

EAI ArtsIT 2026 (Bratislava/online, 2-4 Dec 26)

Bratislava / online, Dec 2-04, 2026

Deadline: Jun 1, 2026

artsit.eai-conferences.org/2026/

Bruno Azevedo

15th European Alliance for Innovation International Conference - ArtsIT, Interactivity & Game Creation (EAI ArtsIT 2026) brings together a diverse international community of researchers, practitioners, artists, and academics from various disciplines to explore the dynamic relationship between art and information technology across a range of distinct domains.

The conference is interdisciplinary. Participants include computer scientists, humanities scholars, and artist-researchers. This also includes scholars from the fields of art history and visual culture.

Since its inception in 2009, ArtsIT has been established as a prominent scientific platform for sharing cutting-edge research findings at the convergence of art, science, culture, performing arts, media, and technology. Artistic practice utilizing digital media serves not only as a means of analyzing and critically reflecting on the influence of technology on our lives, culture, and society but also as a tool for fostering discussions on sustainability, responsibility, and human dignity. In addition to the main track that includes topics such as digital artworks and cultural heritage, audio art, games and gamification, immersive technologies and interactive art installations, the event dedicates attention to recent advancements that have made significant contributions to the field in recent years, such as virtualization, artificial intelligence and big data, virtual reality and the metaverse, with dedicated sessions.

In an attempt to bridge the gap between research in art and technology, this interdisciplinary conference aims to enrich both fields and contribute to the development of new ideas, experiences, and global societal advancements. The convergence of Art and Tech can cultivate innovation and stimulate imaginative thought. The conference aims to bring together artists and technologists to join forces to challenge the limitations within their respective domains, while through the merging artistic expression with technological progress, novel concepts, methodologies, and modes of creative expression can arise.

Topics for Papers in the Main Track:

- Art Science and Technology
- Artificial Intelligence and Big Data
- Audio Art & Sonification
- Computational Creativity
- Design
- Digital Artworks Addressing the Sustainable Development Goals

- Digital Cultural Heritage
- Digital Musical Interfaces
- Digital Storytelling
- Games & Gamification
- Human–Computer & Human–Robot Interaction
- Interactive Art & Interactive Installations
- Media Art
- Metaverse, Avatars and Presence
- Virtual Reality, Augmented Reality and Performance
- Virtual Worlds and Practices
- Art Therapy (more information and deadlines: <https://artsit.eai-conferences.org/2026/call-for-papers/>).

Special Tracks:

- Accessible Digital Music
- Awakening the Senses – Stimulating Human Emotion at the Intersection of Art, Science, Technology, and Mental Health and Wellbeing
- Collaborations between HCI and the Arts
- Design, Play, Transform: Interactive Approaches to Gender Inclusion in STEM
- Digital creativity for Intangible Cultural Heritage: Preservation, participation, and experience
- Post-Disciplinary Creative Practices
- Reframing Relationships Between Sound & Image
- Serious Games for Impact: Design, Experience, Evaluation, and Artistic Practice

Conference Proceedings:

All accepted and registered papers will be submitted for publishing by Springer – LNICST series and made available through SpringerLink Digital Library: ArtsIT Conference Proceedings. This series is indexed in leading indexing services, such as Web of Science, Compendex, Scopus, DBLP, EU Digital Library, IO-Port, MatchSciNet, Inspec and Zentralblatt MATH. For additional publication opportunities see: <https://artsit.eai-conferences.org/2026/call-for-papers/> (“Publication” section).

One of the keynote speakers will be Pablo Garcia (Professor, Department of Contemporary Practices, School of the Art Institute of Chicago, USA).

Steering Committee Chair: Prof. Anthony L. Brooks (Emeritus Professor at Aalborg University, Denmark)

General Chair: Bruno Azevedo (Centro ALGORITMI, University of Minho, Portugal)

General Co-Chairs: Elena Partesotti (Valladolid University, Spain), Domna Banakou (LAMPA laboratory of Arts et Métiers Institute of Technology, France)

Technical Program Chairs: Matthias Wölfel (Hochschule Karlsruhe University of Applied Sciences, Germany); Michel van Dartel (Avans University of Applied Sciences, Netherlands); Domna Banakou (LAMPA laboratory of Arts et Métiers Institute of Technology, France)

Further Organizing Committee Chairs:
<https://artsit.eai-conferences.org/2026/organizing-committee/>

ArtHist.net

More information:

Conference Website: <https://artsit.eai-conferences.org/2026/>

LinkedIn EAI ArtsIT Page: <https://www.linkedin.com/showcase/eaiarsit/?viewAsMember=true>

Reference:

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