Awards

Thirteen awards will be conferred during HCI International 2011. A plaque and a certificate will be given to the best paper of each of the eleven Affiliated Conferences / Thematic Areas.

Among these eleven papers, one will be selected to receive the golden award as the Best HCI International 2011 Conference paper. Finally, the Best Poster extended abstract will also receive a plaque and a certificate.

HCI 2011 INTERNATIONAL

www.hcii2011.org

Summary of Submission Requirements & Deadlines

	Abstract Length	Deadline for Abstract Receipt	Notification of Review Outcome	Deadline for Camera-ready Receipt
Papers	800 words	Friday, 15 October 2010	Friday, 3 December 2010	Friday, 4 February 2011
Posters	300 words	Friday, 11 February 2011	Friday, 4 March 2011	Friday, 1 April 2011
Tutorials	300 words	Friday, 15 October 2010	Friday, 3 December 2010	Friday, 6 May 2011

Submit through the Conference Management System (CMS): **www.hcii2011.org**

HCI International 2011
14th International Conference on Human-Computer Interaction

9 - 14 July 2011, Orlando, Florida, USA

Hilton Orlando Bonnet Creek

HCI 2011 International

14th International Conference on Human - Computer Interaction

Call for Participation

Overview

HCI International 2011 jointly with the affiliated Conferences, which are held under one management and one Registration, invite you to Orlando, Florida, USA to participate and contribute to the international forum for the dissemination and exchange of up-to-date scientific information on theoretical, generic and applied areas of HCI through the following modes of communication: Plenary / Keynote Presentation(s), Parallel Sessions, Poster Sessions, Tutorials and Exhibition.

The Conference will start with three days of Tutorials. Parallel Sessions, Poster Sessions and the Exhibition will be held during the last three days of the Conference.

The Conference focuses on the following major thematic areas:Ergonomics and Health Aspects of Work with Computers

- Ergonomics and Health Aspects of Work with Computers
- Human Interface and the Management of Information
- Human-Computer Interaction
- Engineering Psychology and Cognitive Ergonomics
- Universal Access in Human-Computer Interaction
- Virtual and Mixed Reality
- Internationalization, Design and Global Development
- Online Communities and Social Computing
- Augmented Cognition
- Digital Human Modeling
- Human Centered Design

The topics listed under each thematic area are indicative of the broad spectrum of issues to be addressed and are not intended to limit the range of submissions.

Proposals for Participation

All submissions will be handled through the Conference Management System (CMS) available through the Conference website: *www.hcii2011.org*

All submitted abstracts will be peer-reviewed by three independent referees from the International Program Boards.

Parallel Paper Presentations: An abstract of 800 words should be submitted through the CMS, and should include a statement of the objective and significance of the proposed presentation, a description of methods and a discussion of results. Papers in the theoretical category should deal with models, concepts, and structures; papers in the generic category should present research results of broad applicability; and papers in the applied category should show how the demands of particular application areas shape the way generic research is translated into practical innovation.

IMPORTANT NOTE: Individuals can appear as co–authors in several papers in HCI International 2011 and the affiliated conferences, but can present only one paper.

Poster Sessions: These sessions will accommodate the presentation of late-breaking scientific and professional news or work in progress. An abstract of 300 words should be submitted through the CMS, and should include the essence of the planned presentation.

Tutorials: Half-day and full-day Tutorials will be offered at introductory, intermediate and advanced levels covering the entire spectrum of the topics of the Conference. An abstract of 300 words should be submitted though the CMS, and include the objective, content, target audience, a biographical sketch of the presenter(s), and A/V requirements.

Proceedings

The HCI International 2011 Conference Proceedings, comprising the papers to be presented at the Conference, will be published by Springer in a multi-volume set in the Lecture Notes in Computer Science (LNCS) and Lecture Notes in Artificial Intelligence (LNAI) series. They will be available on–line through the LNCS Digital Library, readily accessible by all subscribing libraries around the world.

All Conference participants will receive in their registration bags the Conference Proceedings published by Springer in DVD format. This DVD will also include, in addition to the papers, the extended abstracts of the posters that will be presented during the Conference. As the DVD will have its own separate ISBN number, posters can also be easily referenced.
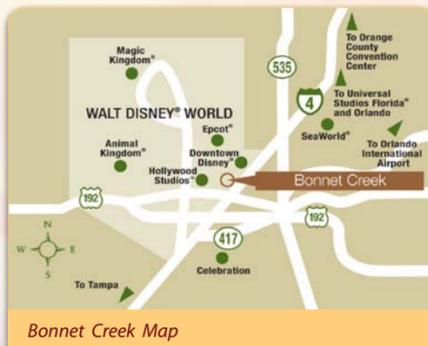
Springer

www.springer.com/lncs

The Conference Proceedings in paperback format will be available for purchase by Springer at a special discounted price for all Conference participants, authors and co-authors, both as separate volumes and as a full set.

