

Culture and Computing

14th International Conference, C&C 2026, Held as Part of the 28th HCI International Conference, HCII 2026, Montreal, QC, Canada, July 26–31, 2026, Proceedings, Part I

The 14th International Conference on Culture and Computing, C&C 2026, held as part of the 28th International Conference on Human-Computer Interaction, HCI International 2026 (HCII 2026), took place in Montreal, QC, Canada, during July 2026. A total of 7435 individuals from academia, research institutes, industry, and government agencies from 94 countries submitted contributions to HCII 2026. Following peer review, 1463 papers and 360 posters (as short research papers) are included in the volumes of the HCII 2026 proceedings published just before the start of the conference. Two volumes (LNCS 16725 and LNCS 16726) of the HCII 2026 proceedings are dedicated to this year's edition of the C&C conference: · Culture and Computing (Part I): Games and Playful Cultural Engagement; Interactive Narratives, Storytelling, and Co-Creation; Interactive Art, Media and Aesthetic Experiences · Culture and Computing (Part II): Immersive Technologies for Cultural Experiences; Bio-Modernist Cultural Computing; Artificial Intelligence and Computational Culture



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