

Call for Papers

1st International Workshop on Small and Large interactive Interfaces for Data Exploration



held in conjunction with the DEXA 2009

August 31 – September 4, 2009

Linz, AUSTRIA

We are pleased to announce that we are organizing the first workshop on "Small and Large Interfaces for Data Exploration" in conjunction with DEXA 2009 in Linz, Austria, 31 August - 4 September. In this workshop, we plan to explore and discuss the latest research and new paradigms of Exploring Data using alternative interface devices, including hardware and software issues.

Traditional computer interfaces and technologies provide limited support for data exploration and analysis, especially of complex data sets, under time pressure, or during collaboration. Recent developments in mobile and large, interactive surfaces introduce promising alternative computing platforms for interacting with and sharing data. The rapid advancement of wireless-enabled, mobile devices, along with multi-touch and pen-based large interactive surfaces shows that users' expectations about using these devices in their daily lives have increased. The reaction to these natural and tangible interface platforms has been dramatic and enthusiastic. This reaction demonstrates people's inherent interest in a simpler way of navigating complex information and content in which the computer interface is not a barrier, but enables them to accomplish tasks more quickly and easily. Since information systems and database systems have always been a central topic of computer science it is interesting and challenging to determine how to design and implement intuitive and interactive database interfaces on these new computing platforms.

The goal of this workshop is to bring researchers and developers together to share knowledge and expertise, to discuss all topics relevant to creating large and small interfaces to access complex data in an easy and intuitive way, and to evaluate these new kinds of interfaces while browsing and sharing data.

The workshop will have interdisciplinary appeal. We expect participation by scientists working in all areas covered by the conference, as well as those from other several disciplines (e.g. interface engineering, ubiquitous computing, pervasive computing, human-computer interaction, mobile computing, computer science, artificial intelligence, cognitive science, information visualization). We intend to take advantage of the disciplinary diversity at the workshop to begin a dialog and set the stage for future cooperation.

We invite submission on the following, but not exclusive, topics:

- Advanced visual interfaces
- Collaborative environments
- Computer supported cooperative work systems
- Data exchange on large/small surfaces

- Data handling on large/small surfaces
- Multi-modal interfaces
- Novel interaction techniques
- Techniques for supporting data exchange
- User-centered design & methodologies
- Data handling on large/small touch-based interactive surfaces
- Visualization and interaction techniques
- Empirical methods, user studies
- Application scenarios, technical solutions
- Data exchange on large/small surfaces: technical approaches, social patterns and implications, privacy issues, design for transitions
- Data presentation on large/small surfaces: multimodal output and input, use of small surfaces for interaction with larger ones

Important Dates

1. Submission deadline: April 10, 2009
2. Acceptance notice: April 27, 2009
3. Camera-ready copies: May 25, 2009

Paper Submission Details

Authors are invited to submit original research contributions or experience reports in English. The submitted manuscript should closely reflect the final paper as it will appear in the Proceedings. Papers should not exceed 5 pages in IEEE format,

<http://www.ieee.org/web/publications/authors/transjnl/index.html>

Workshop Co-Chairs

Michael Haller, Media Interaction Lab, Austria

Stacey Scott, University Waterloo, Canada

Max Mühlhäuser, TU Darmstadt, Germany

International Program Committee

Patrick Baudisch, Microsoft Research, USA

Horst Baumgartner, voestalpine group-IT

Peter Brandl, Media Interaction Lab, Austria

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Daniel Wigdor, Microsoft Surface, USA

Thomas Ziegert, SAP, Germany