

Call For Papers

Pearl Academy is proud to host “What’s Next 2024: Innovisions: Crafting Tomorrow Through Creativity And Technology” to be held on 16th & 17th February 4 PM onwards at Taj End, Bengaluru. Over the past 6 years, **What’s Next** has become a conference which focuses on the critical concerns of the contemporary times. It is a platform where academicians, policymakers, students, industry representatives and other leaders converge for insightful conversations and discussions and make actionable plans for the future of our world.

****This is a single Call for Papers covering submissions to the conference. All accepted papers will be published in the conference proceedings****

We are welcoming submissions in the following categories:

1. Text Based Papers
2. Developmental Papers
3. Creative Practice or Non-paper Submissions

Abstracts are required for all kinds of submissions and must be submitted by **15th December 2023**. (Please refer to “**Important Guidelines**” document for further information on submissions on complete papers after the selection of abstracts)

Review Process:

- Abstracts and papers for "What's Next 2024" will undergo a rigorous double-blind peer review process to ensure the quality and relevance of the content. Contributors will receive an invitation to submit their final work only after their abstracts have been accepted.
- Upon selection of abstracts, authors will be required to provide detailed documentation of their proposed work for thorough review by the conference committee. Text-based and developmental papers will go through an additional review process prior to acceptance.
- Full extended proposal papers, which may include images, will be professionally copy-edited and considered for inclusion in the "What's Next Book," alongside accompanying images of the projects. This ensures that outstanding contributions can be published and shared with a wider audience.

What’s Next Overview

Where is the world of the future? Can we see glimpses of it the evolution of yesterday, in the success stories of our times today? "Innovisions" is an event that harmonizes the inventive spirit of technology with the unbridled potential of creativity. This gathering provides a platform for exploring the synergy between these two pivotal facets of human progress. The **intersection of AI/digital realm** and creativity has given rise to a fascinating situation that not only challenges traditional notions of human creativity but also opens new possibilities and limits in the world of art and technology. It is a dynamic and exciting space where technology enhances human artistic efforts. AI tools and algorithms can assist artists, writers, musicians, and designers in generating innovative ideas, automating repetitive tasks, and pushing the boundaries of creative expression. Whether it’s generating art, composing music, or aiding in content creation, the digital realm is proving to be a valuable collaborator, inspiring

new forms of creative exploration and expanding the possibilities of what the human mind can achieve.

However, the addition of AI is bringing about a significant change in the creative scene. AI systems can analyse large volumes of data, learn from trends and patterns, and create artistic works with stunning visual appeal thanks to complex algorithms and neural networks. How do we conceive a new reality in these times where there is constant change? How do we educate the 'New Reality' Generation? How do we deal with ethical issues, or do we lay boundaries, if any, for the new generation of upcoming creative minds? This conference addresses these issues and aims to foster collaborations, inspire innovation, showcase cutting-edge technology, and encourages creative thinking for the future.

Theme

"INNOVISIONS: CRAFTING TOMORROW THROUGH CREATIVITY AND TECHNOLOGY"

The Sub themes are –

Emerging Realities: The Re-Evolution of Creativity through Technology

- Exploring the impact of Virtual Reality (VR) and Augmented Reality (AR) on design, user experiences, and creative expression.
- Discussing the challenges and opportunities in designing for immersive environments.
- Addressing the potential of VR/AR in fields like architecture, education, and entertainments.
- Exploring the emerging metaverse, its impact on various industries, and challenges and opportunities it presents.

Pixels and Passion: Crafting Aesthetics in Digital Realms

- Delving into the intricate relationship between visual aesthetics, user interfaces, and user experiences.
- Examining the role of UI/UX design in enhancing interactions and emotional connections in the digital world.
- UI/UX Renaissance: Crafting Digital Experiences that Captivate - Discussing the evolving field of UI/UX design, the importance of user-centred design, and how it shapes technology adoption.

Boundless Expression: The Techno-Creative Intersections

- Investigating the marriage of technology and creativity in fashion and visual effects.
- Exploring sustainable practices through digital fashion, virtual runway shows, and digital clothing.
- Exploring the intersection of fashion and technology, wearable tech, sustainable design practices, and their influence on the industry.
- Highlighting the convergence of design, storytelling, and technology in media and entertainment.
- Exploring the role of AI in content creation, virtual production, and interactive narratives.
- Discussing the future of gaming, cross-media experiences, and immersive storytelling.

Reimagining Education: Designing the Future of Creative Learning

- Discussing the transformative impact of technology on design education.
- Exploring innovation pedagogical approaches, such as online platforms, interactive workshops, and collaborative learning in virtual environments.
- AI and Automation: Explore the possibilities and Limitations of AI in education. Discuss how AI could assist teachers in administrative tasks, personalizing content, and providing real-time feedback, but not necessarily human instructors.

