

HCI 2006: Engage

11-15 September 2006

Queen Mary, University of London

The 20th British HCI Group conference in co-operation with ACM.

Engage!

Engage in producing exciting papers about interaction

Engage with the conference themes

Engage and be engaged in a stimulating and exciting conference in London's East End

For the first time, the HCI conference is engaging with six core themes. These themes capture some of the established favourite ideas in the community as well as suggest new collaborations and approaches. The goal for you as a submitter is to engage with one of the themes in rich and unexpected ways. At the conference, we will be setting up discussions where you will have the opportunity to challenge and be challenged on how you have adopted the theme.

This year Volume 1 papers will be printed as usual, and for the first time will be published electronically with the cooperation of the ACM, see www.acm.org

In line with changes in our field, we are putting an emphasis on useful and usable research. The British HCI conference is an international forum for academics and practitioners interested in how people and technology work together. We are making no distinction between practitioners and researchers. So we say, "Farewell, Industry Day" – just come for the people and the ideas...

First deadline: 3rd February, 2006

Themes

The six themes have been developed in consultation with members of the HCI community. Submissions to the conference should engage with one of the themes below and respond to the theme's question so that the sessions at the conference can foster lively and challenging debate. There are many ways to cut each category – theories, practice, novel interaction paradigms, and so on – our aim is to bring together different points of view on each topic for lively and coherent discussion at the conference.

- **Enthralling experiences: what draws people in?**
 - Performance, aesthetics, emotion, and creativity – powerful engagement can be a means or an end.
- **Interactions in the wild: how does technology breach boundaries?**
 - The border between chaos and control changes as interactions leave the desktop and go mobile.
- **Connecting with others: what happens around and through technology?**
 - Interacting with colleagues and friends is helped and hindered by the connecting technology.
- **Mind, body, and spirit: how does diversity impact?**
 - People are different, so interactions should span age, ability, culture and gender.
- **Interactions for me: what improves my experience?**
 - Technology can be dehumanising but it can also improve working and social life enormously.
- **At the periphery: how can we create ambient engagement?**

- Disappearing technologies, such as ubicomp, mixed media, and ambient intelligence, still engage us even though we can't directly interact with them.

HCI 2006: Engage will be hosted by Queen Mary, University of London drawing on the eclectic mix of communities and practises of the East End of London to inspire an inter-disciplinary meeting of minds.

Keynotes

Tom Rodden, University of Nottingham, Director of the Equator project.

<http://www.cs.nott.ac.uk/~tar/>

Alan Newell, Division of Applied Computing, University of Dundee.

<http://www.computing.dundee.ac.uk/staffdetails.asp?1>

Jude Kelly OBE, founder and artistic director of Metal.

<http://www.metalculture.com/Who+We+Are>

Further Keynotes will be announced closer to the time.

Important dates in 2006

3 rd February	Deadline for submission of full papers, workshops, tutorials and panels
28 th March	Notification to authors of full papers, workshops, tutorials and panels
21 st April	Camera ready copy needed for full papers, workshops, tutorials and panels
5 th May	Deadline for submission of short papers, interactive experiences, posters, work practices and spaces, doctoral consortium
16 th June	Notification to authors of short papers, interactive experiences, posters, work practices and spaces, doctoral consortium
23 rd June	Early registration deadline and camera ready copy needed for all other submissions

Conference Chairs

Nick Bryan-Kinns, Queen Mary University of London

Pat Healey, Queen Mary University of London

nickbk@dcs.qmul.ac.uk

pat.healey/www@dcs.qmul.ac.uk

Full Papers

Chairs: Ann Blandford, University College London

Paul Curzon, Queen Mary, University of London

Laurence Nigay, University of Grenoble

Deadline: 3rd February 2006

a.blandford@cs.ucl.ac.uk

pc@dcs.qmul.ac.uk

laurence.nigay@imag.fr

Papers are invited to address the conference theme of engaging. Submissions should report original work that has not been previously published, nor is currently under consideration for publication elsewhere. The conference proceedings will contain all the full papers. Submissions must include the following:

1. A paper not exceeding 16 pages, prepared using the provisional format for Volume 1 of the conference proceedings available on the website.
2. A 30 word summary to promote the paper
3. A statement of how the work aligns to one of the six conference themes

The submission for review must be as anonymous as possible by the removal of obvious self-references and names of institutions. Authors are required to exclude identifying information (e.g., names, affiliations, geographical locations) from the title area and headers of their submissions.

