Digital cultural heritage is now a mature field, in which information technologies are used in the service of preserving cultural heritage. The digital form of resources allows for the exploitation of advances in data analytics, semantics, information retrieval, user interaction, profiling and personalization in order to develop new, exciting and stimulating cultural heritage experiences in tourism and education.

This special issue aims to form a reference point for the field of personalized delivery of cultural heritage content. We invite works that present and/or review the current state of the art in theory and practice, as well as promising recent advances in the area of aligning the delivery process for cultural heritage content to the needs, goals, characteristics and preferences of individual users and groups of users. The issue is broad in scope, with the caveat that emphasis should be on the link between cultural heritage and personalization techniques; works dealing exclusively with one of the two topics will be deemed out of scope.

**Topics of interest**

- Semantic modelling for cultural heritage content and their application to personalized content delivery.
  - Advances in knowledge representation.
  - Metadata standards and datasets.
  - Automated reasoning and computational argumentation for personalized explanations and feedback.
- Personalization/recommendation technologies applied to cultural heritage content.
  - Profiling techniques for individuals, groups and crowds.
  - Context awareness in cultural heritage venues and cities.
  - Applications in cultural, educational or touristic experiences.
  - Personalized storytelling.
  - Adaptive navigation and browsing.
- Crowdsourcing and crowd computing methodologies, tools and case studies and their application to personalization in Cultural Heritage.
  - Creativity and collaboration.
  - Social interaction and argumentation.
Mixed Crowd and AI-based processing approaches to personalization

- Personalized interaction with cultural heritage content.
  - PCs and mobile personal devices.
  - Multi-touch interfaces.
  - Information booths.
  - Public and shared displays

**Paper submission**

Prospective authors are invited to submit an extended abstract (up to four pages) to the special issue editors via EasyChair.

Promising and in-scope works will be invited for extension into full submissions, from which point on a standard reviewing process will be followed. Submission and detailed formatting instructions for full papers are available at the journal's site.

**Important dates**

- Abstract due: November 30th, 2017
- Full submission invitation: December 15th, 2017
- Manuscript due: February 28th, 2018
- First notification to authors: April 30th, 2018
- Revised submission deadline: June 15th, 2018
- Final notification to authors: July 31st, 2018
- Publication date: End of 2018 / start of 2019, as per UMUAI’s publication schedule

**Guest editors**

**Manolis Wallace**
ΓΑΒ LAB – Knowledge and Uncertainty Research Laboratory
Department of Informatics and Telecommunications
University of Peloponnese

**Martín López-Nores**
Department of Telematics Engineering
University of Vigo

**Yannick Naudet**
Luxembourg Institute for Science and Technology (LIST)
5, avenue des Hauts-Fourneaux
L-4362 Esch/Alzette

**Tsivi Kuflik**
Information Systems Department
The University of Haifa