



# 2026 IEEE International Conference on Cyber Humanities Workshop on Contextualising Musical Heritage and Historical Soundscapes Through Digital Technologies (MuSiTech)

7-9 September 2026, Venice (IT)  
[www.ieee-ch.org](http://www.ieee-ch.org)



## Important dates

Paper submission deadline:

**April 12, 2026**

Authors' notification:

**May 2, 2026**

Camera-ready submission:

**May 15, 2026**

Early registration deadline:

**May 20, 2026**

Conference dates:

**Sept 7–9, 2026**

**Contextualising Musical Heritage and Historical Soundscapes Through Digital Technologies (MuSiTech)** aims to explore how innovative digital technologies can enhance the understanding and valorisation of musical heritage by situating places, objects, and practices within their historical, cultural, artistic, and social contexts.

Musical heritage sites and artefacts are increasingly interpreted as part of complex networks of temporal, cultural, artistic, and geographical relationships. Within this perspective, the workshop focuses on multisensory narrative approaches that combine material and immaterial dimensions - such as sounds, images, spaces, figures, and events - to convey the richness and complexity of musical heritage. Particular attention is devoted to immersive technologies, including Virtual Reality (VR) and Augmented Reality (AR), as tools for creating engaging and interactive experiences tailored to diverse audiences.

The workshop will present and discuss significant case studies that demonstrate the application of digital technologies to musical heritage interpretation, selected for the diversity of their themes, contexts, and target audiences. In parallel, MuSiTech will address the design and use of digital tools and platforms that support the creation, integration, and long-term evolution of content and experiential pathways. These tools aim to assist curators, researchers, and cultural professionals in developing sound-based and immersive experiences within museums, archives, and other cultural heritage environments.

## Chairs

- Eva Pietroni, CNR-ISPC
- Valentina Bartalesi, CNR-ISTI
- Simon Holland, Open University-Music Computing Lab

## Program Committee

- Jean Yves Blaise, CNRS-MAP Lab
- Paola Calicchia, CNR-INM
- Camilla Cavicchi, CNRS & University of Tours
- Iwona Dudek, CNRS-MAP Lab
- Simon Fargeot, CNRS-MAP Lab
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- Klaudia Stala, Politechnika Krakowska
- Philippe Vendrix, CNRS & University of Tours

## Contact us

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## Supported by



## Topics of Interest

Topics of interest include, but are not limited to:

- Immersive technologies (VR/AR) for musical heritage interpretation and enjoyment
- Digital methods for contextualising music-related places and objects
- Multisensory narratives and embodied VR experiences combining sound, image, and spatial data
- Ontologies and knowledge graphs for modelling musical and cultural heritage
- Historical and cultural networks of musical sites and artefacts
- User studies for the analyses, design and evaluation of the interaction of a diverse audience with musical heritage
- Case studies on digital storytelling in musical heritage
- Tools and platforms for creating and integrating musical heritage content
- Sound-based experiences and spatial audio in museums and cultural institutions
- Digitisation techniques and Virtual reconstruction of historical soundscapes and musical environments
- Inclusive engagement and accessibility in musical heritage experiences
- Best practices and workflows for curators and cultural professionals using immersive media

The workshop conference will accept high-quality regular research papers, Systematization of Knowledge (SoK) papers providing insights in the above areas, and industrial papers promoting contributions on technology development, innovations and implementations.

Submitted manuscripts should not exceed 6 pages (plus 2 extra pages, being subject to overlength page charges) and should be of sufficient detail to be evaluated by expert reviewers in the field. The conference (including workshops) proceedings will be published by IEEE and will be included in IEEE Xplore. Detailed information about the paper submission and guidelines to authors will be posted on the IEEE CH conference website <https://www.ieee-ch.org>.

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