

Understanding CHI

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Important HCI Conferences

Important HCI Conferences

	Publication	<u>h5-index</u>	<u>h5-median</u>
1.	Computer Human Interaction (CHI)	<u>85</u>	106
2.	ACM Conference on Computer-Supported Cooperative Work & Social Computing	<u>56</u>	78
3.	ACM Conference on Pervasive and Ubiquitous Computing (UbiComp)	<u>50</u>	73
4.	ACM Symposium on User Interface Software and Technology	<u>44</u>	65
5.	IEEE Transactions on Affective Computing	<u>37</u>	75
6.	ACM/IEEE International Conference on Human Robot Interaction	<u>35</u>	52
7.	International Journal of Human-Computer Studies	<u>35</u>	47
8.	ACM Transactions on Computer-Human Interaction (TOCHI)	<u>33</u>	50
9.	Behaviour & Information Technology	<u>32</u>	48
10.	Conference on Designing Interactive Systems	<u>31</u>	42
11.	International Conference on Multimodal Interfaces (ICMI)	<u>29</u>	54
12.	Mobile HCI	<u>27</u>	44
13.	arXiv Human-Computer Interaction (cs.HC)	<u>27</u>	44
14.	International Journal of Human-Computer Interaction	<u>27</u>	42
15.	International Conference on Intelligent User Interfaces (IUI)	<u>27</u>	39
16.	IEEE International Symposium on Mixed and Augmented Reality	<u>26</u>	44
17.	ACM Transactions on Interactive Intelligent Systems (TiiS)	<u>25</u>	45
18.	IEEE Transactions on Human-Machine Systems	<u>25</u>	39
19.	IEEE Transactions on Haptics	<u>25</u>	38
20.	Eye Tracking Research & Application	<u>25</u>	37

https://scholar.google.es/citations?view_op=top_venues&hl=en&vq=eng_humancomputerinteraction

Human Factors in Computing Systems (CHI)

- Leading HCI Conference (appr. 3500 participants)
- This year in Montreal
- Submission Formats: Papers, Notes, Late-Breaking Works (formerly called Work-in-Progress), Demos (Interactivity), Videos, Courses, Special Interest Groups, Workshops
- Conference Website: <https://chi2018.acm.org>
- ACM Digital Library: <http://dl.acm.org/event.cfm?id=RE151>



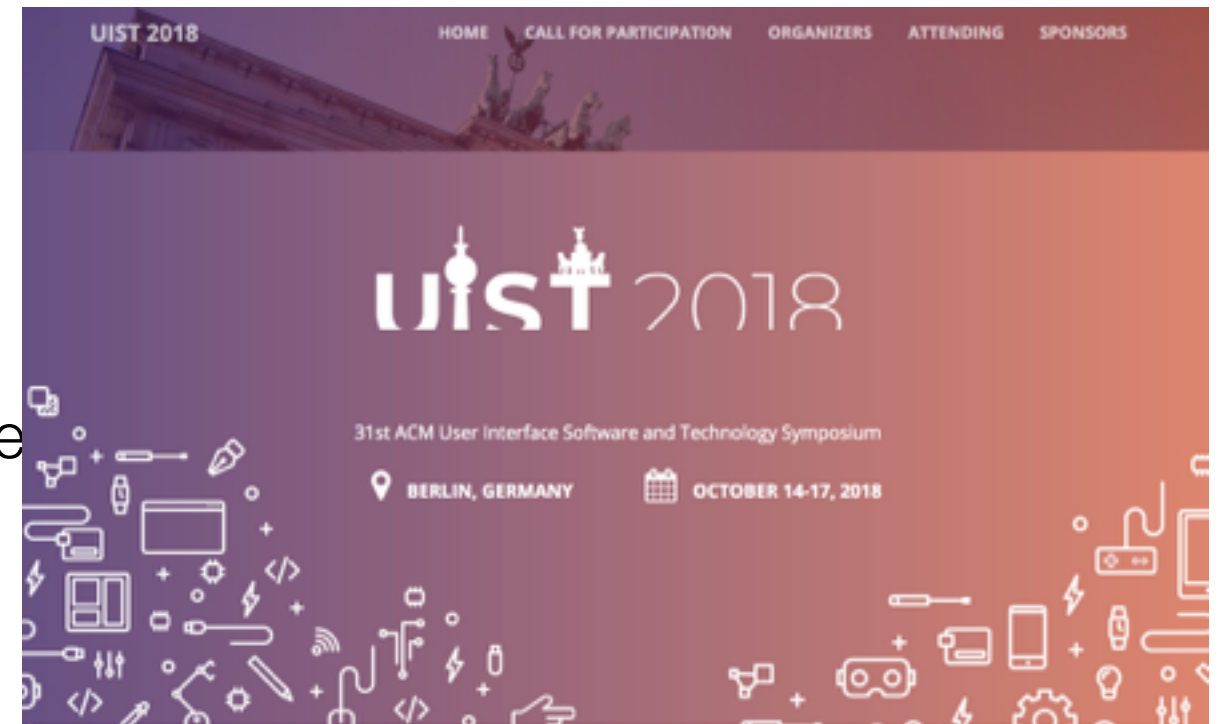
Joint Conference on Pervasive and Ubiquitous Computing (UbiComp 2018)

- More technical venue
Focusing on systems & infrastructures, devices & techniques, applications & experiences, methodologies & tools, theories & models
- Submission Formats:
Papers, Notes, Poster, Demos, Workshops
- Conference Website:
<http://ubicomp.org>
- ACM Digital Library:
<http://dl.acm.org/event.cfm?id=RE336>
- Co-located with International Symposium on Wearable Computers (ISWC) - <http://iswc.net/>



User Interface Software and Technology Symposium (UIST)

- Next conference in Berlin
- Conference at the intersection of HCI and Computer Graphics
- Very technical (close to engineering)
Focusing on fabrication, graphical & web use interfaces, tangible & ubiquitous computing, virtual & augmented reality, multimedia, new input & output devices, and CSCW
- Submission Formats:
Papers, Notes, Poster, Demos,
- Conference Website:
<http://uist.acm.org>
- ACM Digital Library:
dl.acm.org/event.cfm?id=RE172



