



**IEEECH**  
CYBER HUMANITIES

# 2026 IEEE International Conference on Cyber Humanities

7-9 September 2026, Venice (IT)  
[www.ieee-ch.org](http://www.ieee-ch.org)



## Important dates

Paper submission deadline:

**April 10, 2025**

Authors' notification:

**May 2, 2025**

Camera-ready submission:

**May 15, 2025**

Early registration deadline:

**May 20, 2025**

Conference dates:

**Sept 7–9, 2029**

The IEEE International Conference on Cyber Humanities (IEEE CH) is an annual event co-sponsored by the IEEE Systems, Man, and Cybernetics (SMC) Society. It focuses on theoretical and practical aspects of technologies applied to Social Science and Humanities (SSH) that includes Arts, Heritage, History, Archeology, Linguistics, Libraries, Archives and so forth. SSH is now considered as a Critical and Complex Human-Cyber-Physical Ecosystem that need protection, valorization and resilience for the future generations. The conference explores novel concepts, technologies, solutions and applications to along the digital continuum including digitization, curation, protection, reuse and disseminate Digital Cultural Assets.

Prospective authors are encouraged to submit previously unpublished contributions from a broad range of topics, which include but are not limited to the following:

T1-Digitization & Monitoring	T2-Processing & Curation	T3-Storage & Preservation
<ul style="list-style-type: none"> <li>Multimodal digitization (3D scanning, photogrammetry, multispectral imaging, X-ray, terahertz imaging, ...), data fusion, BIM;</li> <li>3D Modelling/BIM</li> <li>Internet of Things / Internet of Underwater Things</li> <li>Multispectral Imaging for Non-invasive Analysis of Cultural Artifacts</li> <li>Audio/Video digitization techniques</li> <li>High-Resolution Digitization of Cultural Assets (Manuscripts, Textiles, Complex Surface Materials, Paintings..)</li> <li>UAV based digitization</li> <li>Performing Art digitization</li> <li>AI-based OCR &amp; text recognition</li> <li>Internet of Everything</li> <li>Cultural Digital Twins</li> </ul>	<ul style="list-style-type: none"> <li>Semantic-aware representation of multi-dimensional digital artefacts;</li> <li>Integration of User-Generated Content in Digital Archives</li> <li>Digital Curation of VR/AR/MR Experiences</li> <li>Participatory Digital Curation</li> <li>Provenance, Trust, Chain of Custody, Reputation</li> <li>Metadata/paradata generation and Quality</li> <li>Automatic knowledge extraction and Indexing</li> <li>NLP, NER, Machine Translation</li> <li>Representation Information</li> <li>FAIR Data</li> <li>Semantic Data Lake</li> <li>Document Formats &amp; Containers</li> <li>Open Archives</li> <li>Autonomous Curation Systems</li> <li>Vector Database</li> </ul>	<ul style="list-style-type: none"> <li>Preserving Digital twins of Cultural Assets</li> <li>Blockchain based preservation</li> <li>Intelligent Self-preserved digital objects</li> <li>AI-driven preservation</li> <li>Long-term Storage Solutions</li> <li>Techniques for Accessing Obsolete Digital Formats</li> <li>Advanced Compression Algorithms for preservation</li> <li>Preserving multimodal data</li> <li>Cloud based preservation</li> <li>3D Optical Storage</li> <li>Distributed preservation</li> <li>UX preservation</li> <li>Big Data Preservation</li> <li>Trusted digital repositories</li> <li>AI models preservation</li> <li>Trusted Digital Repository</li> <li>Trustworthy Persistent Identifiers (URN,URI)</li> </ul>
T4- Protection & Security	T5-Retrieval & Analysis	T-6 Reuse & Valorization
<ul style="list-style-type: none"> <li>SSH Research Infrastructure protection</li> <li>Cyber-security and AI</li> <li>Cyber-threat intelligence</li> <li>Cyber Resilience</li> <li>Cyber-crime detection</li> <li>Cyber Defense</li> <li>Cryptography</li> <li>Privacy and data protection</li> <li>Digital watermarking and authentication techniques</li> <li>GDPR, NIS2</li> <li>Cyber Risk Assessment</li> </ul>	<ul style="list-style-type: none"> <li>AI based Information access and retrieval</li> <li>semantic search, Linked data</li> <li>data and information exploration</li> <li>Knowledge Graph</li> <li>Syntactic and Semantic interoperability</li> <li>Semantic processing</li> <li>LLM based contest search and SSH analysis</li> <li>GraphRAG/ GNN and KG</li> <li>HMI/US novel approaches</li> </ul>	<ul style="list-style-type: none"> <li>Multimedia Digital Library</li> <li>Digital Libraries/Archives</li> <li>Virtual Museums/ Exhibitions</li> <li>Cultural Information Systems</li> <li>Digital Archeology</li> <li>3D/Holography</li> <li>Virtual restoration</li> <li>Generative AI in digital arts</li> <li>Interactive storytelling and gamification</li> <li>Digital Public History</li> <li>VR, AR, MX reality environments</li> <li>Virtual Assistant</li> </ul>

## General Chairs

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### Local arrangements

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- False artifacts detection
- Forensic solutions
- Post-quantum security
- Illicit Traffick detection
- Risk and Disaster Management
- IPR, DRM
- OSINT

#### T7- SSH Research Infrastructures

- Green Computing and Sustainability Models
- HPC for Cultural Heritage
- SSH RIs as Critical Infrastructures
- RIs Standardization, Consolidation and Alignment
- RIs Nodes and Resources
- Interoperability
- RIs and the European Research Area (EOSC)
- Training, Capacity Building, Engagement
- Innovative Cross domain Services and Environments
- Descriptive and executable Scientific Workflows
- Cloud Computing / Ubiquitous Computing
- RIs dependability and resilience

- LLM based digital public history analysis
- Knowledge Discovery and Data mining
- Semantic deep learning

#### T8 - Ethical & Legal Aspects

- AI Explainability
- Transparency and Explicability
- Digital Literacy
- Piracy
- Automation and Legal Responsibility
- Research Integrity
- Human Centered Design
- Automation, Privacy and Public Responsibility
- AI and Social responsibility
- Biases in AI based translation
- Responsible LLM
- Ethical AI

- UX, Design 4All, Design Thinking
- LOD / Web 3.0
- Intelligent/Smart Contents publishing
- Human Computer Interaction

#### T9- Societal & Educational Aspects

- Humanities Education and Digital Literacy
- Digital Divide and Discrimination
- Cyber Humanities for Equity
- Diversity and Inclusion
- AI for Cultural and Creative Industries
- Public Engagement and Citizen Science
- Democracy and Social Impact
- Digital publishing
- Tools for Education and Digital Literacy
- Digital Heritage driven Democracy and Diplomacy
- Computational Social Science

The IEEE CH 2026 conference will accept high-quality regular research papers, Systematization of Knowledge (SoK) papers providing insights in the above areas, and industrial papers promoting contributions on technology development, innovations and implementations. IEEE CH 2026 will also host workshops specializing into the conference's areas or focusing on high-quality applied research and innovation results that are obtained from cyber-security and resilience projects.

Submitted manuscripts should not exceed 6 pages (plus 2 extra pages, being subject to overlength page charges) and should be of sufficient detail to be evaluated by expert reviewers in the field. The conference (including workshops) proceedings will be published by IEEE and will be included in IEEE Xplore. Detailed information about the paper submission and guidelines to authors will be posted on the IEEE CH conference website <https://www.ieee-ch.org>.