## Preface

Digital and interactive technologies are becoming increasingly embedded in everyday lives of people around the world. Application of technologies such as real-time, context-aware, and interactive technologies; augmented and immersive realities; social media; and location-based services has been particularly evident in urban environments where technological and sociocultural infrastructures enable easier deployment and adoption as compared to non-urban areas. There has been growing consumer demand for new forms of experiences and services enabled through these emerging technologies. We call this ambient media, as the media is embedded in the natural human living environment. This workshop focuses on ambient media services, applications, and technologies that promote people's engagement in creating and recreating liveliness in urban environments, particularly through arts, culture, and gastronomic experiences.

The RelCi workshop series is organized in cooperation with the Queensland University of Technology (QUT), in particular the Urban Informatics Lab and the Tampere University of Technology (TUT), in particular the Entertainment and Media Management (EMMi) Lab. The workshop runs under the umbrella of the International Ambient Media Association (AMEA) (<u>http://www.ambientmediaassociation.org</u>), which is hosting the international open access journal entitled "International Journal on Information Systems and Management in Creative eMedia", and the international open access series "International Series on Information Systems and Management in Creative eMedia" (see <u>http://www.tut.fi/emmi/Journal</u>).

The RelCi workshop took place for the first time in 2012 in conjunction with ICME 2012 in Melbourne, Autralia; and this year's edition took place in conjunction with INTERACT 2013 in Cape Town, South Africa. Besides, the International Ambient Media Association (AMEA) organizes the Semantic Ambient Media (SAME) workshop series, which took place in 2008 in conjunction with ACM Multimedia 2008 in Vancouver, Canada; in 2009 in conjunction with AmI 2009 in Salzburg, Austria; in 2010 in conjunction with AmI 2010 in Malaga, Spain; in 2011 in conjunction with Communities and Technologies 2011 in Brisbane, Australia; in 2012 in conjunction with Pervasive 2012 in Newcastle, UK; and in 2013 in conjunction with C&T 2013 in Munich, Germany.

The workshop organizers present you a fascinating crossover of latest cutting edge views on the topic of ambient media, and hope you will be enjoying the reading. We also would like to thank all the contributors, as only with their enthusiasm the workshop can become a success. At least we would like to thank the lovely organizing team of INTERACT 2013 for the help in the organizational aspects of the workshop.

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