

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