# Conference location

The Conference will be hosted at The Town and Country Resort & Convention Center, San Diego's largest privately owned Convention Center, with 250,000 square feet of flexible meeting space, located in the heart of San Diego in Mission Valley. Its convenient, central location is only 6 miles from San Diego Lindbergh Field airport and only ten minutes from city's sites, popular attractions and beautiful bays and beaches providing easy access to all of them. For easy travel around San Diego, hop aboard the San Diego Trolley.



San Diego, bordered by Mexico, the Pacific Ocean, the Anza-Borrego Desert and the Laguna Mountains, is California's second largest city and the United States' seventh largest. San Diego is renowned for its idyllic climate, 70 miles of pristine beaches and a dazzling array of world-class family attractions. Popular attractions include the world-famous San Diego Zoo and Wild Animal Park, Sea World San Diego and LEGOLAND California. San Diego is also a city with character – rich in the arts and culture and steeped in history. In addition to nationally recognized theater, San Diego boasts the largest concentration of museums west of the Mississippi. San Diego's Spanish influence is apparent throughout the city from the many enchanting mission-style buildings to the birthplace of San Diego – Old Town State Park, where the history of California began.

There will be a variety of tours and social events available to Conference participants.





Summary of Submission Requirements & Deadlines				
	Abstract Length	Deadline for Abstract Receipt	Notification of Review Outcome	Deadline for Camera-ready Receipt
Papers	800 words	Monday, 20 October 2008	Friday, 12 December 2008	Monday, 16 February 2009
Posters	300 words	Monday, 23 February 2009	Friday, 13 March 2009	Monday, 6 April 2009
Tutorials	300 words	Monday, 20 October 2008	Friday, 12 December 2008	Monday, 27 April 2009

Submit through the Conference Management System (CMS): www.hcii2009.org

Cummany of Cubmission Paguiroments & Deadline

# Overview

HCI International 2009 jointly with the affiliated Conferences, which are held under one management and one Registration, invite you to San Diego, California, 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
- 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.hcii2009.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 2009 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 2009 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



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.

**IMPORTANT NOTE:** According to the Registration author per poster by 6 April 2009.

can also be easily referenced.



http://www.springer.com/lncs

Regulation for HCI International 2009, inclusion of papers in the Proceedings is conditional upon registration of at least one author per paper by 16 February 2009. Furthermore, inclusion of extended poster abstracts in the DVD is conditional upon registration of at least one

**19-24 July 2009**, San Diego, CA, USA

**Town and Country Resort & Convention Center** 

1000 spacious guest rooms and registration fee. suites the Town and Country,

Accommodation

story garden bungalows. information will be available from all over the world. through the Conference website.

# **Student Volunteers**

HCI International 2009

13<sup>th</sup> International Conference on Human-Computer Interaction

& Convention Center is depends also upon the diligent is an ideal opportunity to exhibit recommended as the main hotel work of Student Volunteers, your products and services to an of the Conference. Offering in return for waiver of the international audience of about

Being a Student Volunteer as a luxury resort, provides the is a great opportunity to ultimate in comfort with modern associate with top researchers accommodations in two ten story and practitioners in the HCI towers or sprawling one and two community, meet other students technology and interact with in your field, and attend one of the manufacturing representatives, A variety of hotels will offer key conferences in HCI. We look accommodation in the vicinity of forward to including students employers. By exhibiting at HCI the Conference venue. Detailed with diverse backgrounds in HCI

Students wishing to help informative event. at the Conference should contact the Student Volunteer the Exhibition, please contact the Administration.

### Exhibiting at the Conference

The Town and Country Resort The success of the Conference The HCI International Conference 2,000 researchers, academics, professionals and users in the

> Attendees will be able to examine state-of-the-art HCI vendors, publishers, and potential International 2009, you will help to make this an exciting and

For more information about Exhibition Administration.