Designing Interactive Systems (DIS)

- At the intersection of HCI and Design
- Focus on Design Methods and Processes, Experience, Application Domains, Technological Innovation
- Submission Formats: Papers, Pictorials (sketches, illustrations, diagrams), workshops, demos
- Conference Website: <http://www.dis2018.org>



Human-Computer Interaction with Mobile Devices and Services (MobileHCI)

- Next conference in Barcelona
- Conference on HCI with Mobile Devices
- Focus on systems & infrastructures, devices & techniques, applications & experiences, methodologies & tools, theories & models
- Submission Formats:
Papers, Workshops, Posters, Demos
- Conference Website:
<http://mobilehci.acm.org>
- ACM Digital Library:
<http://dl.acm.org/event.cfm?id=RE395>



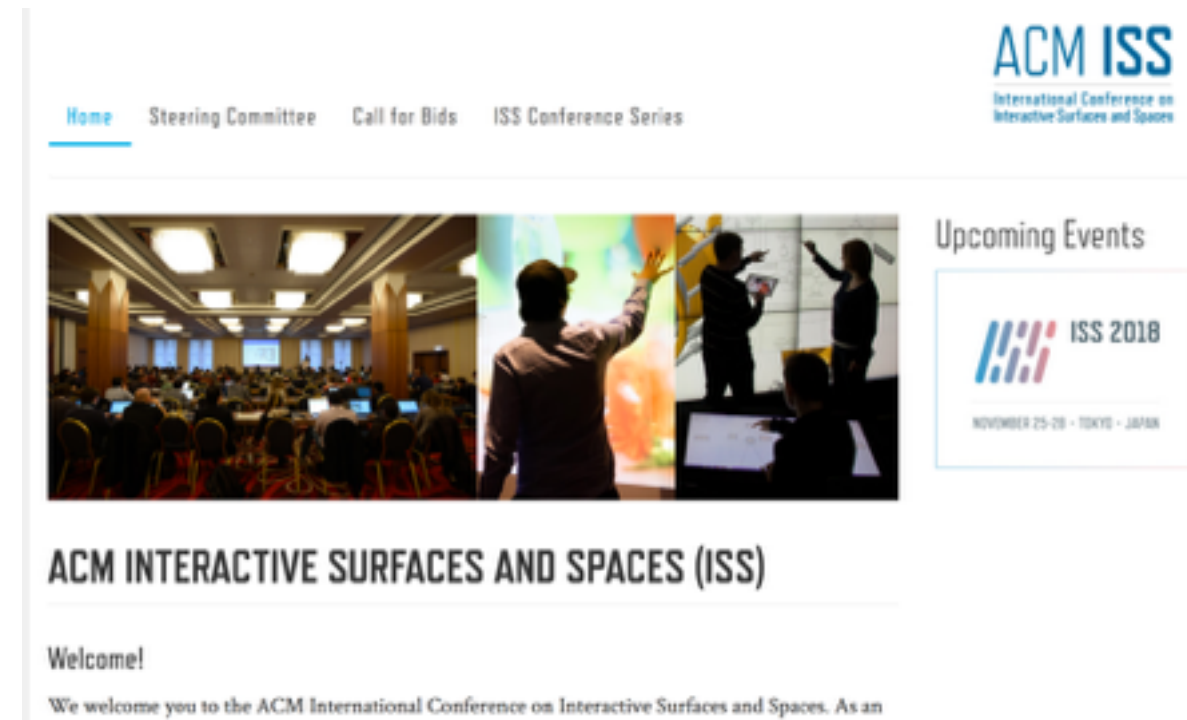
Tangible Embedded and Embodied Interaction (TEI)

- Conference at the intersection of HCI and Design of Tangibles
- Focus on human-computer interaction, design, interactive art, user experience, tools and technologies
- Submission Formats:
Papers, Studios, Work-in-Progress, Demos
- Conference Website:
<http://www.tei-conf.org>
- ACM Digital Library:
<http://dl.acm.org/event.cfm?id=RE271>

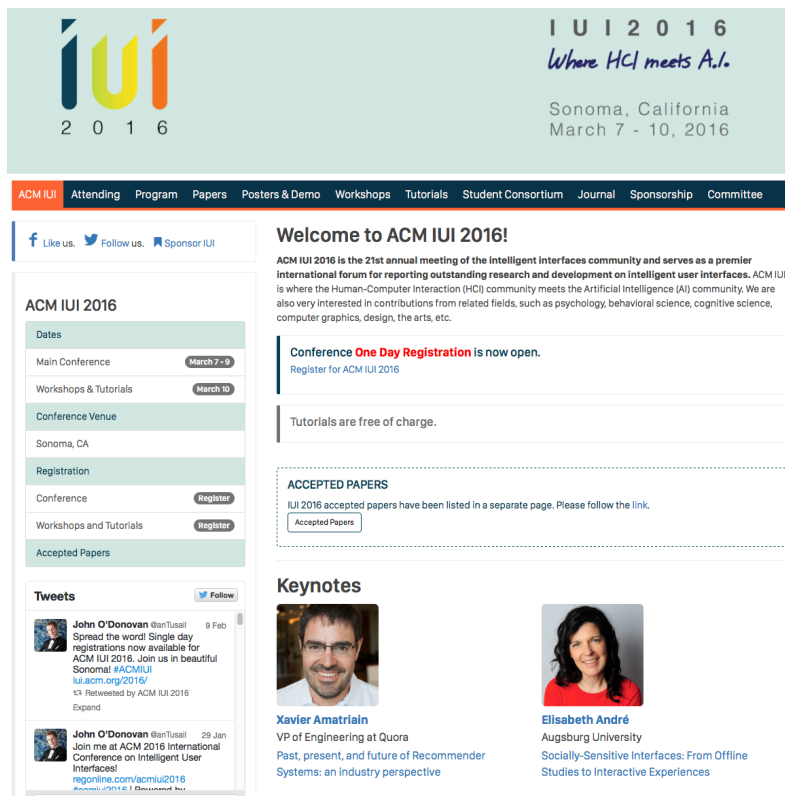


Interactive Surfaces and Spaces (ISS)

- Formerly known as Interactive Tabletops and Surfaces (ITS)
- Focus on tabletop, digital surface, interactive spaces and multi-surface technologies
- Submission Formats:
Academic papers, application papers, workshops, demos, posters
- Conference Website:
<https://iss.acm.org/2018/>
- ACM Digital Library:
<http://dl.acm.org/event.cfm?id=RE124>



Further Conferences (HCI in general)



ACM IUI 2016
Where HCI meets A.I.
Sonoma, California
March 7 - 10, 2016

ACM IUI Attending Program Papers Posters & Demo Workshops Tutorials Student Consortium Journal Sponsorship Committee

Welcome to ACM IUI 2016!