Registration Regulation: Inclusion of papers in the conference proceedings is conditional upon unique registration of one author per paper by 4 February 2011. Furthermore, inclusion of extended poster abstracts in the DVD is conditional upon unique registration of one author per poster by 1 April 2011.

Conference location

Orlando is located near the geographic center of Florida. Its year-round mild weather is one of the reasons why the Orlando area has become a popular tourist, vacation and business travel destination. The city annually hosts thousands of events, trade shows, conferences, meetings and other business-oriented gatherings. The Kennedy Space Center, the Walt Disney World Resort, the Universal Studios, the Central Florida Zoological Park, are some of Orlando's famous attractions.

Hilton Orlando Bonnet Creek

Bonnet Creek Map

SeaWorld - Orlando

Accommodation

The Hilton Orlando Bonnet Creek is recommended as the main hotel of the Conference, offering 1,000 guest rooms and suites. Adjacent to Hilton Orlando Bonnet Creek is Waldorf Astoria® Orlando, the first newly built Waldorf Astoria® since the legendary original in New York City. Both are in an enviable location called Bonnet Creek with a prime location in the heart of 482 acres of mature woodlands and natural waterways, surrounded on three sides by Walt Disney World® Resort.

Detailed information will be available through the Conference website.

www.hcii2011.org

Student Volunteers

The HCI International 2011 Program for Student Volunteers gives university students from around the world the opportunity to attend and contribute to one of the most prestigious conferences in the field of Computing and Human-Computer Interaction. Being a Student Volunteer is a great opportunity to interact closely with researchers, academics and practitioners from various disciplines, meet other students from around the world, and promote personal and profession growth.

The HCI International Conference's past, present and continued future successes are due in a large part to the skills, talents and dedication of its Student Volunteers.

Students wishing to help at the Conference should contact the Student Volunteer Administration.

Exhibiting at the Conference

The HCI International Conference is an ideal opportunity to exhibit your products and services to an international audience of about 2,000 researchers, academics, professionals and users in the field of HCI.

Attendees will be able to examine state-of-the-art HCI technology and interact with manufacturing representatives, vendors, publishers, and potential employers. By exhibiting at HCI International 2011, you will help to make this an exciting and informative event.

For more information about the Exhibition, please contact the Exhibition Administration.

9 - 14 July 2011
Orlando, Florida, USA

International Conferences and Thematic Areas

HCI 2011 INTERNATIONAL

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Ergonomics and Health Aspects of Work with Computers

Auditory interfaces
Carpal tunnel syndrome
Cost–benefit analysis
Ergonomic design of workplaces
Health and safety aspects
Input and output devices
Keyboards
Lighting, noise, climate
Macroergonomics
Medical devices and equipment
Medical errors
Participatory ergonomics
Patient safety
Psychosocial issues
Quality of care
Quality of working life
Research to practice
Sick building syndrome
Standards and legislation
Stress and strain
Touch and Pen-based input
Training design
Visual display
Work organization
Workload
Work–rest schedule

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Human Interface and the Management of Information

Business integration
Collaborative work
Community computing
Data visualization
Decision support systems
Distance learning
E–commerce
Electronic publishing
Evaluating information
Green design
Humanization of work
Information presentation
Intellectual property
Intelligent systems
Interactive learning
Intranets and extranets
Knowledge management
Learning communities
Legal Issues in IT and IS
Mobile networking
Organizational learning
Participatory design
Privacy
Push technologies
Quality of life and lifestyle
Security systems
Service applications

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Human-Computer Interaction

Adaptive and personalized interfaces
Analysis and design methods
Architectures for interaction
Computer–augmented environments
Computer–based learning
Ecological interfaces
Emotions in HCI
Evaluation methods and techniques
Gesture and eye–gaze based interaction
Graphical user interface
HCI standards
Home and entertainment systems
Information visualization
Intelligent and agent systems
Interaction design
Interaction through wireless communication networks
Interactive applications for health and health care delivery
Interfaces for distributed environments
Interfaces for social networking
Multimedia design
Non–verbal interfaces
Speech and natural language interfaces
Support for creativity
Tangible user interfaces
User interface development environments
User support systems
Visualization methods and techniques

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Engineering Psychology and Cognitive Ergonomics

Applied cognitive psychology
Automation
Cognitive task analysis
Command and control
Control design
Decision making
Decision support
Designing for pleasure of use
Display design
Distributed systems
Formal error prediction techniques
Human error
Human Factors certification
Human Factors/System Integration
Job design
Mental workload
Problem solving
Product design
Psychophysics for display design
Requirements analysis
Safety
Simulation
Situation awareness
Socio–technical systems
Training design and analysis

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Universal Access in Human-Computer Interaction

Access to education and learning
Access to mobile interaction
Access to on–line communities and eServices
Access to the Web
Accessible games
Accessibility guidelines
Adaptive and augmented interaction
Alternative I/O techniques
Ambient intelligence
Ambient Assisted Living
Architectures and tools for universal access
Context–awareness
Design for All best practice
Design for All education and training
Design for All methods, techniques and tools
Development methods
Economics of universal access
Evaluation of Accessibility, Usability, and User Experience
Implicit Interaction
Interaction techniques, platforms and metaphors
Modality–independent interaction
Multi–sensory interfaces
Personalization
Privacy issues in sensor-augmented environments
Smart artifacts and smart environments
User and context modeling and monitoring