13<sup>th</sup> International Conference on **Human-Computer Interaction** 

Symposium on Human Interface (Japan) 2009

8th International Conference on **Engineering Psychology and Cognitive Ergonomics** 

5<sup>th</sup> International Conference on Universal Access in Human-Computer Interaction

> 3rd International Conference on Virtual and Mixed Reality

3rd International Conference on Internationalization, Design and Global Development

> 3rd International Conference on Online Communities and Social Computing

> > 5th International Conference on **Augmented Cognition**

2<sup>nd</sup> International Conference on Digital Human Modeling

1st International Conference on **Human Centered Design** 

19-24 July 2009 Town and Country Resort

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### **General Chair**

Constantine Stephanidis University of Crete and FORTH-ICS , Greece Email: cs@ics.forth.gr

### Scientific Advisor

Gavriel Salvendy Purdue University, USA and Tsinghua University, P.R. China

### Conference Administration

Email: administration@hcii2009.org

**Program Administration** Email: program@hcii2009.org

# Registration Administration

Email: reaistration@hcii2009.ora

# **Exhibition Administration** Email: exhibition@hcii2009.ora

**Student Volunteer** Administration Email: sv@hcii2009.org

# Communications **Chair and Editor of HCI International NEWS** Abbas Moallem

Email: news@hcii2009.org

# **International Conferences and Thematic Areas**

#### **Ergonomics and Health Aspects** Human Interface and the **Management of Information** of Work with Computers

Auditory interfaces **Business** integration Collaborative work Carpal tunnel syndrome Cost-benefit analysis Community computing Ergonomic design of workplaces Data visualization Health aspects **Decision support systems** Input and output devices Distance learning E-commerce Lighting, noise, climate Electronic publishing Macroergonomics **Evaluating information** Medical devices and equipment Green design Medical errors Humanization of work Information presentation Participatory ergonomics Patient safety Intellectual property Psychosocial issues Intelligent systems Ouality of care Interactive learning Quality of working life Intranets and extranets Research to practice Knowledge management Sick building syndrome Learning communities Standards and legislation Legal Issues in IT and IS Stress and strain Mobile networking Touch and Pen-based input Organizational learning Visual display Participatory design Work organization Privacy Push technologies Ouality of life and lifestyle Work-rest schedule Security systems **Program Board** 

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Keyboards

Workload

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# Human-Computer Interaction

daptive and personalized interfaces nalysis and design methods rchitectures for interaction Computer—augmented environments Computer—based learning cological interfaces motions in HCl valuation 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 Interfaces for distributed environments 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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# ngineering Psychology and ognitive Ergonomics

Applied cognitive psychology 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

# **Program Board**

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Training design and analysis

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## Iniversal Access in **Human-Computer Interaction**

Economics of universal access

Multi-sensory interfaces

metaphors

Personalization

**Program Board** 

Program Chair:

Julio Abascal, Spain

Ray Adams, United Kingdom

Elisabeth André, Germany

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Zhengiie Liu, P.R. China

Andreas Holzinger, Austria

Michael Fairhurst, United Kingdom

Interaction techniques, platforms and

Modality—independent interaction

Privacy issues in sensor-augmented

**Constantine Stephanidis**, Greece

Smart artifacts and smart environments

User and context modeling and monitoring

Access to education and learning Access to mobile interaction Access to on-line communities and and perspective) eServices Access to the Web environments Accessible games Accessibility evaluation Accessibility guidelines Adaptive and augmented interaction Alternative I/O techniques Ambient intelligence Architectures and tools for universal access Sensory substitution Context—awareness ssues in Development and Use of VR and MR Design for All best practice Simulator Sickness Design for All education and training Performance Measurement Design for All methods, techniques and tools **Distributed Environments** Development methods

Platform requirements Wayfinding Embodiment Presence in VR and MR (Criteria and Measurement, Design issues)

nteraction and Navigation in VR and MR Avatar instantiation Teleoperation, puppeteering, and

autonomy Immersion Orientation and Navigation

**Applications** Industrial Medical and Healthcare Rehabilitation and Caregiving Education Entertainment Virtual Worlds and Social Computing

