
Preface

Audiovisual, interactive and mobile media interweave with our everyday life. In almost all our areas of life, they change our behavior and affect our perception, thinking and feeling. The ‘Forum Media Technology (FMT)’ is a scientific event that aims for an intensive dialogue of experts working at agencies, studios and production companies with students, lecturers, researchers and developers in the field of digital media.

In its 9th edition, the Forum Media Technology was held on November 23-24, 2016 at St. Pölten University of Applied Sciences, Austria. In conjunction with the main conference, the 2nd edition of the trans-disciplinary symposium ‘All Around Audio (AAA)’ as well as the 1st edition of the new format ‘Graduate Consortium’ were part of the two day program.

All Around Audio Symposium

Although, audio has not abandoned its status as a standalone discipline, its trans-disciplinary participation at the conception and design of products and environments has become more and more essential. In this sense, All Around Audio not only addresses specialists in the audio domain but particularly encourages researchers and designers from other fields to participate in the symposium. In its second edition, 16 international speakers were invited for talks on a wide spectrum of topics reaching from media economy, audio technology, auditory display to music and media arts.

Graduate Consortium

The FMT 2016 Graduate Consortium session was intended to provide an opportunity for graduate and PhD students to explore, discuss and develop their research topic in an interdisciplinary workshop, under the guidance of a panel of distinguished researchers.

Forum Media Technology Conference Track

Submissions for the FMT conference track were accepted in two categories of full and short papers. All submitted papers underwent a double-blind review process where each paper was reviewed by at least three members of the international program committee (IPC) of the conference. Based on the written reviews, final decisions were made by the paper chairs and 12 papers (8 full + 4 short) were accepted for presentation at the conference (acceptance rate: 48%). The accepted papers can be clustered into four areas: data modeling & analysis, usability and mobile applications, information visualization, as well as digital media experience.

For the first time, also one best paper and two honorable mention awards are given to the top three contributions of the FMT. The award is based on the scientific excellence of the paper as well as the presentation performance of the authors at the conference. The selection process for the best paper award followed a three-step process. First, IPC members indicated whether a paper should be considered for the award. Based on that, the paper chairs decided on a short list of three nominated papers for the award and the selected papers’ authors were informed about their nomination. The final decision was made by a best paper committee consisting of three members who took into account both the paper as well as the presentation to make their final decision.

November 2016

Wolfgang Aigner
Grischa Schmiidl
Kerstin Blumenstein
Matthias Zeppelzauer
Michael Iber

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AAA Symposium Chair

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