

Call for Papers:

The 2nd International Symposium on Pervasive Displays 2013



4 - 5 June 2013

Google Campus, Mountain View, California

www.pervasivedisplays.org

In cooperation with ACM SIGMOBILE / SIGCHI

Building on the success of the 2012 event, the 2nd International Symposium on Pervasive Displays will take place at Google's Mountain View campus and will include a keynote address by Prof. Saul Greenberg on Proxemic Interactions: Displays and Devices that Respond to Social Distance. We are soliciting research papers, videos, posters and demonstrations.

Call for Papers

As digital displays become pervasive, they become increasingly relevant in many areas, including advertising, art, sociology, engineering, computer science, interaction design, and entertainment. We invite submissions that report on cutting-edge research in the broad spectrum of pervasive digital displays, from large interactive walls to personal projection, from tablets and mobile phone screens to 3-D displays and tabletops. The symposium on Pervasive Displays welcomes work on all areas pertaining to digital displays including, but not limited to:

- Novel technologies
- System architectures
- Interfaces and interaction techniques
- Content design
- Applications
- Evaluations, case studies and deployments.

Call for Videos, Posters and Demos

These tracks present an opportunity to document and demonstrate completed systems and to publish late-breaking results, technical demonstrations, concepts and visions, works-in-progress and student projects in a concise and visible format. Accepted videos will include a short presentation as part of the main program, providing presenters with an opportunity to introduce their video to other attendees. Accepted posters and demos will feature in a special poster / demo session, providing presenters with an opportunity to engage in discussion with other attendees around their research in a highly interactive environment.

Submissions

As a targeted topic venue, Pervasive Displays offers authors the unique opportunity to present their work to a research community focused on display technologies and research questions surrounding them, and allows them to receive feedback from experts in the field and other highly interested parties.

Submitted research papers should be a maximum of six (6) pages in length in the ACM Conference Proceedings format, and should clearly explain the research question addressed, research method and tasks, findings or results, and contributions of the work. Papers should also provide sufficient background and related work to situate and contextualize the authors' work within the greater body of research.

Submissions should consist of original work that has not been previously published and is not concurrently under consideration for any other conference, workshop, journal, or other publication with an ISBN, ISSN or DOI number.

Papers will be peer-reviewed by multiple members of a program committee consisting of experts on pervasive displays. All accepted papers will be archived in the ACM Digital Library.

For submission guidelines for videos, posters and demos please see www.pervasivedisplays.org/

Important Dates

Papers

~~Paper submission deadline: 28 January 2013~~
~~Notification of acceptance: 18 March 2013~~
Camera-ready submission: 15 April 2013

Videos, Posters and Demos

~~Submission deadline: 1 March 2013~~
~~Notification of acceptance: 22 March 2013~~
~~Camera-ready submission: 15 April 2013~~

Conference: 4 - 5 June 2013

Organizing Committee

General Chairs

- Bill Schilit (Google, USA)
- Roy Want (Google, USA)

Program Chair

- Timo Ojala (University of Oulu, Finland)

Steering Committee

- Nigel Davies (Lancaster University, UK)
- Marc Langheinrich (University of Lugano, Switzerland)
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Local Organizing Chairs

- Chu-Ching Huang (Google, USA)

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- Sarah Clinch (Lancaster University, UK)

Posters & Demos Session Chair

- Joerg Mueller (Deutsche Telekom Laboratories, TU Berlin, Germany)

Video Proceedings Chair

- Rodger Lea (University of British Columbia, Canada).

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DEADLINES EXTENDED

Revised submission,
notification and camera-ready
dates available at:

www.pervasivedisplays.org



"Proxemic Interactions:
Displays and Devices
that Respond to Social
Distance"

Saul Greenberg,
University of Calgary.

Keynote

In the everyday world, much of what we do as social beings is dictated by how we interpret spatial relationships. This is called proxemics. What is surprising is how little people's expectations of spatial relationships are used in interaction design. Yet mediating people's interactions will be crucial as people move through complex device ecologies containing a mix of pervasive public displays, digital signage and tabletops, workstations, mobile phones and tablets. Our interest is in proxemic interaction, which imagines a world of devices that have fine-

grained knowledge of nearby people and other devices - how they move into range, their precise distance, their identity and even their orientation - and how such knowledge can be exploited to design interaction techniques. Just as people expect increasing engagement and intimacy as they approach others, so should they naturally expect increasing connectivity and interaction possibilities as they bring themselves and their devices in close proximity to one another and to other things in their everyday ecology.