

Location

Fort Lauderdale is known as the "Venice of America", so its 42,000 resident yachts, 100 marinas and boatyards, and more than 300 miles of inland waterways, should come as no surprise. Fort Lauderdale offers an unsurpassed combination of cultural, recreational, and educational amenities. The world famous Fort Lauderdale Beach, the downtown Riverwalk, the Center for the Performing Arts, the Museum of Art, and Las Olas Boulevard, are but a few of the places where you can spend time before or after CHI 2003. With 3,000 hours of annual sunshine and an average temperature of 77F (25C) to keep all these attractions warm, it is also no surprise that Money Magazine has named Fort Lauderdale as the best big city to live in anywhere in the United States.

CHI 2003 will take place in Broward Convention Center, located at the northern end of Port Everglades, the world's second largest cruise port and the base for 35 cruise ships. If you have some free time after the conference, sightseeing cruises on the Intracoastal Waterway take just a few hours, and day cruises to the Bahamas leave from Port Everglades, as do longer trips.

With its diversity in nature and culture, Fort Lauderdale is the ideal location for CHI 2003 with its theme of New Horizons. It persuades you to look outward at all times, wondering what's over each horizon.

Before CHI 2003

There's no need to wait for submission deadlines to get involved in CHI 2003. The Conference Committee welcomes volunteers who would like to contribute to the conference. In particular, all submission categories require experienced reviewers who can help to maintain the standards that make CHI the world's premier conference on Human Factors in Computer Systems. If you are not able to volunteer at this time for CHI 2003, you can always contribute to the pre-conference discussion and debate at www.chiplace.org (see below for details).

Invitation to Volunteer

The ACM SIGCHI organization is run as a partnership between hundreds of volunteers and the professional staff. The quality of the programs and the 'look-and-feel' of the conferences are directly attributable to the efforts of volunteers and the many hours of dedication that these HCI professionals contribute to the field. If you want to be involved in the SIGCHI organization or to help organize future CHI conferences, please complete the ACM SIGCHI Volunteer Sign-Up Form at sigchi.org/volunteers. As a volunteer, you will help shape the direction of our professional organization and its conference.

Invitation to Review

CHI 2003 invites experienced members of the HCI community to volunteer their time as reviewers for the CHI 2003 conference. The CHI Reviewer Volunteer Center is now online at the SIGCHI site. There you will be able to volunteer to review specific submission categories for CHI 2003. Experienced members of the HCI community are also needed to mentor potential submitters new to the CHI Conference. You can also use the Reviewer Volunteer Center to sign up to be a candidate mentor. The Reviewer Volunteer Center will be used by the co-chairs in each area to identify potential reviewers. Previous members of the Reviewer Volunteer Center will automatically get an email reminder about volunteering to review for CHI 2003. By signing up at the Reviewer Volunteer Center, you are agreeing to keep the submissions you review confidential. The CHI Reviewer Volunteer Center can be reached at www.acm.org/sigchi/volunteers/rvcenter.html.

www.chiplace.org

CHI 2003 continues the development of the interactive online forum - www.chiplace.org, from 2002, now enhanced with more social presence to make you aware of your fellow colleagues and a matchmaking service to put you in contact with HCI specialists with similar interests. We want you to use CHIplace to find other researchers in your specific field to propose new directions for the HCI community, constructively criticize the existing organization or refereeing procedures, share your victories or debate the decision when your paper is accepted or rejected. In fact, this year CHIplace will facilitate the Fringe, a place where papers that the authors think would not fit with mainstream CHI submissions are presented, discussed, and then, in some cases, given a chance to be presented at the CHI conference.

In addition, CHIplace will encourage discussions based on the papers, plenaries, panels, SIGs, workshops and tutorials that will take place at CHI 2003 both before and after the conference. At CHIplace you can learn about the interesting scenery behind CHI: the possibilities, the gossip, and the conflicts and dramas.



What's New for CHI 2003

Special Areas

Three special areas support the conference theme of *communicating via interactive digital media*: mass communication and interaction, emotion and e-learning.

CHI 2003 will explore the role of HCI research and practice in improving *e-learning* experiences. We need a better understanding of how to design, develop, deliver, and evaluate engaging and motivating e-learning, and how to design and use the technologies to support e-learning.

