



CALL FOR PAPERS

Experience 2.0 and Beyond – Engineering Cross Devices and Multiple Realities

<http://hciv.de/xp2/>

June 25, 2024, Cagliari, Italy

In conjunction with

The 16th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS 2024)

Augmented and mixed reality (AR/MR) are found very promising. Even handheld displays, including smartphones and tablets, can provide a wide and low budget access to AR/MR. However, current research and applications in this area faces many challenges (e.g., suitable interaction techniques, better experience, navigation in MR environments, high cross-device UX) which limit the application in real-world activities. Targeting these challenges, our workshop will provide a platform for researchers, developers, and professionals from academia, industry, and arts, to discuss issues and define novel interaction paradigms, user interfaces, 3D visualizations, and application for cross-device AR/MR.

Workshop Topics

The workshop will be dedicated to observations, concepts, approaches, techniques, development, and practice that allow understanding, facilitating, and increasing the advancements of AR/MR applications. Topics of interest for position paper submission include, but are not limited to:

- AR/MR applications for handheld devices and head-mounted displays
- User interface design for AR/MR applications in handheld devices and head-mounted displays
- New interaction techniques and modalities for AR/MR
- 3D Visualization for AR/MR applications
- Cross-device frameworks for AR/MR
- User experience in AR/MR
- Navigation in AR/MR
- Methodologies, frameworks, concepts, and tool support for cross-device AR/MR
- Evaluation and user studies
- Case studies and best practices
- Translation between senses
- Multimodal interactive art

Keynote Speaker:

Professor Ernest Edmonds

Submission

The position papers (4-8 pages) must be written in English and submitted in PDF format to the organizers in EasyChair (<https://easychair.org/conferences/?conf=xp2>), using the Springer LNCS template (<https://www.springer.com/gp/computer-science/lncs/conference-proceedings-guidelines>). The submissions will be reviewed based on workshop relevance, academic rigor, creativity, innovation, and applicability.

The extended version of workshop papers will be published in a Springer LNCS book series proceeding. We will also produce a special issue of a journal that addresses the workshop topic in which selected accepted position papers will be invited to publish their extended work.

At least one author per accepted position paper is required to register for the workshop.

The workshop will be held in synchronous mode. Each accepted paper will feature a short presentation. At the workshop the positions will be grouped into discussion themes, that are intended to be interactively explored, resulting in research agendas and a draft vision for future joined elaboration. The workshop attendees will also be encouraged to showcase their work during the main conference Poster session.

Dates

- Paper submission: ~~Friday, May 10, 2024~~ **Tuesday, May 21, 2024**
- Acceptance Notification: ~~Friday, May 17, 2024~~ Friday, May 24, 2024
- Workshop: Tuesday, June 25, 2024

Organizers

- Gerrit van der Veer Vrije (University Amsterdam (VUA), Netherlands)
- Shah Rukh Humayoun (San Francisco State University (SFSU), USA)
- Vera Marie Memmesheimer (University of Kaiserslautern-Landau (RPTU), Germany)
- Achim Ebert (University of Kaiserslautern-Landau (RPTU), Germany)

Contact

Additional / updated information can always be found at our workshop website (<http://hciv.de/xp2/>). If you have any questions or comments, please send us an email using the following address: xp2@hciv.de