ITS 2014 Interactive Tabletops and Surfaces

Call for Participation: Papers & Notes

ACM Interactive Tabletops and Surfaces 2014

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

Sponsored by the ACM's special interest group on computer-human interaction (SIGCHI), ITS has been established as a premier venue for research in the design, development and use of new and emerging interactive surface technologies. This year's conference will be held at the Hilton Hotel right in the heart of beautiful Dresden, Germany from Nov. 16-19, 2014.

ITS 2014 welcomes original, high-quality research and industry contributions that advance the state-of-the-art in the area of interactive surfaces (including tabletops, large displays, mobile, and mini devices). We embrace innovations in a wide variety of areas including design, software, hardware, understanding of use, and applications or deployments of interactive surfaces.

Important Dates

- **June 30, 5:00 p.m. PDT**: Deadline for initial submissions
- August 22: First-round notifications
- September 8: Revised papers due
- September 17: Camera-ready Deadline

Paper Submissions

We invite paper submissions of papers (max 10 pages) and notes (max 4 pages) of two possible types: academic and application (read on for an explanation of the difference).

All papers and notes must be submitted
- as a single PDF file in the ACM SIGCHI format (http://www.sigchi.org/publications/chipubform)
- through the submission system http://precisionconference.com/~sigchi.

When appropriate, authors are also encouraged to submit supplementary materials such as video or data.

Papers and Notes will undergo a high-quality peer-review process by a committee of recognized experts (see program committee members below) to be presented at the ITS conference, be included in the conference proceedings, and be archived in the ACM Digital Library. ITS does not accept submissions that were published previously in formally reviewed publications or that are currently submitted elsewhere. Papers and Notes go through the same review process.

Notes (both academic and application) must also report complete work, but with a more focused and succinct contribution than papers. For more details on academic and application papers see:
http://www.its2014.org/authors/

ITS 2014 will have a "Best of ITS" awards program, in accordance with SIGCHI guidelines. Approximately 5% of submissions may receive "Honorable Mentions" of which the top 1% may receive "Best Paper/Note" awards. Additionally, a best student paper will be awarded among papers whose first author is a student, and

where the student has performed the majority of the work.

Academic Papers (and Notes)

Academic papers must present original, innovative, and forward-looking research. This kind of papers corresponds to the standard scientific track of most HCI conferences.

Application Papers (and Notes)

Application papers are open to industrial and academic authors, and will successfully demonstrate how surface interaction has been applied to real world problems and usage contexts beyond research labs, but without necessarily including original software, hardware, interaction techniques, or a formal study. For example, industry members can submit papers to share customer outcomes and iterative improvements over next-best alternatives.

Application papers are published in the same format and way as academic papers (will be presented during the main conference program, will be archived in the ACM Digital Library which provides free access through its Author-Izer service[*], and are free to publish), although they are reviewed through a slightly different process based on a rubric. For more information see http://www.its2014.org/authors/

First-time submitters in the application track are encouraged to apply for paper guidance well in advance of the submission deadline if deemed necessary (write to program@its2014.org).

Topic Areas

The conference welcomes contributions that deal with a variety of interactive surfaces including tabletops, interactive wall displays, portable and micro devices, and deformable surfaces. We encourage submissions on (but not limited to) the following topic areas as they relate to interactive surfaces:

- Applications and/or evaluations of interactive surfaces in specific domains (public spaces, education, science, business, entertainment, health, accessibility, homes, etc.)
- Gesture-based interfaces
- Multi-modal interfaces
- Tangible interfaces
- Large display interfaces and multi-display environments
- Novel interaction techniques
- Information visualization/data presentation
- Software engineering methods and frameworks
- Computer supported collaborative work
- Virtual reality and augmented reality
- Social protocols
- Hardware, including sensing and input technologies with novel capabilities

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[*] ACM Author-Izer is a unique service that enables ACM authors to generate and post links on either their home page or institutional repository for visitors to download the definitive version of their articles from the ACM Digital Library at no charge. Downloads through Author-Izer links are captured in official ACM statistics, improving the accuracy of usage and impact measurements. Consistently linking the definitive version of ACM article should reduce user confusion over article versioning. After your article has been published and assigned to your ACM Author Profile page, please visit http://www.acm.org/publications/acm-author-izer-service to learn how to create your links for fee downloads from the ACM DL.

