

# Call for Papers

Submission Deadline: February 10, 2006

International IEEE Workshop on

## "Tangible Interaction in Collaborative Environments" (TICE)

at

**WETICE 2006**

June 26 – June 28, 2006

The University of Manchester, Manchester, U.K.

<http://wetice.co.umist.ac.uk>

### 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 workshop as an opportunity for exploring the potentials and perspectives of tangible interaction for supporting collaborative work. Because of its interdisciplinary topic, TICE 2006 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

**February 10, 2006:** Deadline for paper submission

**April 7, 2006:** Decision to paper authors

**May 5, 2006:** Camera-ready papers

**May 12, 2006:** Advance registration discount deadline

**June 26-28, 2006:** WETICE-2006 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 2006. If enough high-quality papers are submitted, we will contact a journal to explore the possibility of a special issue.

Please submit anonymized papers in either PDF or PS format via the TICE 2006 submission website. If you have further questions or remarks, please do not hesitate to contact the workshop organizers.

Paper submission website: [http://www.pervasive.jku.at/Research/Conferences/TICE\\_2006](http://www.pervasive.jku.at/Research/Conferences/TICE_2006)

### 5. PROCEEDINGS

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

### 6. CO-CHAIRS

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### 7. PROGRAM COMMITTEE

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### 8. CONTACT

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