ACM IUI 2016 is the 21st annual meeting of the intelligent interfaces community and serves as a premier international forum for reporting outstanding research and development on intelligent user interfaces. ACM IUI is where the Human-Computer Interaction (HCI) community meets the Artificial Intelligence (AI) community. We are also very interested in contributions from related fields, such as psychology, behavioral science, cognitive science, computer graphics, design, the arts, etc.

Conference **One Day Registration** is now open.
Register for ACM IUI 2016

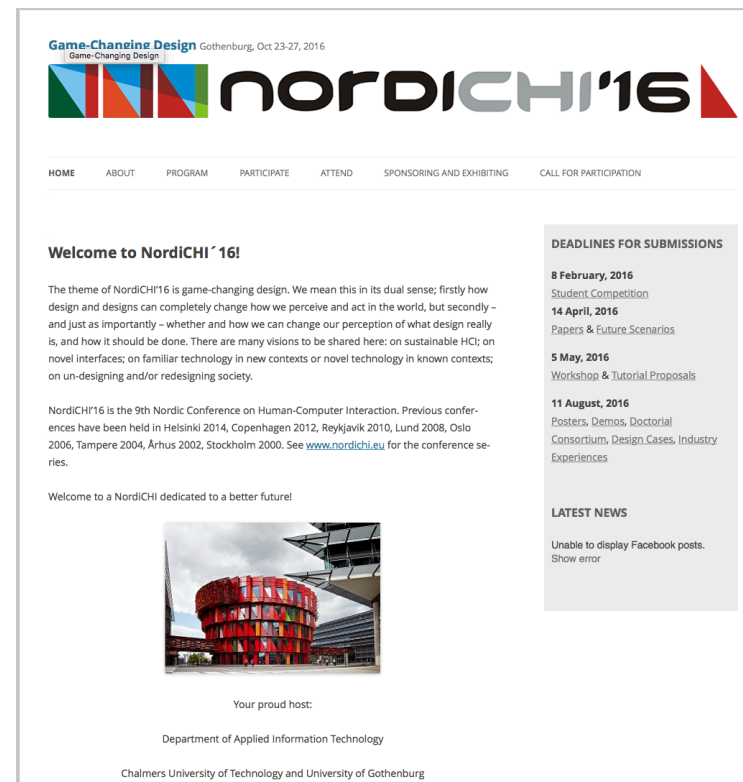
Tutorials are free of charge.

ACCEPTED PAPERS
IUI 2016 accepted papers have been listed in a separate page. Please follow the link.
Accepted Papers

Keynotes

Xavier Amatriain
VP of Engineering at Quora
Past, present, and future of Recommender Systems: an industry perspective

Elisabeth André
Augsburg University
Socially-Sensitive Interfaces: From Offline Studies to Interactive Experiences



Game-Changing Design Gothenburg, Oct 23-27, 2016
nordichi'16

HOME ABOUT PROGRAM PARTICIPATE ATTEND SPONSORING AND EXHIBITING CALL FOR PARTICIPATION

Welcome to NordiCHI '16!

The theme of NordiCHI'16 is game-changing design. We mean this in its dual sense; firstly how design and designs can completely change how we perceive and act in the world, but secondly – and just as importantly – whether and how we can change our perception of what design really is, and how it should be done. There are many visions to be shared here: on sustainable HCI; on novel interfaces; on familiar technology in new contexts or novel technology in known contexts; on un-designing and/or redesigning society.

NordiCHI'16 is the 9th Nordic Conference on Human-Computer Interaction. Previous conferences have been held in Helsinki 2014, Copenhagen 2012, Reykjavik 2010, Lund 2008, Oslo 2006, Tampere 2004, Århus 2002, Stockholm 2000. See www.nordichi.eu for the conference series.

Welcome to a NordiCHI dedicated to a better future!

Your proud host:
Department of Applied Information Technology
Chalmers University of Technology and University of Gothenburg

DEADLINES FOR SUBMISSIONS

8 February, 2016
Student Competition

14 April, 2016
Papers & Future Scenarios

5 May, 2016
Workshop & Tutorial Proposals

11 August, 2016
Posters, Demos, Doctoral Consortium, Design Cases, Industry Experiences

LATEST NEWS
Unable to display Facebook posts.
Show error



ifip Connection Tradition Innovation
INTERACT 2015
14-18 September Bamberg, Germany

Welcome to INTERACT 2015

The 15th IFIP TC-13 International Conference on Human-Computer Interaction – INTERACT 2015 took place from 14 to 18 September 2015 in Bamberg, Germany.

The theme of INTERACT 2015 was "Connection.Tradition.Innovation". INTERACT is among the world's top conferences in Human-Computer Interaction. Starting with the first INTERACT conference in 1990, this conference series has been organised under the aegis of the Technical Committee 13 on Human-Computer Interaction of the UNESCO International Federation for Information Processing (IFIP). This committee aims at developing the science and technology of the interaction between humans and computing devices.

The city of Bamberg is proud of its more than 1000-year-old centre. It has more than 2,400 historically listed buildings and became a UNESCO World Cultural Heritage Site in 1993. With 70,000 inhabitants, Bamberg is a small town in the heart of Europe. The University of Bamberg is an illustrative example of combining the past and the present – it is one of the oldest universities of Germany and was originally founded in 1647; after being closed since the 19th century, it became one of the newest universities of Germany to open again in 1979 and is, therefore, an ideal place to gather under the theme.

