



HCI International 2026

26-31 July 2026
Montreal Convention Centre,
Montreal, Canada

C&C 2026

14TH INTERNATIONAL CONFERENCE ON CULTURE AND COMPUTING

Jointly held under one management and one registration with HCI International 2026

<https://2026.hci.international/c&c>

Chair

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Culture and Computing is an important research area that addresses the human-centered design of interactive technologies for cultural heritage production, curation, preservation, and fruition and for developing and shaping future cultures and living environments. There are various research directions in the relations between culture and computing: to preserve, disseminate and create cultural heritages via ICT (cf. digital archives), to empower humanities research via ICT (cf. digital humanities), to create art and expressions via ICT (cf. media art), to support interactive cultural heritage experiences (cf. rituals), and to understand new cultures born in the Internet, Web and Entertainment (cf. net culture, social media, games). The Conference on Culture and Computing provides an opportunity to share research issues and discuss the future of culture and computing.

The related topics include, but are not limited to:

- Accessible to low- and middle-income countries
- Analysis of new culture on the internet and web
- Artificial intelligence for cultural heritage
- Artificial sociality
- Authenticity recognition
- Autonomous systems
- Bie-modernist
- Computational interactive culture
- Cultural and social computing
- Cultural data analytics
- Cultural diversity in computing
- Cultural expressions through new media art
- Cultural heritage archiving
- Cultural hybridization
- Cultural plasticity
- Cultural psychology
- Culture and brain science
- Culture and collaboration
- Culture-based media art and music
- Digital connectedness as a cultural technique
- Digital libraries for culture
- Digital museum
- Digital storytelling in cultural context
- Ecological living
- Emotions, archetypes, and culture
- Emerging technologies
- Ethics, technology, and culture
- Everyday automation
- Formalizing cultural narrative
- Games and culture
- Geopolitical aspects
- Immersive experiences for cultural heritage
- Indigenous knowledge
- Information environments for humanity studies
- Intangible heritage preservation
- Interaction within digital humanities
- Interaction with tangible and intangible cultural heritage
- Interactive art and design
- Interactive digital museums
- Interactive light and illumination
- Intergenerational communication and education
- openGLAM movement
- Reflections on the impact of technology on culture
- Religion and culture
- Restoration of aesthetic elements
- Rituals in human life
- Social robotics
- Thana technology
- Values and ethics in computing
- Virtual, augmented, and mixed reality (xR) applications for culture
- Visitors' experiences in digital culture

**Submission deadlines are available at the
HCII 2026 website:**

<https://2026.hci.international/submissions.html>

Conference proceedings published by