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Virtual and Mixed Reality

Applications
  Cultural Heritage
  Education
  Entertainment
  Industrial
  Medical and Healthcare
  Rehabilitation and Caregiving
  Virtual Worlds and Social Computing
Interaction and Navigation in VR and MR
  Avatar instantiation
  Immersion
  Orientation and Navigation
  Teleoperation, puppeteering, and autonomy
Issues in Development and Use of VR and MR
  Distributed Environments
  Embodiment
  Fidelity
  Performance Measurement
  Platform requirements
  Presence in VR and MR (Criteria and Measurement, Design issues)
  Simulator Sickness
  Situational Awareness
  Wayfinding
Underlying & Supporting Technologies
  3-D Projection
  Alternative computing environments (Wearable, Pervasive computing)
  CAVE and multi–participant environments
  Head mounted displays (Field of view, Resolution, Rendering speed, Parallax and perspective)
  Long–term persistent environments
  Multimodal interfaces (Haptics, Olfaction, Exoskeletons and body motion tracking, Sonification & specialized sound)
  Sensory substitution
  Tracking VMR-relevant technologies
  Visualization and Image Rendering

Internationalization, Design and Global Development

Case studies
Cross–cultural design
Design for economic development
Design for inclusion
Design for social change in global markets
Design for social development
Developing HCI expertise and capability worldwide
Globalization processes
International ethnographic studies
International formatting
International standards
International usability evaluation
Internationalization
Localization
Novel design solutions
Translation and technical documentation

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Online Communities and Social Computing

3D virtual worlds
Communities of interest
Communities of practice
Communities for Teens and Preteens
Communities for the elderly
Community Aspects of Electronic Commerce
Communityware
Computer Mediated Communication
Cross–cultural communities
Cultural, ethnic and spiritual communities
Empathic online communities
E-participation and e-democracy
Friends and family groups
Gaming communities
Healthcare communities
Infrastructure and policy for social computing
Large scale conversations
Marketplace communities
Mobile communities
Online and offline articulation
Online political engagement
Online social networking
Social presence
Social network analysis
Social Computing
Trust and Security in Community Context
Theory and design practice
Universal access and usability
Visualizing social interaction
Weblog communities

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Augmented Cognition

Adaptive HCI: Design Strategies and Software and Process Assessment
Adaptive HCI: Mitigation Strategies
AugCog for Operator/Job Selection, Assessment and Classification
AugCog for Training and Education: Adaptive Instructional Strategies and Mitigation Techniques
AugCog for Training and Education: Assessment of Learning
AugCog for Training and Education: Methods and Metrics
Closed–loop Systems, Processes, and Applications
Cognitive Functional State Assessment
Cognitive Rehabilitation
Integration Architectures and Model Development
Neurophysiological Measures and Sensing Technologies
Operational Applications of Augmented Cognition Systems

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Digital Human Modeling

Active Safety
Agent Based Modeling & Training
Career Opportunities
Cognitive Modeling
Comfort, Lift & Reach Modeling
Computer Aided Ergonomics Analysis
Data Mining
Design for Limited Mobility Users
Digital Visible Human
Driving Safety and Human Performance
Economic Impact
Engineering Systems & Healthcare Delivery
Guidelines for Tool Selection
Healthcare IT & Predicting Adoption
Historical Perspectives
Impact Biomechanics
Medical Simulations
Modeling Fundamentals and Methods (and Anthropometry)
Motion Prediction and Motion Capture
Posture Prediction and Analysis
Safety Systems Integration
Simulation and Optimization
Supercomputing Applications
System of Systems
Transportation Human Factors
Verification and Validation
Virtual Physiological Human

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Human Centered Design

Concepts and Activity
  Creative Design and Usability
  Cultural Issues and Usability
  Education and Competence of Usability Professionals
  Human–Centered and User–Centered Design Process
  ISO Standards and Regional Standards in terms of HCD
  Kansei, Pleasure, Entertainment and Satisfaction
  Lifecycle Management of the Human-Centered Development
  PDCA (PDSA) Cycle and HCD Management
  Short-term and Long-term Usability
  Social Impact of Usability
  Usability and Usefulness
  Usability Certification and Accreditation
Methodology for Each Process
  Cognitive Engineering Approach
  Ergonomics Approach
  New Design Paradigms and Methods
  Requirements Engineering
  Usability Evaluation
  Usability Tips and Guidelines
  User Research and Site Visit
  User Support
Usability of Various Artifacts
  Computer Hardware Usability
  Computer Software Usability
  New Technology and Usability Issues
  Small Screen Interface Usability
  Usability of Game
  Usability of Large System
  Usability of Mechanical Tools
  Usability of Service
  Web Usability

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