# **Program Board**

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#### Virtual and Mixed Reality Internationalization, Design and Global Development

Cross-cultural design

Internationalization

Design for inclusion

worldwide

Novel design solutions

International standards

Design for social development

Design for economic development

Developing HCI expertise and capability

Localization

Design for social change in global markets

derlying & Supporting Technologies Head mounted displays (Field of view, Resolution, Rendering speed, Parallax CAVE and multi-participant Long—term persistent environments Alternative computing environments (Wearable, Pervasive computing) Multimodal interfaces (Haptics, Olfaction, Exoskeletons and body motion tracking. Sonification & specialized sound) Visualization and Image Rendering

Globalization processes Translation and technical documentation International formatting

Case studies International usability evaluation International ethnographic studies

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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

computing

Infrastructure and policy for social

# **Program Board**

Large scale conversations Marketplace communities Mobile communities Online and offline articulation Online political engagement Online social networking Social network analysis Theory and design practice Universal access and usability Visualizing social interaction Weblog communities James R. Lewis, United States **Program Board** Ann Light, United Kinadom **Program Chairs:** 

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### **Augmented Cognition**

Neurophysiological Measures and Sensing Agent Based Modeling & Training Career opportunities Operational Applications of Augmented Cognitive modeling Cognition Systems Comfort, lift & reach modeling Cognitive Functional State Assessment Computer—aided ergonomics analysis ntegration Architectures and Model Data Mining Design for Limited Mobility Users Adaptive HCI: Mitigation Strategies Digital Visible Human Adaptive HCI: Design Strategies and Software and Process Assessment Economic Impact Closed—loop Systems, Processes, and

Medical Simulation:

Anthropometry)

Systems integration

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Pheng Ann Heng, Hong Kong

Karim Abdel-Malek, United States

Validation

Modeling fundamentals (and

AugCog for Training and Education: Methods and Metrics Historical perspectives AugCog for Training and Education: **Human Performance Modeling** Assessment of Learning

AugCog for Training and Education: Adaptive Instructional Strategies and Mitigation Techniques

Cognitive Rehabilitation AugCog for Operator/Job Selection Assessment and Classification

Development

Applications

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Karl Van Orden, United States

Glenn Wilson, United States

### **Digital Human Modeling**

Concepts and Activity Human-Centered and User-Centered Design Process Management of HCD and UCD Usability and Usefulness ISO and Regional Standards for HCD and UCD **Usability Certification and Accreditation** Education and Competence of Usability Professionals Short-term and Long-term Usability Engineering Systems & Healthcare Delivery Social Impact of Usability Guidelines for tool selection Cultural Issues and Usability Healthcare IT & Predicting Adoption Methods User Research and Site Visit

> Requirements Engineering Ergonomics Approach Cognitive Engineering Approach Usability Evaluation Process Management

**Human Centered Design** 

Motion prediction and motion capture Tips and Guidelines Simulation and optimization Usability of Various Artifacts **Supercomputing Applications** 

Computer—related Usability Including Hardware and Software (e.g. OS, Application, Input and Output

Web Usability (e.g. Navigation, Screen Design, Information Structure)

Non-Computer-related Usability (e.g. Bicycle, Kitchenware) Babyface Interface Usability (e.g. Cellphone, PDA, Wrist-watch)

Usability of Large System (e.g. Powe Plant, Traffic Control System) Usability of Service (e.g. Call-center) Design Issues (e.g. Interaction Design, Ravindra Goonetilleke, Hong Kong Product Design, Graphic Design, Anand Gramopadhye, United States Experience Design) Usability Issues and New Technology (e.g. Ubiquitous Computing, Virtual Reality, Wearable Computing,

> Augmented Reality, etc.) Program Board Program Chair:

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