

Foreword

Current Research on Art, Culture, Game, Graphics, Broadcasting and Digital Contents III is area that attracted many academic and industry professionals to research and develop. The goal of this workshop is to bring together the researchers from academia and industry as well as practitioners to share ideas, problems and solutions relating to the multifaceted aspects art, culture, game, graphics, broadcasting and digital contents.

We would like to express our gratitude to all of the authors of submitted papers and to all attendees, for their contributions and participation. We believe in the need for continuing this undertaking in the future.

We acknowledge the great effort of all the chairs and the members of Editorial Committee of the above-listed event. Special thanks go to SERSC (Science & Engineering Research Support soCiety) and sponsors for supporting this workshop.

December 2015

Chairs of Art, Culture, Game,
Graphics, Broadcasting and Digital Contents 2015