The proceedings of the conference are available at Springer-Verlag (Part I, Part II, Part III, Part IV) and University of Bamberg Press (Adjunct Proceedings)

Many thanks to all who contributed to the success of INTERACT 2015 in Bamberg.

Tom Gross, University of Bamberg
General Conference Co-Chair

INTERACT 2015 – Impressions

NEWS

4 Sept. 2015 – PDF Program Online

31 Aug. 2015 – Springer Proceedings Online

7 Aug. 2015 – Full Program Online

DATES

28 Jan. 2015 – Submission of Full Papers

6 Feb. 2015 – Submission of Tutorials & Workshops

27 Mar. 2015 – Submission of Short Papers and all other categories

18 Mar. 2015 – Notification of Full Papers, Tutorials & Workshops

Intelligent User Interfaces

- At the intersection of HCI and Artificial Intelligence / Machine Learning
- Conference Website:
<http://iui.acm.org>

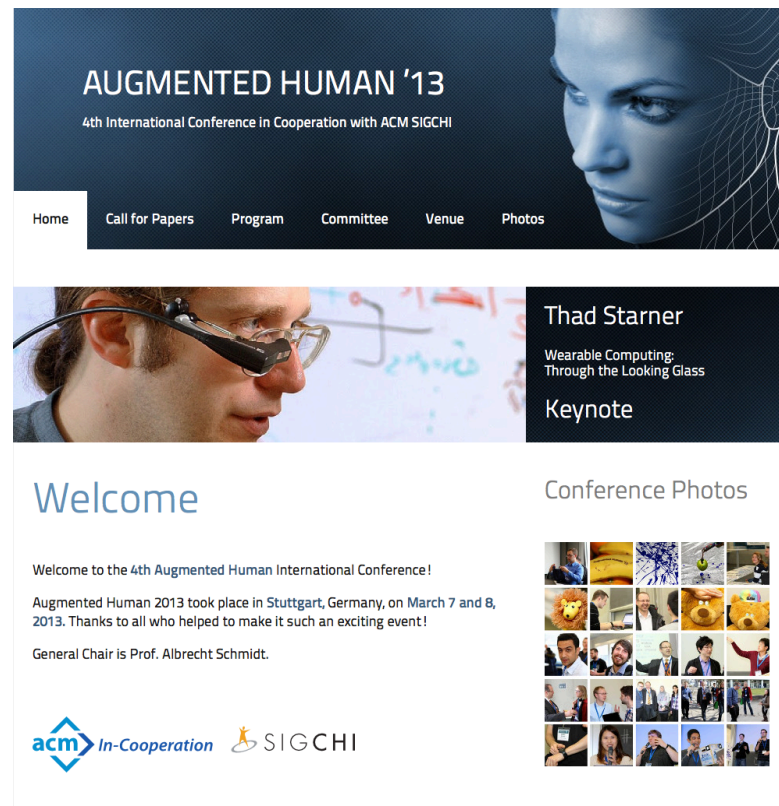
NordiCHI

- Focus on user interfaces, design, InfoVis, interaction, usability
- Conference Website:
<http://www.nordichi2016.org>

INTERACT

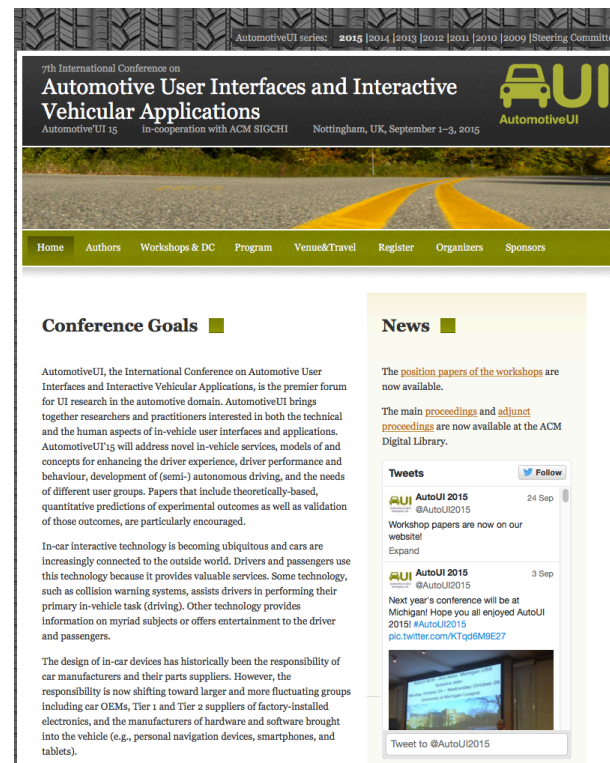
- Focus on methods and tools, specific applications, cross-cultural and social issues
- Conference Website:
<http://www.interact2017.org>

Further Conferences (specific topics)



