



ITS 2014 Interactive Tabletops and Surfaces

Call for Participation: Tutorials, Workshops and Studios

ACM Interactive Tabletops and Surfaces 2014

Dresden, Germany, November 16-19, <http://www.its2014.org>

Important Dates

- May 12, 5:00 p.m. PDT: Deadline for proposal submissions
- June 2: Notifications

Tutorials and Studios

ITS 2014 is a premier venue for presenting research in the design and use of new and emerging tabletop and interactive surface technologies. Attendees join tutorials to get a broad overview of the field of Interactive Surfaces and Tabletops. This year, we also invite hands-on studios, exploring new and cutting-edge technologies in the context of interactive surfaces. The deadline for tutorial and studio submissions will be May 12th 2014, the notifications will be sent on June 2nd 2014.

Please feel free to submit a tutorial or studio proposal about any topic of interest to the community. Tutorials could for example be on topics like:

- Interaction paradigms around large surfaces (tangibles, pens+touch, etc.)
- Touch technologies overviews & taxonomies
- Overview of social protocols, presence, territoriality, proxemics
- Multi-touch sensing approaches
- Evaluation methods for surface applications
- Multi-touch interaction with mobile devices
- Natural User Interfaces (NUI) on surfaces

Studios include a significant part of hands-on 'building' activities, and examples are:

- Building new interfaces with flexible displays
- Digital fabrication techniques for building novel prototypes
- Novel toolkits, programming strategies, multi-touch software development and techniques
- Tangibles on surfaces
- Musical instrument interfaces on interactive surfaces
- Above-the-table gesture recognition with Kinect
- ... and other exciting topics!

The tutorial chairs are looking for industry or academic leaders in interactive surface technology to run tutorials and studios that will run between 2 hours and a full day in length and take place the day before the conference starts (i.e., November 16, 2014). Organizers of full-day tutorials/studios will receive one complimentary conference registration and two complimentary tutorial/studio registrations to be used among the co-organizers. Organizers of half-day tutorials or studios (2-4h) receive a 50% discount of the applicable conference registration fee for one participant and one complimentary tutorial/studio registration. We request a short proposal (up to 4 pages) in the SIGCHI Extended Abstracts publication format

(<http://www.sigchi.org/publications/chipubform/sigchi-extended-abstracts-word-template/view>).

Accepted proposals will be available in the ACM digital library. Please indicate the following:

- Topic of tutorial or studio and relevance to Tabletop and Interactive Surface community
- Description of planned hands-on activities (for studios) and topics covered
- Short bio of speaker(s)

Please add one additional page (for a total of 5 pages maximum) with the following information:

- Cost of material and hardware (per participant, with list of individual items)
- Physical requirements: space, equipment, video/audio, specialized tools, etc.
- Requested length of the tutorial/studio (2h, 4h, 8h)

Please send the tutorial or studio proposal to tutorials@its2014.org or studios@its2014.org until the submission deadline on May 12, 2014.

Workshops

Workshops organizers for ITS 2014 will select a topic of interest about new and emerging tabletop and interactive surface technologies. The organizers manage submissions and reviews for proposals. The deadline for workshop submissions will be May 12th 2014, the notifications will be sent on June 2nd 2014. Workshop organizers are welcome to submit any topic of interest, some suggestions include:

- Multitouch on mobile devices
- Large (wall-sized) surfaces
- Surfaces in public spaces, workplaces, homes
- Surfaces in domain specific environments (e.g. safety critical, education, games)
- Information or Scientific Visualization on Interactive Surfaces
- ... and other exciting topics!

The workshop chairs are looking for leaders in interactive surface topics to run workshops that run between 4 and 8 hours in length and occur the day before the conference starts (i.e., November 16, 2014). Workshop organizers of full-day workshops will receive two complimentary workshop registrations; organizers of half-day workshops will receive one complimentary workshop registration. Workshops can be open (free to anyone who registered for it) or closed (attendees need to submit position papers).

We request a short proposal (up to 4 pages) in the SIGCHI Extended Abstracts publication format (<http://www.sigchi.org/publications/chipubform/sigchi-extended-abstracts-word-template/view>).

Accepted proposals will be available in the ACM digital library. Please be sure to indicate the following:

- Topic of Workshop
- Program Committee members for the Workshop
- Relevance to Tabletop and Interactive Surface community
- Topics covered in the workshop and planned activities
- Nature of the workshop – specify details as appropriate

Please add one additional page (for a total of 5 pages maximum) with the following information:

- Room requirements: tables, chairs, projector configuration, whiteboards, etc.
- Requested length (4h, 8h)
- Open or closed workshop

Please send the workshop proposal to workshops@its2014.org until the deadline on May 12, 2014.

Joint Tutorial/Studio+Workshop Proposals

This year, we are again encouraging submissions on joint tutorial/studio + workshop proposals, that is, a tutorial or studio followed by a workshop on the same topic. The idea is to have an established active researcher start discussion on the state of the art on a relevant topic, followed by position paper presentations and discussion. Possible formats would be 2 + 2 hours (half day) or 4 + 4 hours (full day). If you are interested into this format please contact chairs for details (workshops@its2014.org).

Tutorials, Workshops and Studios Co-Chairs

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