

PID-MAD 2014

Second International Workshop on Prototyping to Support the Interaction Designing in Mobile Application Development

<http://hciv.de/pidmad14/>

September 23, 2014, Toronto, Canada

Held in conjunction with 16th ACM International Conference on Human-Computer Interaction with Mobile Services and Services (MobileHCI 2014)

CALL FOR PARTICIPATION

The current mobile paradigm is in many ways fundamentally different from the conventional desktop paradigm due to many factors such as multi-touch gesture interaction, usage of sensors, single-task focused model, etc. These factors mean several new challenges for the interaction designers with regard to communicating their ideas and thoughts during early design activities, which they might be unable to tackle properly using traditional prototyping techniques. Therefore, we envision that research must address the need for a change in existing prototyping techniques as well as focus on novel prototyping approaches and frameworks that would support not only the interaction design process but also the whole development process of mobile app development. In the footsteps of the first workshop, PID-MAD 2014 provides a platform to the interested communities for discussing issues and will bring together researchers and practitioners for sharing their knowledge and experience in order to tackle the upcoming challenges.

TOPICS

Topics of interest for paper submissions include, but are not limited to:

- Novel techniques and frameworks for building sketches, mockups, wireframes, and prototypes suitable for the mobile environment
- Tools and environments that support building mockups/wireframes/prototypes for mobile apps
- Novel approaches for utilizing prototyping in other phases of mobile application development, e.g. in implementation or in testing
- Prototyping approaches that focus on leveraging sensor usage (e.g., using the accelerometer) in early design phases
- Prototyping of user context
- Evaluation strategies for mobile prototyping techniques
- Case studies and best practices

TOPICS

The workshop aims at achieving the following goals:

- Consolidating research and practices related to prototyping practices in the interaction design process from the context of the mobile environment
- Establishing a platform for bringing the interested communities (such as interaction designers, requirement engineers, developers, HCI experts, etc.) closer together to discuss how to make changes in the existing approaches and frameworks, as well as to examine novel methods for making prototyping useful not only within the interaction design process but also throughout the whole development process of mobile application development
- Growing the body of knowledge related to prototyping and interaction design for the mobile environment and identifying challenges and future avenues for research relevant to both academia and industry
- Providing a dedicated forum to the relevant communities for exchanging ideas and best practices and thus foster collaboration between industry and academia

ORGANIZING COMMITTEE



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IMPORTANT DATES

Submission deadline: **Monday, June 16, 2014**
Notification of acceptance: **Monday, July 07, 2014**
Camera ready submission: **Friday, July 18, 2014**
Workshop: **Tuesday, September 23, 2014**

Note that all submission deadlines are firm. All submission deadlines are **23:59:59 PST**.

SUBMISSION

Researchers and practitioners are invited to submit contributions including problem statements, technical solutions, experience reports, planned work and vision papers. Tool demonstration papers would also be encouraged.

The submitted papers should be **4 to 6 pages** long using the **MobileHCI 2014 Archive Format**. Submissions must be written in English. All papers submitted to the workshop must be unpublished original work and must not have been submitted elsewhere for publication. The selection of papers will be based on workshop relevance, academic rigor, innovation, industrial applicability, quality of writing and for their ability to trigger discussions. Submissions must be in PDF format and submitted electronically via **EasyChair**.

A Best Paper award will be given based on program committee decision. The awarded best paper (after an extended version) will be published in a special issue of the International Journal of Mobile HCI (IJMHCI).

Note: At least one of the authors of each accepted paper is required to register for the workshop and at least one day of the RE 2014 conference.

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