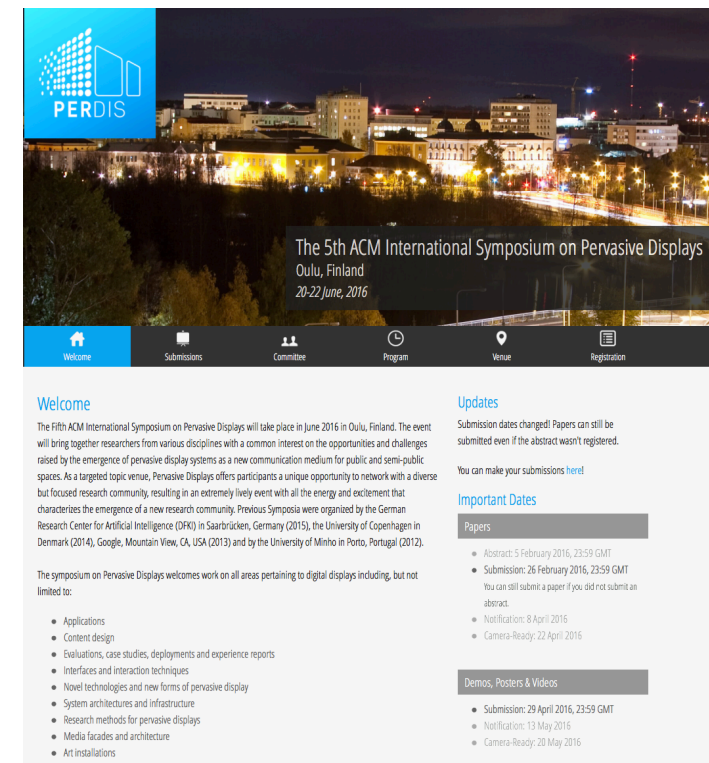
Augmented Human

- Focus on wearable computing, Brain-Computer Interfaces, Smart Textiles
- Conference Website: <http://augmented-human.com>



AutomotiveUI

- Focus on automotive user interfaces and interactive vehicular applications
- Conference Website: <http://www.auto-ui.org>



Pervasive Displays Symposium

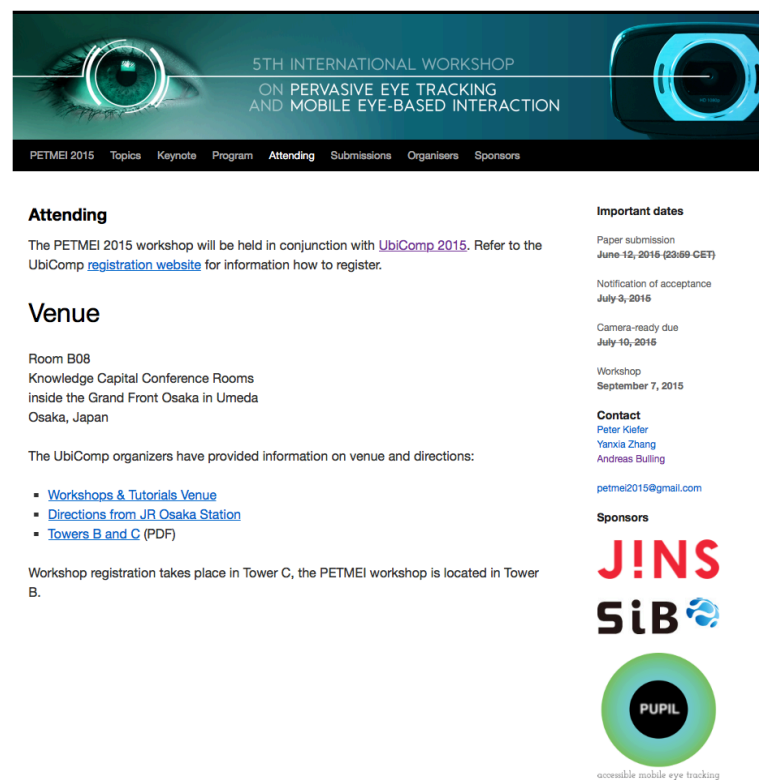
- Focus on pervasive displays, designing content, interaction techniques
- Conference Website: <http://pervasivedisplays.org>

Further Conferences (specific topics)



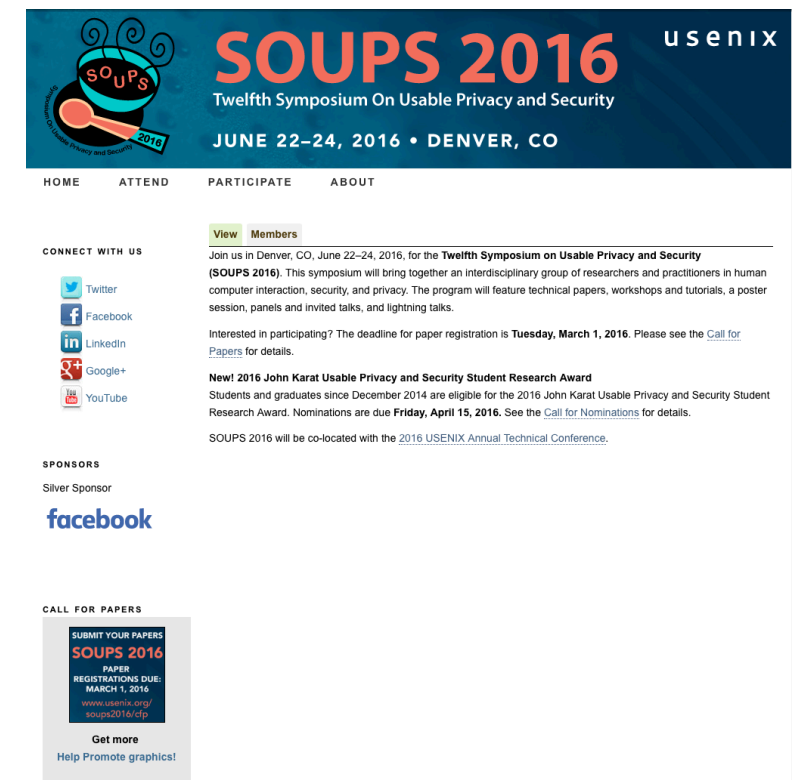
Eye Tracking Research and Applications (ETRA)

- Focus on eye tracking technology and gaze interaction
- Symposium Website: <http://etra.fxpai.com/2016/>



Pervasive Eyetracking and Mobile Eye-based Interaction (PETMEI)

- Focus on eye tracking technology and gaze interaction
- Workshop Website: <https://www.petmei.org>