Workshops

Chairs: Stephanie Wilson, City University

steph@soi.city.ac.uk

Helen Sharp, Open University

h.c.sharp@open.ac.uk

Deadline: 3rd February 2006

Workshops at HCI2006 will offer a valuable opportunity for small groups to meet and engage in rich yet informal discussions about the key conference themes. We invite proposals for workshops to address any of the six core themes. Proposals may address the themes in various ways such as advances in theory or practice, new methodologies, tools, models, design innovations, etc.

Workshops at HCI may be either half a day or one day long. We particularly encourage workshop co-ordinators to be innovative in the way they organise and run the workshop so as to stimulate lively discussion and interesting outcomes.

We require a workshop proposal composed of the following parts:

1. A covering letter stating the following: the primary contact through whom all communication will be directed; the core conference theme to be addressed; the goals of the workshop; an explanation of the timeliness and importance of the workshop; a description of how the workshop will be run including a timetable and emphasising any participant involvement and intended outputs; a brief summary of the background of the workshop co-ordinators; and a suggestion as to the likely backgrounds of the participants.
2. A two-page description of the workshop, prepared using the format for Volume 2 of the conference proceedings, including: the workshop title, contact details for the co-ordinators, an abstract, the motivation for the workshop, a description of the topic(s) and an account of the workshop procedure.
3. A 30 word summary to promote the workshop

All accepted workshops will be required to produce a poster for display at HCI2006 so that other conference participants may benefit from the output of its contributing workshops. We also encourage people to disseminate the workshop outcomes to a wider audience by writing a report for Interfaces magazine. Past workshops at HCI have resulted in the publication of special editions of journals and books or have evolved into research proposals. We anticipate that some workshops will be sufficiently focused that they could serve as a step on the way to such

outcomes, while others will benefit the HCI community by bringing together a few like-minded people to discuss emerging topics.

Engaging Tutorials

Chair: William Wong, Middlesex University

w.wong@mdx.ac.uk

Deadline: 3rd February 2006

Proposals for this year's tutorial sessions are sought for Master classes, 'classes-in-the-wild', and tutorials, that encourage a break with traditional perspectives or practices of HCI, or in format of delivery. Topics should not only help participants extend their HCI skill sets, but should also encourage them to think differently about what they do in creating, designing, developing and evaluating user work, interactions between users and with technology, user interfaces, and information visualisations.

Topics are encouraged but not limited to, the following areas of HCI:

- creativity and the process of innovation
- advances in the design of user interface and user experiences
- user interfaces for software for tangible products as well as services
- advances in usability evaluation methods, especially in techniques for analysing and understanding the interaction between human work and technology that is in use and in situ
- developing insights from user analysis, and techniques for using the insights to create innovative designs
- psychological, marketing or consumer behaviour, perspectives of HCI
- developing and running experiments and other empirical studies while balancing need for systematic studies against industrial need for rapid turn around
- eXtreme design and prototyping

Individuals and organisations are invited to offer half-day, full-day, and even 2-day tutorials in the following formats:

- Tutorials that employ a standard classroom teaching format
- 'Classes-in-the-wild' is a new format which emphasises watching, learning and participation. 'Classes-in-the-wild' are a chance to spend a day or two, in a software or design house or studio, to observe and learn how designs are created, developed and evaluated in industrial settings, and the familiarisation with equipment used in a usability lab, how it is set up and used in practice
- Master classes are advanced classes and an opportunity for the participant to be taught by masters in a topic area. These topics could include either a theoretical and/or practical perspective

All proposals should include the following:

- a title for the tutorial
- an abstract of the type of class proposed (150-250 words)
- the purpose of the tutorial and why this might be significant
- key learning outcomes
- a description of the topics to be covered (not more than 4 pages)
- Tutorial format (e.g. Tutorial, 'Classes-in-the-wild', Master Class)
- Method of delivery (e.g. Lectures, Case Study or Problem-based learning, particularly explaining how the key learning objectives will be achieved)

- a brief CV of the proposer or company background relevant to the proposal

Potential proposers are encouraged to contact William Wong to discuss their ideas prior to submitting their proposals.

