

Preface

We would like to welcome you to the Regular Paper Proceedings of the 3rd International Workshop on Art, Culture, Game, Graphics, Broadcasting and Digital Contents 2015 which was held on December 14-16, 2015 at Jeju National University International Center, Jeju Island, Korea.

This will provide a chance for academic and industry professionals to discuss recent progress in the related areas. We expect that the workshops and its publications will be a trigger for further related research and technology improvements in this important subject. We would like to acknowledge the great effort of all the Chairs and members of the International Editorial Committee.

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.

December 2015

Volume Editor,
Sabah Mohammed