



HCI International 2014

16th International Conference on
Human-Computer Interaction

Call for Participation



22-27 June 2014, Heraklion, Crete, Greece
Creta Maris Beach Resort

DAPI 2014

2nd International Conference on Distributed, Ambient and Pervasive Interactions

Chairs: **Norbert Streitz**

Smart Future Initiative, Germany

Panos Markopoulos

Eindhoven University of Technology, The Netherlands

Emerging “intelligent” or “smart” environments react in an attentive, adaptive, and active (sometimes proactive) way to the presence and activities of humans and objects in order to provide intelligent/smart services to the inhabitants of these environments. Related technologies integrate sensing capabilities, processing power, reasoning mechanisms, networking facilities, applications and services, digital content, and actuating capabilities distributed in the surrounding environment. While a wide variety of different technologies is involved, the underlying goal is to either entirely hide their presence from users or to smoothly integrate within the surrounding context as enhanced physical artifacts rather than as technological gadgets. This way, the computing-oriented connotation of technology essentially fades-out or disappears in the environment, providing seamless and unobtrusive interaction paradigms. Therefore, people and their social situation, ranging from individuals to groups, be them work groups, families or friends and their corresponding environments (office buildings, homes, public spaces, etc.) are at the center of design.

DAPI 2014 (<http://hcie2014.org/dapi>) is an affiliated conference to HCI International 2014 and provides an international forum for the dissemination and exchange of scientific information on theoretical, generic, and applied issues of Distributed, Ambient and Pervasive Interaction in novel technological environments.

Deadline for Abstract Receipt: 31 October 2013

www.hcie2014.org

Areas of interest of the DAPI 2014 Conference include, but are not limited to those listed here

- Adaptivity
- Aesthetics issues in smart and intelligent environments
- Affective computing
- Ambient Assisted Living (AAL)
- Ambient and pervasive games
- Ambient and pervasive displays
- Ambient Persuasive Technology
- Architectures for Distributed, Ambient and Pervasive Interactions
- Awareness in distributed, ambient and pervasive environments
- Cognitive demands in Distributed, Ambient and Pervasive Interactions
- Context-awareness in smart and intelligent environments
- Collective ambient intelligence
- Crowd and swarm-based interaction
- Design principles and guidelines for Distributed, Ambient and Pervasive Interactions
- Development methods and tools for Distributed, Ambient and Pervasive Interactions
- Embodied interaction
- Evaluation methods and techniques for Distributed, Ambient and Pervasive Interactions
- Field studies and deployments of Distributed, Ambient and Pervasive Systems
- Groupware for distributed, ambient and pervasive environments
- Human activity modeling and support
- Implicit vs. explicit interaction
- Interaction in hybrid environments
- Interactive matter and physical computing
- Internet of Things
- Methods and Tools for the design of Distributed, Ambient, and Pervasive Interactions
- Multimodal / multisensory interaction
- Multiuser Distributed, Ambient and Pervasive Interactions
- Natural Interaction
- Privacy issues in sensor-polluted environments
- Sensor-augmented environments
- Self-organization in socially aware ambient systems
- Simulation environments
- Social aspects of interaction in smart and intelligent environments
- Smart artifacts and smart environments
- Smart landscapes
- Smart and hybrid cities
- Space-time dispersed interaction
- Spatial and embodied smartness
- Symmetric interaction in real and virtual worlds
- Tangible interaction
- User experience of privacy and trust in pervasive ambient environments
- User requirements for Distributed, Ambient and Pervasive Interactions