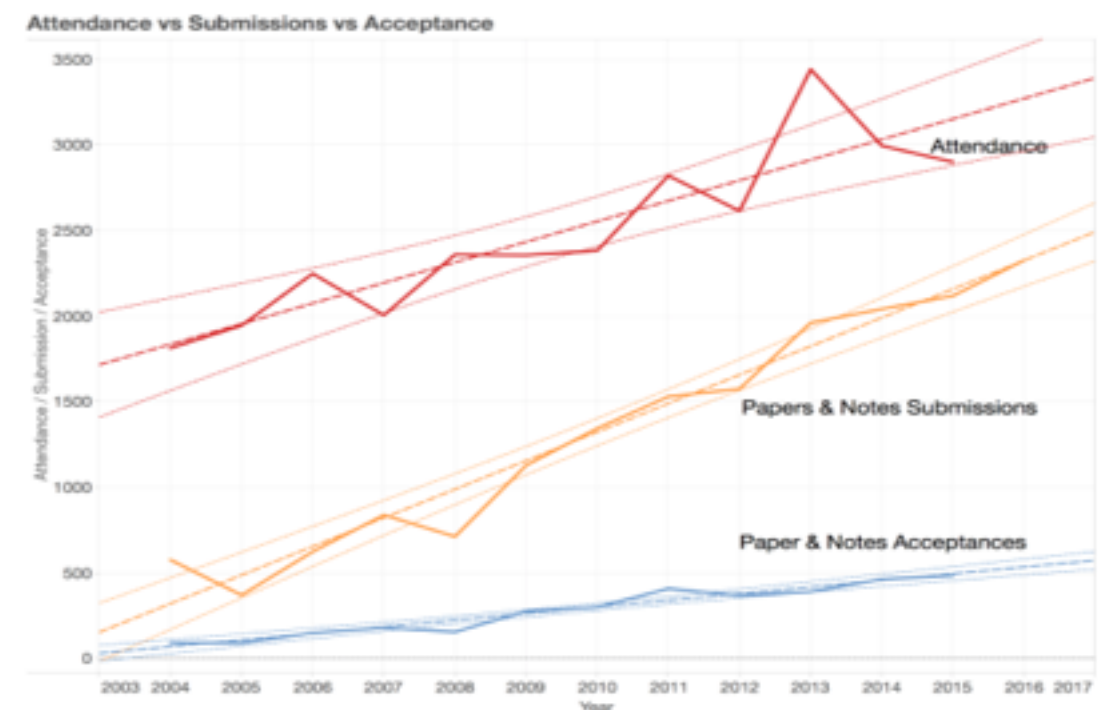


Symposium on Usable Privacy and Security (SOUPS)

- Focus on security and privacy functionality, security testing, deployments
- Symposium Website: <https://www.usenix.org/conference/soups2016>

About CHI

- Prime venue for research in human-computer interaction
- 2nd largest ACM conference
- Established in 1982
- 3800 attendees last year
- Evaluation criterium for faculty in the US



