

First call for papers

Third International Workshop on Haptic and Audio Interaction Design
September 15-16 2008 in Jyväskylä, Finland

Provisional Deadline for full paper submissions - 30th April 2008

Overview

Technologies to enable multimodal interaction are now sufficiently mature that research is turning away from pure hardware development and looking towards interaction and design issues to improve usability and the user experience. Robust solutions exist to display audio and haptic feedback in many forms - for instance as speech and non speech sounds and through tactile and force feedback sensations. Furthermore, it has been demonstrated that the novel interactions supported by these modalities can confer benefits for all users. However, many questions remain concerning the appropriate use of haptics and audio in interaction design. These questions are related to design methods, appropriate application areas and the integration of haptics and audio, possibly with other modalities.

HAID'08, the third in a series of workshops inaugurated in Glasgow in 2006 and continued in Seoul in 2007, will bring together researchers and practitioners who share an interest in finding out how the haptic and audio modalities can be used together in human computer interaction. The research challenges in the area are best approached through user-centred design, empirical studies or the development of novel theoretical frameworks. HAID'08 seeks contributions from all these perspectives.

In particular we highlight two themes. The first is fundamental conceptual analysis and contributions to theoretical models. Such developments are currently required to constructively explain the characteristics of haptic and audio based interaction and how to best integrate these two modalities. The second is situated field evaluations. Mobile applications are a key domain for haptic and audio interaction, but the utility of traditional lab-based studies in such scenarios is in doubt. It is unclear whether interfaces which work well in the lab are suitable for use in everyday life. Contributions addressing these two issues are especially encouraged.

Topics

Contributions are welcomed in (but not limited to) the following areas (please note that in all of these areas both theoretical and empirical approaches are encouraged):

- Novel haptic, audio and multimodal interfaces and interactions
- Evaluating multimodal interactions, especially in real contexts
- Design principles for multimodal user-interfaces
- Multimodal visualisations
- Affective roles of haptics and audio in interaction
- Cross-modal interactions

- Auditory and haptic displays for visually impaired people
- Safety critical multimodal applications (monitoring, controlling, alarming)
- Designing haptics and audio for touch screen
- Multimodal gaming and entertainment
- Interaction in physical exercise
- Collaborative multimodal systems
- Mobile multimodal interactions
- Emulation and simulation of real world with audio-haptic design
- Novel systems and interactions using other modalities (e.g. taste, smell)

Publication

The proceedings will be published by Springer in their LNCS journal series.

Important Dates

Please note that all dates are currently provisional and may be subject to change.

- 19rd February 2008: First call for papers
- 30th April 2008: Papers due for submission
- 30th May 2008: Notification of acceptance
- 20th June 2008: Final (camera ready) versions of papers due
- 15th – 16th September: Haptic and Audio Interaction Design Workshop

Location

The 3rd International Workshop on Haptic and Audio Interaction Design will be held at the Hotel Laajavuori in Jyväskylä, Finland.

Program Chairs

Antti Pirhonen (University of Jyväskylä, Finland)

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