# Call for Authors / Editors for Text Books, Monographs, and Handbooks

## Emerging Media Technology and User-Experience Computation (EMU)

The Chapman & Hall/CRC Emerging Media and User-Experience Computation Series presents cross-disciplinary research, case studies, and insights into media technology, media business, and media design. The series will cover many topics of interest, including, but not limited to: advancements in media technology, animation, media design, music, robotics, video, content production, information systems, content systems, interactive media, visual effects, asset management, design approaches, user-experience, quality of experience, simulation, serious games, digital games, augmented reality, and virtual reality. The series is cross-disciplinary, and seeks contributions from computer science, media design, human-computer-interaction, psychology, (mass)-communication, information systems, and business viewpoints.

### Topics of interest (but are not limited to)

- Virtual and Augmented Reality (AR and VR)
- Quality of Experience (QoE)
- Media/UX meets Big Data, deep learning, AI
- Interactive data visualization
- Digital computer games
- Multimedia, video, music, and text media
- Animation and digital graphics
- Ubiquitous/pervasive media
- Interactive storytelling
- Entertainment technologies
- Cultural visualization
- Information systems in media industry
- Interactive and collaborative systems
- Mobile entertainment technologies
- Management of IT in entertainment industry
- User-experience and audience research
- Social media and web-based media technology
- Professional content production industries
- *Yours?*

**We are especially searching for brave new ideas in media technology, visualization, and user-experience computation for this call!**