

Creative Interfaces and Computer Graphics (IJCICG)

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The **International Journal of Creative Interfaces and Computer Graphics (IJCICG)** provides coverage of the most innovative and cutting-edge computer graphics and interfaces. IJCICG focuses on the latest visual technologies that raise the bar for novelty, aesthetic beauty, sophistication, and utility. This scholarly resource encompasses the pragmatic and research aspects surrounding the design and creation of effective, novel, visual interfaces in support of creativity and productivity. This journal presents research that shows new ways of representing and interacting with information on desktops, mobile devices, and public and virtual spaces.

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- Advances in interfaces to support creativity, productivity, and expression
- Aesthetic computing, visual explanations, and data visualization
- Bleeding-edge Web, RIA, and mobile interfaces
- Cutting-edge interfaces and applications in practical creative fields such as engineering and design, digital art, entertainment, video gaming and computer animation, museums, performance, and other creative endeavors
- Design of new styles of interaction-rich applications and services
- Novel visual metaphors used for visualization or practical data mining
- Societal impact and evaluation of graphical applications and interfaces
- State of the art mobile applications with unique visual characteristics
- Technologies and underpinnings that enable or support visually compelling interfaces
- Trends in innovative and future interfaces
- Use of visual elegance and simplicity

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All submissions and inquiries should be directed to the attention of:
Ben Falchuk, bfalchuk@appcomsci.com; Adérito Fernandes-Marcos, aderito.marcos@gmail.com

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EDITOR-IN-CHIEF BIO

Ben Falchuk has a long and diverse background in computer systems and middleware, human computer interaction, multimedia systems, and graphical and creative applications. He has over twenty US patents pending and sixty publications, including peer-reviewed conferences, journals, and textbooks, including an entry for Wiley-Blackwell titled *The Fabric of Mobile Services*. He sits on the committees of prestigious international conferences and journals. Dr. Falchuk holds a Bachelor's of Applied Mathematics and Computer Science degree from the University of Waterloo, a Master's of Science degree from Carleton University, and a PhD in Electrical and Computer Engineering from the University of Ottawa. He also holds certificates in computer animation and HCI from Sheridan College and Rutgers, respectively. Thanks to his Sheridan experiences, his studies in the Fine Arts Studio, and many years of evaluating and devising novel creative systems, he brings a unique perspective. Dr. Falchuk is currently Senior Scientist in the Applied Communication Sciences subsidiary of Ericsson (New Jersey). In this role, he develops new technologies, software, systems, and services. He architects and implements innovative software and develops intellectual property revolving around communications, multimedia, and creative applications.

Adérito Fernandes-Marcos graduated in Computer Science Engineering from the Nova University of Lisbon; got a PhD *summa cum laude* in Computer Graphics and Information Systems from the Technical University of Darmstadt, Germany; and Habilitation, an academic degree for Full Professorship (Agregação) in Technology and Information Systems from the University of Minho. Between November 1997 and October 2005 he has been a Departments Head, then Executive Director of the Computer Graphics Centre (CCG), an Interface Institute of the University of Minho. On behalf of CCG he received the European IST Prize 2000: Grand Prize Winner for the TeleInViVo project and also the LAVAL Virtual 2002 – "Science et education" and "GRAND PRIX DU JURY 2002", by the Laval Academy, Mayenne França, for the European project ARCHEOGUIDE.

He is Full Professor at the Portuguese Open University (Universidade Aberta), Lisbon, Portugal. He is the principal mentor and founder of the Doctoral Program in Digital Media-Art, being its current Director. Previously, he was an Assistant Professor at University of Minho, where he was responsible for the design of a variety of curricula in the fields of Multimedia, Information Systems and Computer Graphics, Technology and Digital Art for undergraduate and post-graduate courses. At this university, he was co-founder of the Masters Course in Computer Graphics and Virtual Environments (with three editions) and founder and first director of the Masters Course in Technology and Digital Art, actually in its fourth edition. He integrated the Executive Board of Eurographics from January 2002 until August 2005 and again since October 2008 until February 2013. He was the President of the Executive Board of the Eurographics Portuguese Chapter and reelected for a second term in 2010 until 2013. He is chairman of Artech-International Association for Computer Arts, an initiative in the field of digital/computer arts, that is responsible for the Artech - International Conference on Digital Arts. Since 2000, he is working as a regular consultant of Agency for Innovation, the European Association INTAS, European Commission and ZGDV (German Institute for Computer Graphics, Darmstadt, Germany). He is a member of Artech-International, Eurographics, ACM, IEEE and SIGGRAPH. He is author and co-author of more than six dozen articles in refereed magazines, conference proceedings and book chapters.