Panels Sessions

Chairs: Olav Bertelsen, University of Aarhus

olavb@daimi.au.dk

Adrian Williamson, Graham Technology plc

Adrian.Williamson@gtnet.com

Deadline: 3rd February 2006

A good panel will be entertaining, stimulate thought and discussion on some controversial, emerging or significant issue. To run a panel typically requires 3-5 panellists and a facilitator. There is a variety of formats possible and we are happy to receive innovative proposals that involve the audience actively in the discussion. There are many possibilities, so be inspired by the conference themes and see how best you can engage the audience!

For HCI 2006 panel submissions should be made by the first deadline. Thus, we hope to get a selection of well prepared sessions that can be promoted in the early program. Whilst this year's earlier deadline may require a little more work just now, we hope to use the time after the deadline to refine and work on proposals so we can produce some fine sessions of significance, or indeed, entertainment!

Submissions should include the following:

1. A covering letter stating the primary contact through which all communication will be directed and explicitly confirming that all panelists have been consulted in the production of the proposal and have agreed to attend if the panel is accepted. This letter may also add further details about the way the panel will be run, emphasising any audience involvement.
2. A two-page paper prepared using the format for Volume 2 of the conference proceedings, containing a title, contact details for the moderator and all panelists, an abstract, an introduction to the issue by the moderator and a position statement from each panelist.
3. A 30 word summary that introduces the panel.

Please feel free to contact the Panel co-chairs, Adrian Williamson and Olav Bertelsen at any time to discuss your ideas. We will be happy to help you find panel candidates, or refine you plans on formats.

Short papers

Chairs: Tony Stockman, Queen Mary University of London

tonys/www@dcs.qmul.ac.uk

Bob Fields, Middlesex University

b.fields@mdx.ac.uk

Deadline: 5th May 2006

Short papers may address any subject of relevance to the field of Human-Computer Interaction. Authors are particularly encouraged to address the six main themes of HCI2006. Submissions should report original work that has not been previously published, and will typically demonstrate work in progress, late-breaking research results, and ideas relevant to the conference themes. Short Papers will be peer reviewed and appear in volume 2 of the proceedings. Submissions must include the following:

1. A four page paper prepared using the format for Volume 2 of the conference proceedings
2. A 30 word summary to promote the paper.

Note that short Papers must include author and affiliation details – the reviewing process for short papers will NOT be anonymous due to the restricted timescales for revision and creation of camera-ready copy.

Interactive Experiences

Chair: Willem-Paul Brinkman, Brunel University

Peter Wild, University of Bath

Deadline: 5th May 2006

willem.brinkman@brunel.ac.uk

peter.j.wild@gmail.com

Interactive Experiences are the home for demonstrations or presentations involving real systems, prototypes, videos, interactive participations by conference delegates, interactive surveys or showcasing of new technologies and applications. Interactive Experiences may involve the use of novel equipment, or equipment used in a new way. They may demonstrate enhanced usability in software or tools to support design (for example, testing tools or model-based design tools), but also new and novel designs of interactive applications or tool that enrich the user experience.

Proposals may also be submitted for interactive surveys or polls that will take advantage of the assembly of expert practitioners present at the conference. Such surveys should address the conference themes. The results should be instantly available and made available for publication on the conference web site. However, all submission must include:

1. A covering letter detailing the format required for any materials and any computer equipment or software required to support your experience, such as tables, power supply etc.
2. A description, of no more than four pages prepared using the format for Volume 2 of the conference proceedings, which explains the Interactive Experience and its rationale. This document will be used in the reviewing process and if accepted will be published in the proceedings.
3. A 30 word summary to promote the interactive experience.

In addition, CDs or video material may be sent to support your proposal. If these are smaller than 5MB in overall size, they can be submitted online (zipped together with the covering letter, description and summary). Otherwise please get in touch with Peter Wild and Willem-Paul Brinkman directly. Please note that we do not have facilities for returning hard-copies.

Posters

Chair: Dimitris Rigas, University of Bradford

Deadline: 5th May 2006

D.Rigas@Bradford.ac.uk

Poster submissions addressing any of the conference themes are invited. Authors are encouraged to demonstrate work in progress and late-breaking research results that show the latest innovative ideas to stimulate audiences. The submission will include:

1. A covering letter indicating how the space afforded for display of the poster will be used, including any innovative suggestions for display or observer involvement

2. A two page summary prepared using the format for Volume 2 of the conference proceedings, which will be used as part of the basis for review and which will be published in the proceedings
3. A 30 word summary that will be suitable for inclusion in the programme and on the website to introduce and promote the poster

Work Practices and Spaces

Chair: Fraser Hamilton, Design for All Ltd
Deadline: 5th May 2006

fraser@designedforall.com

Work Practices and Spaces provides a forum for design agencies, usability consultancies, companies, universities and government institutions to promote the User Experience-oriented work they do and the spaces in which they do it. The forum allows User Experience teams to introduce their work to the wider Human-Computer Interaction community and share their insights, challenges, successes and even failures.