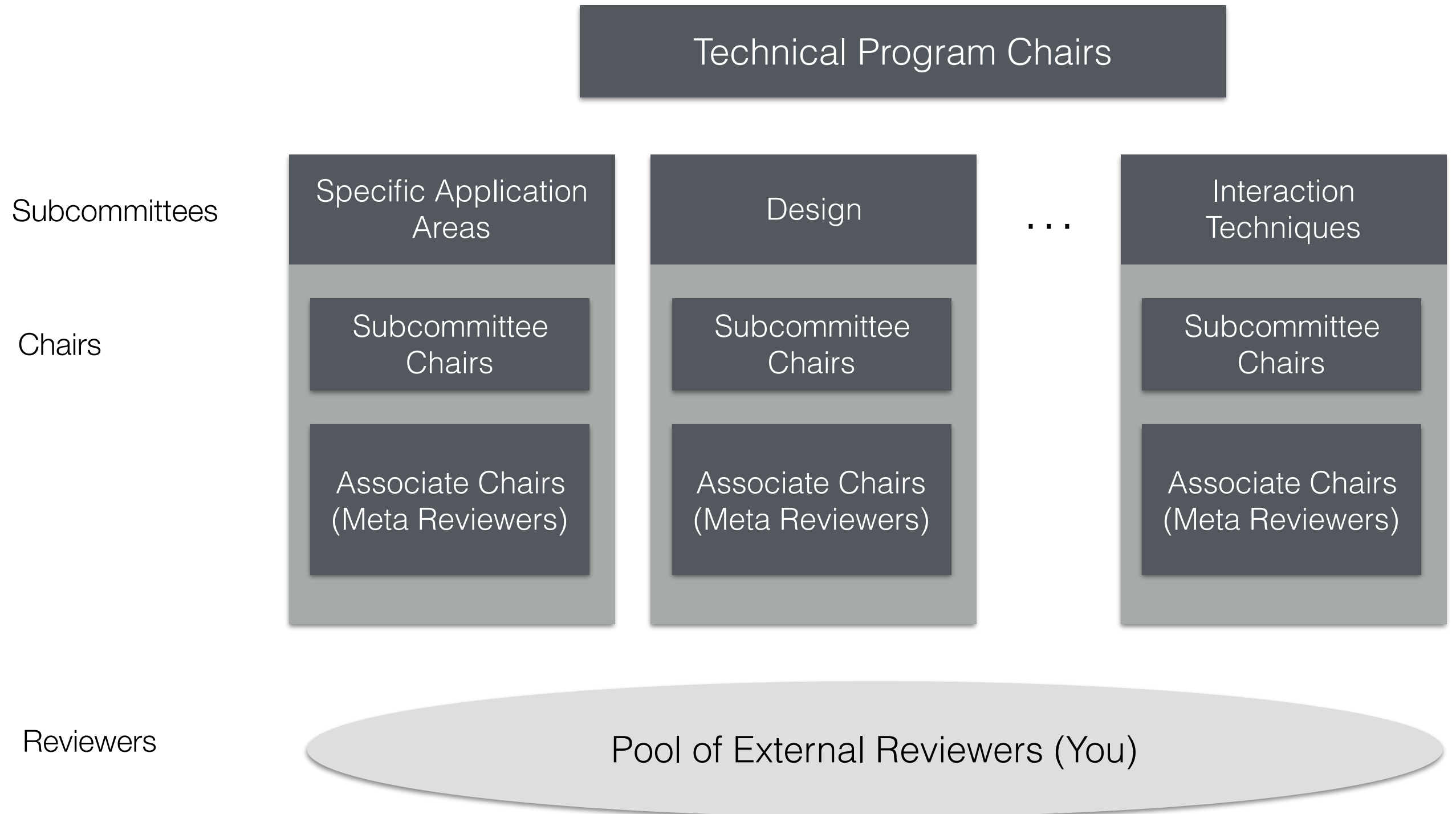
Submitting to the Right Committee

List of the subcommittees

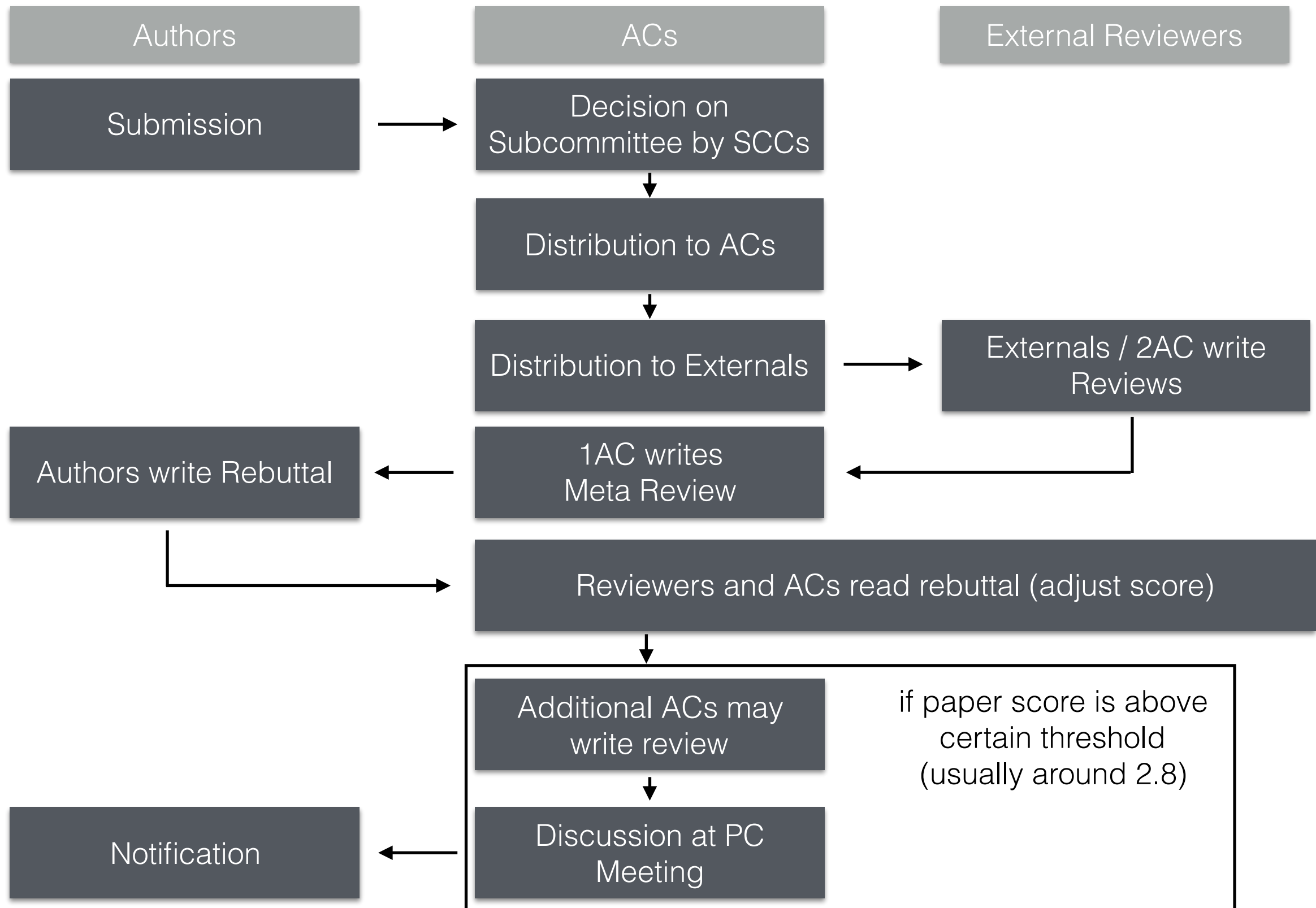
Subcommittees are listed and described below. Each has a title, short description, and an indication of who will Chair and serve on the subcommittee. Subcommittees have been constructed with an eye to maintaining logically coherent clusters of topics.

- User Experience and Usability
- Specific Application Areas
- Interaction Beyond the Individual
- Games and Play
- Privacy, Security, and Visualization
- Health, Accessibility and Aging
- Design
- Interaction techniques, Devices and Modalities
- Understanding People: Theory, Concepts, Methods
- Engineering Interactive Systems and Technologies