Important Guidelines

The Abstracts should address:

- A. **Context and Purpose:** Begin by introducing the broader context of your research. State the problem or topic you are addressing and the purpose of your study.
- B. **Methods or Approach:** How the research/practice has been developed; including the research instruments/methods used to answer the question and/or create new or novel insights. Provide a brief overview of your research design, data collection methods, and any unique materials or processes involved.
- C. The **main findings, insights or conclusions** that will be presented in the context of the exhibition-presentation.
- D. **5 Keywords** that help readers understand the subject matter of your research.

Please note:

- Abstracts which exceed the word limit will not be considered.
- Incomplete or late submissions will not be accepted.
- The committee will review based on quality, relevance of scope of the conference, originality, significance, and impact.

FORMATTING GUIDELINES FOR ABSTRACTS OF -

Text-based and developmental papers:

- Title of the paper, Theme & Sub-theme and 5 keywords relating to the sub-theme entered below the title.
- The abstract should be 300 words in English not including sub-theme and keywords.
- All authors names, affiliations, postal addresses, telephone number with country code and email addresses. If more than one author, one should be identified as the corresponding author.
- No name or author's affiliation should appear in the body text of the abstract, title or keywords - Use 12 pt. Type, Times New Roman. 1-inch margins all around
- Only Microsoft Word(.doc) files will be accepted.
- After selection of abstracts, full papers (3000 – 5000 words) will additionally need to be submitted and will be double-blind peer reviewed.
- Full papers will be copy edited and considered for publishing in the What's Next Book.

Non-paper submissions/Creative Practice:

- Proposals for all non-paper submissions should be in the form of abstracts of upto 300 words illustrating the project.

- The abstract could be accompanied with photos, links to films, drawings and other such supporting material that might be necessary.
- All non-paper submissions should include the title, Sub-theme, track and 5 keywords relating to the sub-theme.
- After selection of abstracts, extended proposals (max. 3000 words) with images and other supporting documentation would need to be submitted for double-blind peer review. Please include details of installation, IT requirements, dimensions, or any other requirements that the committee will need to be aware of before the conference.

GUIDELINES FOLLOWING THE SELECTION OF ABSTRACTS:

For Full Text Based Papers Submissions-

Authors are required to submit full papers by **15th January 2024**

- Full papers must be submitted as Microsoft Word documents, using 12-point Times New Roman font, with page numbers placed at the bottom of each page. Please ensure 1-inch (2.5 cm) margins and use A4 paper size.
- Papers should range in length from 3,000 to 5,000 words and must be composed in English. They should be written in a continuous narrative style, resembling a chapter or article, rather than presented as bullet points or a PowerPoint presentation.
- Utilize the Harvard referencing system for citations. Refer to the provided template for guidance.
- Authors bear responsibility for the accuracy of citations, quotations, diagrams, tables, and maps included in their papers.
- Prior to submission, papers should undergo thorough proofreading and editing to ensure they meet the required standards.
- Authors will receive notifications regarding paper acceptance by January 25, 2024. Please take note that papers failing to adhere to the specified formatting or lacking necessary information may be subject to rejection. It is crucial to closely adhere to the submission requirements.
- Accepted papers will be published in a fully refereed Conference Proceedings. However, it is a prerequisite for at least one of the authors to attend the conference and present their work for publication.

For Development Paper Submissions –

Authors are kindly requested to submit their developmental papers by **22nd January 2024**

The purpose of this category is to facilitate authors in sharing their work during its developmental phase, allowing for valuable comments and feedback to be integrated into the final stages of research and writing.

- Please submit papers as Microsoft Word files, employing a 12-point Times New Roman font, with page numbers positioned at the bottom of each page. Maintain 1-inch (2.5cm) margins and use A4 paper size.
- Developmental papers should be between 1,000 and 2,000 words (excluding tables and references). These papers should be written in a continuous narrative style, resembling a chapter or article, rather than presented as bulleted lists or a PowerPoint presentation. They should provide an overview of the work done so far and outline the planned future development.
- Presentation Format: Authors of developmental papers will have a presentation slot of 10 minutes, followed by a 5-minute discussion period. For optimal engagement, especially in

developmental paper sessions, it is recommended that participants and discussants read the papers in advance to make the most of the session.

- Ensure that your submission contains a minimum of 1,000 words. Submissions falling below this word count will be automatically rejected as they lack sufficient material for assessment. It is expected that a substantial portion of the paper or concept will be in place for consideration.
- Publication: Accepted developmental paper submissions will be included in the conference proceedings following further review. However, it is essential that the author attends the event to present their work.

For Non-Paper / Creative practice submissions:

Researchers are required to submit Final Work by **22nd January 2024**

- Final Work should be submitted with a brief textual description (200-500 words) as a Microsoft Word file
- Visual submissions over 10MB should be submitted with a link (e.g., Google Drive, Vimeo, YouTube due to limitations of uploading file size
- Research work in creative practice encompasses all types of film, image, artefacts, and performances. However, the final display format is an mp4 video file. The videos of practice-based submissions will be displayed on a show reel of work during the event.
- The length of the finalised video to be included in the show reel should be minutes or less

We look forward to your submissions