

Call for Papers

Extended Submission Deadline: March 4, 2007

2nd International IEEE Workshop on

"Tangible Interaction in Collaborative Environments" (TICE) at WETICE 2007

Paris, France, June 18 – 20, 2007

<http://www-inf.int-evry.fr/WETICE>

1. OVERVIEW

Due to recent technological advances, it has become possible to integrate sensor and actuator technologies as well as wireless communication in everyday objects and environments. These developments open up a huge amount of innovative interaction scenarios, involving new forms of user interfaces. One kind that enables intuitive and natural interaction is tangible interfaces, referring to interfaces in which persons interact with digital information through the physical environment. Tangible interfaces are not limited to the interactions of a single person, but can be used to support interaction within – even dislocated – groups and smart artefacts.

Motivated by these developments, we see this second workshop as an opportunity for exploring the potentials and perspectives of tangible interaction for supporting collaborative work. Because of its interdisciplinary topic, TICE 2007 aims at bringing together researchers of various fields, including Human Computer Interaction, Tangible Interfaces, Computer Supported Collaborative Work, Sociology, Communication Technologies, Embedded Systems, and Ubiquitous Computing.

2. TOPICS

We welcome participants from all disciplines related to the topic of this workshop, including but not limited to Tangible User Interfaces, CSCW and Ubiquitous Computing environments. We invite original research papers and experience reports in all areas of collaborative methods and systems development. Additionally, position papers outlining novel research domains and approaches are welcome. Topics of interest include but are not limited to:

Interaction design of collaborative tangible environments

- Design process for embodied/tangible interaction
- Guidelines, methods and methodologies for collaborative interaction design
- Concepts and patterns for physical and tangible interaction
- Programming paradigms for building tangible environments
- New paradigms for collaborative environments

Technological aspects of tangible interfaces

- Middleware, platforms and tools
- Architectural concepts for enhancing tangible interaction in groups
- Enabling technologies for instrumenting tangible artefacts
- Innovative technological solutions

Case studies and application scenarios

- Usability studies and evaluations of collaborative tangible environments
- Visions and application scenarios
- Security, privacy and trust in collaborative tangible environments
- Collaborative tangible interaction for mobile users

3. IMPORTANT DATES

March 4, 2007: Extended deadline for paper submission

April 13, 2007: Decision to paper authors

May 12, 2007: Camera-ready papers

June 1, 2007: Advance registration discount deadline

June 18-20, 2007: WETICE-2007 workshops and on-site registration

4. SUBMISSION DETAILS

Papers must be written in English, and they should not exceed 6 pages double column, including references, figures and tables. Papers must be formatted according to the IEEE formatting instructions (8.5"x11", two-column). The papers have to contain original contributions not published or submitted elsewhere, and references to related state-of-the-art work. Papers should include a title, the name and affiliation of each author, an abstract of up to 150 words and no more than eight keywords.

Each paper will receive at least three anonymous peer reviews by program committee members or additional expert reviewers. The accepted papers and a summary report of this workshop will be published in the post-conference proceedings and directly mailed to the registered authors by the IEEE Computer Society Press after the conference. In order to get an accepted paper published in the proceedings, at least one author has to register and present the paper at WETICE 2007. If enough high-quality papers are submitted, we will contact a journal to explore the possibility of a special issue.

Papers must be submitted anonymized in either PDF or PS format by email (tice2007@pervasive.jku.at) to the organizers. Make sure that the subject of the email is "TICE 2007 Submission"! If you have further questions or remarks, please do not hesitate to contact the workshop organizers.

5. PROCEEDINGS

Accepted and presented papers will be included in the post-conference proceedings, published by IEEE Computer Society Press.

6. CO-CHAIRS

Alois Ferscha

Department of Pervasive Computing
University of Linz
Altenberger Straße 69
4040 Linz, Austria
E-Mail: ferscha@soft.uni-linz.ac.at

Clemens Holzmann

Department of Pervasive Computing
University of Linz
Altenberger Straße 69
4040 Linz, Austria
E-Mail: clemens.holzmann@jku.at

7. PROGRAM COMMITTEE

Alois Ferscha, University of Linz, Austria
Elgar Fleisch, University of St. Gallen, Switzerland
Tom Gross, Bauhaus-University Weimar, Germany
Clemens Holzmann, University of Linz, Austria
Eva Hornecker, The Open University, UK
Gerd Kortuem, Lancaster University, UK
Gabriele Kotsis, Johannes Kepler University Linz, Austria
Antonio Krüger, University of Münster, Germany
Max Mühlhäuser, TU Darmstadt, Germany
Albrecht Schmidt, Fraunhofer IAIS and b-it University of Bonn, Germany
Norbert Streitz, Fraunhofer IPSI, Germany
Brygg Ullmer, Louisiana State University, USA
Andreas Zeidler, Siemens AG, Germany

8. CONTACT

Workshop webpage: http://www.pervasive.jku.at/Research/Conferences/TICE_2007
E-Mail: tice2007@pervasive.jku.at
Phone: +43 732 2468 1226
Fax: +43 732 2468 8426