



Since the earliest times, new technologies have contributed to profound scientific advances and have transformed the ways we can do research. It is claimed today that the World Wide Web offers revolutionary models of scientific cooperation, which promise to instantiate a utopian democracy of knowledge. This claim has repeatedly been associated with the development and introduction of a collaborative Web, commonly referred to as 'Web 2.0' as well as its offspring, a semantically enriched Web 3.0 still in the making The aim of this conference is to bring together art historians and other researchers (including digital humanists) in order to investigate the intersection between the web and collaborative research processes, via an examination of electronic mediabased cooperative models in the history of art and beyond.

The conference will not only be an occasion to exchange ideas and present relevant projects in the field, but, with contributions spanning from art history (and digital art) to philosophy and cultural studies, from psychology and sociology of knowledge to computer graphics, from semiotics to curatorial practices it will offer a unique forum for the representation of both diversified and complementary approaches to the topic of Networked humanities.

Conference format:

- lectures by invited high level speakers
- short talks by young & early stage researchers
- poster sessions, round table and open discussion periods
- forward look panel discussion about future developments

## RESEARCH CONFERENCES

ESF-COST High-Level Research Conference

## Networked Humanities: Art History in the Web

Hotel Villa del Mare, Acquafredda di Maratea • Italy 9-14 October 2010

Chair: **Hubertus Kohle** - Ludwig Maximilian University of Munich, Institut für Kunstgeschichte, DE

Programme Committee: **Claudine Moulin** - Trier University, DE; **Lea Rojola** - University of Turku, FI



Invited Speakers will include (list to be completed):

- Ira Assent Aaalborg University, DK
  Data Mining and the Social Web
- Erik Champion Massey University Auckland, NZ Game-Based Learning in Collaborative Virtual Worlds
- Matteo d'Alfonso Università di Bologna, IT Linked Data & Semantic Web technologies for the Humanities
- **Patrick Danowski** Institute of Science and Technology, AT Is a personal network better than Google? Social networks as collaborative filter to find relevant information
- Francesca Gallo University of Rome "La Sapienza", IT From local networks to the web: Artistic research after Les Immatériaux
- Charlie Gere University of Lancaster, UK
  Touch, community and the digital
- Gudrun Gersmann German Historical Institute Paris, FR
  Networked publication
- **Guenther Goerz** University of Erlangen, DE A framework for semantic object representation, knowledge processing, and scholarly communication
- Halina Gottlieb Interactive Institute, Kista, SE
  Designing support activities for the interdiscplinary collaboration in Digital Art History
  Oarband Navta Huis activities have be
- Gerhard Nauta Universiteit Leiden, NL Do you see what we've seen? Using many eyes in search of similarities in the visual arts
- Robert Stein Indianapolis Museum of Arts, US Crowd-Sourcing Art History: Research and Application of Social Tagging for Museums
- Martin Warnke Lüneburg University, DE What's in a net? Or: the End of the Average

Application form & programme available from

## www.esf.org/conferences/10342

## Closing date for applications 15 August 2010

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