We particularly encourage submissions that describe your team's design/research philosophy, approach to Human-Computer Interaction, project structures, techniques applied and facilities used. These may be provided (for example) in the context of your organisation's history and evolution, a project case study, or a novel interaction problem. Submissions that address lessons learned and your organisation's future directions are especially welcomed.

Each team will be allocated a conference slot in which to present themselves and give the overview of their work practices and spaces. In addition, each team will be able to promote its activities using various materials (posters, videos, demonstrations, etc.)

Submissions should include:

1. A two-page summary prepared using the format for Volume 2 of the conference proceedings. This should cover topics such as:
 - a. *Outline*: Outline of the organisation, its history, current work and future plans.
 - b. *People*: Summary of the people involved and their backgrounds
 - c. *Work overview*: Overview of key projects, products, publications, or other results.
 - d. *Work detail*: Details of your team's design/research philosophy, approach to Human-Computer Interaction, facilities and the issues faced as exemplified by case studies, interaction problems and so on.
2. A 30 word summary to promote the presentation.

Doctoral colloquium

Chairs: Panos Markopoulos, Technical University of Eindhoven
M. Angela Sasse, University College London
Deadline: 5th May 2006

P.Markopoulos@tue.nl
a.sasse@cs.ucl.ac.uk

The aims of the HCI 2006 Doctoral Consortium are:

- to offer a friendly forum for PhD students to present their research to fellow students and a panel of HCI experts, and receive feedback
- to participate in in-depth discussions of current HCI research areas and research methods
- to nurture a community of researchers and support the integration of PhD students in

the HCI research community.

The Consortium is designed for students currently registered for a PhD in HCI or a related field. Preference will be given to applicants whose research is likely to benefit from the feedback; i.e. applicants who have formulated their research proposal and carried out initial research, but are not nearing completion of their thesis yet. Each participant will give a short presentation of their research, which will be followed by questions from other participants, and feedback from a panel of experts.

An application to participate in the Doctoral Consortium must include:

1. A letter from your supervisor/Principal Advisor on letter-headed paper, stating
 - that you are registered for PhD studies
 - your research topic
 - what stage your research is at
 - why you and your research would benefit from participation in the HCI 2006 Doctoral Consortium.
2. A two-page paper, prepared using the format for Volume 2 of the conference proceedings, describing the following: the problem(s) that your research is addressing; main contribution(s) of the research to the HCI field; the proposed solution(s), a brief description of the methodology adopted, current status, any interim conclusions of your research, and a tentative plan for future work.
3. A 30 word summary to introduce your PhD research.

Students accepted for the HCI 2006 Doctoral Consortium will receive free conference registration and accommodation.

Proceedings

As in previous years, printed proceedings will be available at the conference to ensure optimal interaction around the presented works.

In addition, Volume 1 of the proceedings will be included in the ACM digital library to ensure optimal distribution of the peer-reviewed papers after the conference. Volume 2 of the proceedings will be included in the BCS electronic Workshops in Computing digital library.

Electronic submission and format

Submissions should be made electronically through the conference submission and reviewing system. Submission details will appear on the website in January 2006.

Student volunteers

Organiser: George Papatzani, Queen Mary University of London gp@dcs.qmul.ac.uk

HCI 2006 requires a number of enthusiastic and motivated student volunteers to help with the day-to-day running of the conference from 10th to 15th September in London. For further information, please visit the conference web pages or contact George.

Call for sponsors

Do you want to engage the usability community in the UK and worldwide?

Do you want to reach a broad base of people working in usability?

HCI 2006 is the year's major British conference for bringing together academics and consultants from around the world to discuss research in all areas of usability. This makes it a great

opportunity to advertise your company and the work that you do. There are a range of ways of being represented at the conference including trade stands, talks, freebies and logo placement. To find out more about sponsoring HCI 2006, please contact:

Helen Petrie
Department of Computer Science
University of York
Heslington
York YO10 5DD
petrie@cs.york.ac.uk