CALL FOR PAPERS

Palladianist Journal, Vol. 3 (2027)

https://journal.palladianist.org/index.php/palladianist

INTELLIGENCE

Design Knowledge Between Human and AI

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The third issue of *Palladianist. The Future of Drawing* aims to examine how technologies and artificial intelligence can foster the dissemination of scientific knowledge and support design and creative methods.

Specifically, the issue explores how the most technologically innovative forms of architectural representation can support the processes of digital museology, and also how the creative process behind an architecture or industrial design concept can be supported by new multimedia languages.

Reflections are welcome on the relationship between design, heritage and cultural value, and multisensory and inclusive experiences, as well as on drawing understood as a mediating language between human perception and artificial intelligence. In line with the journal's critical approach to technology, contributors are invited to assess whether the new tools actually help remove barriers or, on the contrary, risk creating new ones.

Areas of interest

The call for papers is open to theoretical, historical, critical and design contributions that address, also from an interdisciplinary perspective, one or more of the following themes:

- **Drawing as an accessible language for design:** from the "Four Books of Architecture" to the communication of value. Palladio's treatise as a model of codified, reproducible and transmissible knowledge, and the contemporary graphic languages (diagrams, visual narratives, easy-to-read formats) that make architectural knowledge understandable to diverse audiences.
- **Multisensory translations of architectural heritage.** Tactile drawings, physical and 3D-printed models, haptic, sound and olfactory devices that translate form, proportion and space into non-visual languages, aimed at people with and without sensory disabilities.
- **Survey and digital modelling for the accessibility of historic places.** Integrated survey, HBIM and digital twins as tools for analysing barriers, designing compatible interventions and inclusive wayfinding systems in historic buildings, archaeological areas, gardens and outdoor sites, between conservation and use.
- **Digital museology and Extended Reality.** Virtual museums and immersive experiences, remote or "phygital", to make accessible spaces that are otherwise inaccessible, fragile or lost, with methodologies to assess their actual inclusive impact and the risk of creating new digital divides.
- **Artificial intelligence for the interpretation and mediation of heritage.** AI-based tools for the automatic description of images, sign-language translation, the creation of multilingual or simplified content and

Palladianist. The Future of Drawing
Biannual Scientific Journal
https://palladianist.org/
journal@palladianist.org

Publisher: INTBAU ITALIA APS
ISSN: 2845-7129

conversational guides, paying attention to comprehensibility, transparency, the reliability of sources and the scientific responsibility of the researcher.

- **Intangible heritage, local identities and participatory knowledge.** Documentation and transmission of craft knowledge, building traditions and community practices – including co-design processes involving local communities and people with disabilities – in the dialogue between universal knowledge and territorial identities.
- **Inclusive education and learning through drawing.** Teaching models, workshops and training tools, both analogue and digital, to make knowledge of architecture and heritage accessible to people with different abilities, backgrounds and learning styles.

Deadlines

- **23 November 2026**: launch of the call for papers
- **13 February 2027**: deadline for submission of full papers in English
- **5 April 2027**: notification of acceptance of contributions
- **26 April 2027**: deadline for submission of revised full papers
- **30 June 2027**: publication of the issue

Types of contribution

- original scientific articles;
- contributions of historical and archival research;
- studies in representation and survey;
- methodological reflections on design, teaching and emerging technologies.

All contributions will be subject to **double-blind peer review**.

Languages

Italian, English or Spanish (for review); English (for publication).

Submission guidelines

Authors are invited to submit:

- **full paper**: title and subtitle of the paper, author(s) and short biography of the author(s): max 80 words, abstract of max 300 words with 5 keywords; text max 3000 words including notes and bibliography, images (max 10 + 1 cover image, base 17 cm);
- **short paper/visual essay (drawings and projects)**: title of the paper, author(s), short biography of the author(s) (max 80 words), text max 1000 words with 5 keywords included, bibliography, images (max 10 + 1 cover image, base 17 cm).

Sending contributions

Authors are invited to send a compressed file to: **journal@palladianist.org**

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