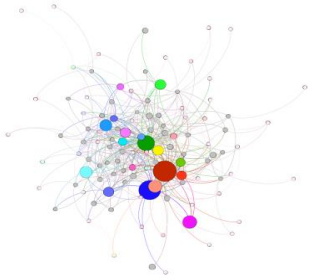
TKE 2016
TERMINOLOGY AND KNOWLEDGE ENGINEERING
CONFERENCE COPENHAGEN



Call for papers

Making the visualization of concepts more attractive and smarter

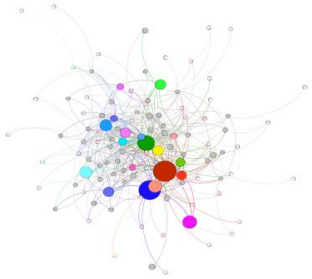
Concepts are said to be abstract and general. This makes them so useful but at the same time difficult to grasp. Therefore there have always been attempts to render concepts more “intuitive” and easier to understand by providing them with a visual representation instead of definitions and other textual explanations. Examples abound: ontologies, the diagrams of, e.g., satellite systems for concept analysis (Nuopponen 2010), Euler and Venn diagrams (cf., e.g., Hammer 1995, Moktefi and Shin 2013), the existential graphs of Ch. S. Peirce (Roberts 1973, Queiroz and Stjernfelt 2011) as well as conceptual graphs in logic (cf., e.g., Sowa 1984), the drawings of elementary geometry (Miller 2007), the Hasse diagrams of lattice theory and formal concept analysis (Ganter and Wille 1999), and the diagrams of category theory in mathematics, the structural formulas of chemistry, the force diagram of Lewin’s vector psychology, the network graphs used in both computer science and sociology (as well as in other disciplines). The illustrations in Wüster’s (1968) machine tool dictionary are another good example of visualization and nonverbal representation of concepts.

Drawing techniques, however, are just one type of visualization techniques, others include photography, film and animation. Their importance for human cognition and communication has recently attracted a renewed and more intensive attention from different areas of education, business and research as testified, for instance, by recent proposals for visual representation in terminology. This trend, which has been labelled by such terms as ”the pictorial turn”, ”iconic turn”, or ”visual turn” and which has given rise to the transdisciplinary endeavour of ”visual culture studies”, mirrors the increasingly significant role played by visuals in today's digital society. Via the ubiquitous World Wide Web, images can be distributed globally and using a wide range of digital media and platforms we can access and view these images in a number of ways and in a number of different situations.

The purpose of this workshop is to attract experts from a variety of research areas to participate in an interdisciplinary effort to share and discuss how to make more attractive and smarter visualization techniques that can, in turn, significantly help to represent and communicate more effectively information in different domains of knowledge.

The workshop’s topics of interest include but are not limited to:

- Visual representation in terminology
- Concept analysis and visualization
- Text visualization and analytics
- Taxonomies for visual data categories
- Ontologies for pictures and their elements
- Linked Open Data Visualization
- Visual categories in terminology
- Diagrammatic reasoning



- Hybrid reasoning (reasoning supported by images and symbols)
- Spatial ontologies
- Visual cultures
- Ethical issues of visualization

Submission guidelines

We seek research papers in the context of the theme and topics described above. Papers should be written in English and should consist of no more than 8 pages. Submissions must be in PDF, formatted in the style of the Springer Publications format for Lecture Notes in Computer Science (LNCS). For details on the LNCS style, see Springer's Author Instructions. Submitted papers will undergo a rigorous review process, accepted papers will be published in the TKE 2016 conference proceedings. Papers should be submitted by email to Lotte Weilgaard Christensen (lotte@sdu.dk).

Important dates

- 15 March 2016 - Submission of papers
- 16 April 2016 - Notification of acceptance of papers
- 13 May 2016 - Final versions for the proceedings
- 24 June 2016 - Post-conference workshops

Organizing Committee

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References

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