- Human-centered design and methodologies

Review Process

All papers and notes will be reviewed by at least two external reviewers and a member of the program committee. After the first review cycle a submission will receive either a "Conditional Accept", "Revise", or "Reject" decision. Some papers will be invited to do significant revisions. Authors of papers with a "revise" decision will have several weeks to revise and resubmit their work between August 22 and September 8 and should therefore allocate time for this part of the process.

This is not an invitation to submit extended abstracts or incomplete papers. As in the past, submit the paper that you would like to have published. Incomplete or otherwise non-competitive submissions will be desk-rejected without review.

Submission Information

Submissions should use the format shown in the conference template. Submissions should be converted to PDF and uploaded to the Precision Conference system at https://precisionconference.com/~sigchi/ **by 5:00 p.m. Pacific Daylight Time on June 30, 2014**. The PCS system will be open for uploading submissions beginning in May. Application and academic papers will be submitted in different tracks.

When appropriate (such as for submissions introducing novel systems or interaction techniques), authors are encouraged to submit a supplementary video file (not to exceed 3 minutes in length and 50 MB in size).

All submissions should be anonymized for double-blind review. This means that your paper and any supplementary video materials should have authors' names and affiliations removed and should avoid obvious identifying features. Citations to your own relevant work should not be anonymous, but please cite such work without identifying yourself as the author. For example, say "Prior work by Smith et al. [1]" instead of "In my prior work."

Confidentiality of submitted material will be maintained. Upon acceptance, the titles, authorship, and abstracts of papers and notes will be published online in the advance program. Submissions should contain no information or material that will be proprietary or confidential at the time of publication, and should cite no publication that will be proprietary or confidential at that time. Final versions of accepted Papers and Notes must be formatted according to the instructions we provide. Copyright release forms must be signed for inclusion in the proceedings and in the ACM Digital Library.

Other Submission Types

Please also consider submissions to further ITS 2014 submission categories with later deadlines and separate calls including:

- Demos, Posters
- Workshops, Tutorials, Studios
- Doctoral Symposium

Program Co-Chairs (program@its2014.org)

Miguel Nacenta, *University of St Andrews*
Kasper Hornbæk, *University of Copenhagen*

Program Committee (confirmed)

Jason Alexander - *University of Lancaster, U.K.*
François Berard - *Grenoble Institute of Technology, France*
Gilles Bailly - *Max Plank Institute, Germany*
Andy Crabtree - *University of Nottingham, U.K.*
Florian Echtler - *University of Regensburg, Germany*
Carl Gutwin - *University of Saskatchewan, Canada*
Mark Hancock - *University of Waterloo, Canada*
Ken Hinckley - *Microsoft Research, U.S.*
Uta Hinrichs - *University of St Andrews, U.K.*
Tommi Ilmonen - *Mulitouch, Finland*
Eve Hoggan - *HIIT, Finland*
Jonathan Hook - *University of Newcastle, U.K.*
Petra Isenberg - *INRIA, France*
Yuichi Itoh - *University of Osaka, Japan*
Giulio Jacucci - *University of Helsinki, Finland*
Mikkel Jakobsen - *University of Copenhagen, Denmark*
Yvonne Jansen - *INRIA, France*
Ian Joscelyne - *Promethean, U.K.*
Nicolai Marquardt - *University College London, U.K.*
Paul Marshall - *University College London, U.K.*
Frank Maurer - *University of Calgary, Canada*
Emma Mercier - *University of Illinois, U.S.*
Mathieu Nancel - *University of Canterbury, New Zealand*
Esben W. Pedersen - *Copenhagen University, Denmark*
Johannes Schöning - *Hasselt University, Belgium*
Stacey Scott - *University of Waterloo, Canada*
David Smith - *Clemson University, U.S.*
Juergen Steimle - *Saarland University, Germany*
Bruce Thomas - *University of South Australia, Australia*
Melanie Tory - *University of Victoria, Canada*
Ed Tse - *SMART Technologies, Canada*
Andy Wilson - *Microsoft Research, U.S.*
Frederic Vernier - *Université Paris Sud, France*
Katrin Wolf - *T-Mobile Labs Berlin, Germany*
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