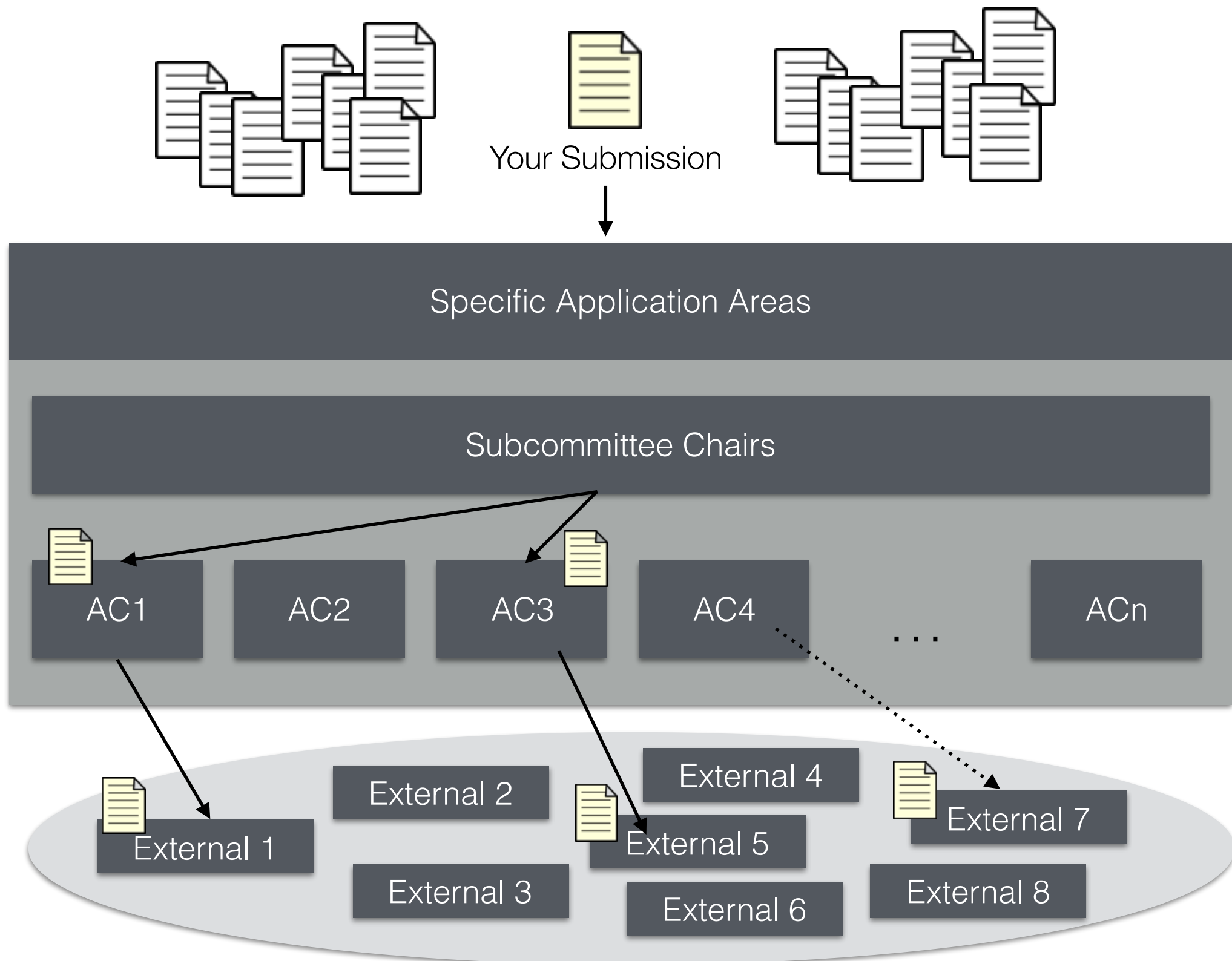
Organization of the Review Process



The Review Process



The Review Process



Your Best Friend(s): The Associate Chair(s)

- Find external reviewers
- Write a review / meta review
- Encourage discussion if split opinions
- Assign 3AC
- **Present / Defend your paper at the PC meeting!**

Your Task:

Try to get the best AC(s) and convince them that your paper is worth to be published in CHI!

How to find the best ACs for your paper?

- Look at the subcommittees
- Check for the expertise of the associate chairs (personal websites are linked from the subcommittee page!)
- Look at their publications

List of the subcommittees

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- [Specific Application Areas](#)
- [Interaction Beyond the Individual](#)
- [Games and Play](#)
- [Privacy, Security, and Visualization](#)
- [Health, Accessibility and Aging](#)
- [Design](#)
- [Interaction techniques, Devices and Modalities](#)
- [Understanding People: Theory, Concepts, Methods](#)
- [Engineering Interactive Systems and Technologies](#)

My Strategy:
Prominently cite a paper of the AC(s) I want to receive my paper (no guarantee this works :D).

Making the Reviewer's Job Easy

- Begin your abstract with stating the contribution!
In this paper we present... / This paper contributes...
- Have an explicit **contribution statement** in your introduction!
The contribution of our work is (a)... (b)...
- Add images / figures / tables and distribute them throughout the paper.
Nothing is more frustrating than starting to review a submission where the first 6 pages are plain text...
- Have a **teaser image** on the first page (reviewers will look here first) and explain the contribution in the caption.
- Add a **video figure** - in particular if your topic / study is complex.

The Registration Process

- The registration process takes time
- Agree on the **authors' order**
Never do this at the very last second...
- Discuss subcommittees, keywords, and research domain with co-authors
- **Keywords** are important!
They help the AC distribute the papers. Be specific - “interaction” makes no sense, “interactive displays” does
- Carefully choose the **research domain**
- Since last year:
Abstract submission | Two subcommittees required |
Opportunity to suggest 5 external reviewers (IMPORTANT!)

Some hints

- **Polish** your paper
Nothing is worse than a paper that looks unfinished - this is a reason to reject the paper.
If you are unsure about wording - read it out loudly.
- Papers will be **judged as submitted**
There is no chance to add something later. Only minor changes are allowed for the camera-ready version and you will have a hard time to argue that you can achieve this
- **Don't use** the full 10 pages!
It will be much easier to argue how you fit in the changes suggested by the reviewers if there is space.
- Consider adding a **limitations** section (before results!)
- Include **IRB statement**
How did you make sure that the privacy / data collected from participants is protected?
- More **references** is better (no reference limit anymore)
Don't remove references for space reasons. Papers may be preferred because of a thorough review of related work.

Some more hints

- Consider **summarizing your findings** in the form of guidelines, lessons learned, principles, or simply implications.
It is difficult for the reviewer to remember these if they are spread throughout the paper.
- **Read** your paper **as** if you were a **reviewer** and think about how you would destroy it
- If you are unsure, **ask** an experienced CHI writer
- Consider having somebody familiar with CHI paper writing as a **co-author** onboard
- **Don't be frustrated** if your paper does not get in — there is still a lot of randomness in the process.
Think positive - you finished a paper that you will certainly get published next year!

Main Reasons for Rejected Papers

- **Contribution** not clear
- Too strong **claims**
- Benefits for **CHI community** unclear
- Seemingly **unfinished** (typos, layout, etc.)
- **Flaws** in the study