The various disciplines involved in Human-Computer Interaction each bring their own theories and languages about *emotion* to the design and development process. CHI 2003 will provide a focus for everyone working to understand emotion and integrate understandings into the collaborative design of future technology.

Access to information has moved to multiple media (print, computer, cellphones and PDAs) in many forms (web pages, email, digital facsimiles, time-based media). Information is delivered more often and can be more easily searched. It is more directly accessible and available in many more places. It is easier than at any time in history to be a publisher, and for readers to become respondents and publishers themselves. CHI 2003 will focus on how HCI can respond to the advent of *mass communication and interaction* in the digital world.

Design and Usability in Practice track

To create an effective user experience, real-world product developers must balance creative interaction design with objective attention to end-user needs and performance. This can be a significant challenge in fast-track situations where ideal methods can only be approximated. To share insights and techniques of practice in these areas, this new track will bring together product-creation projects involving interaction design and usability work.

Conference Office

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Communication informs, engages and persuades, and thus creates new horizons for all human activity. We have already set sail towards these new horizons. The anchor's distal shores into view. Chart new routes to new destinations. Each new route will bring fresh opportunities. Little will remain unchanged - publishing, learning, marketing and politics will all change in the face of disruptive technologies. These changes must be guided by HCI's human perspective and balance. As a result, HCI must be renewed with the fullest understanding of what it is to be human and what our humanity implies for interactive communication in the digital world.

Once upon a time, computers processed data. Our discipline of Human-Computer Interaction (HCI) introduced a more human-centered approach: users performed tasks. Next, HCI moved beyond tasks to embracing everyday activities. Computers disappeared from view. HCI focused on people's real work. Then along came broadband networks, multimedia, and mobile devices, and with them came fun, persuasion, outrage, delight, faith, campaigns, satire, lifelong learning, identity, communities and passion. Now, increasingly, we interact to be, not just to do. Interaction no longer just changes things, it changes people. Therefore, CHI 2003 focuses on interactive communication (in any form) and its challenge to HCI. Our discipline must grow to fully support design for new mass media.

NEW HORIZONS



5-10 April 2003
Fort Lauderdale, Florida, USA

ACM
1515 Broadway
New York, New York
10036-5701
USA

Participation Category	Deadline	Contact
CHIKids	23 September 2002	chi2003-kids@acm.org
Demonstrations	23 September 2002	chi2003-demos@acm.org
Design and Usability in Practice	23 September 2002	chi2003-practitioners-track@acm.org
Development Consortium	23 September 2002	chi2003-dev@acm.org
Doctoral Consortium	03 January 2003	chi2003-doc@acm.org
Interactionary	06 December 2002	chi2003-interactionary@acm.org
Panels - Optional Vision	23 July 2002	
- Full Submission	23 September 2002	chi2003-panels@acm.org
Papers - Mandatory Abstract	16 September 2002	
- Full Submission	23 September 2002	chi2003-papers@acm.org
Short Talks and Interactive Posters	03 January 2003	chi2003-shorttalks@acm.org
Special Interest Groups	03 January 2003	chi2003-sigs@acm.org
Student Posters	03 January 2003	chi2003-studentposters@acm.org
Student Volunteers - Preliminary	23 September 2002	
- Final	17 January 2003	chi2003-sv@acm.org
Tutorials	29 July 2002	chi2003-tutorials@acm.org
Workshops	23 September 2002	chi2003-workshops@acm.org

Sponsorship, Exhibiting and Recruiting

Please contact chi2003-sponsor@acm.org, chi2003-exhibits@acm.org or chi2003-recruit@acm.org to find out about opportunities. For listing in conference publications, the deadlines are:

For listing in all conference publications:	16 November 2002
For listing in Conference Program and Proceedings only:	14 December 2002
For listing in the Conference Program only:	15 February 2003

Mentoring

Please contact chi2003-mentoring@acm.org to request a mentor for your submission. The deadlines are:

Tutorials	24 May 2002
Submissions for September 2002	07 June 2002
Submissions for January 2003	27 September 2002

You should always consult the CHI 2003 web site at www.chi2003.org well before a submission deadline. All deadlines are 17:00 (5PM) at your local time. Late submissions will not be accepted. Please remember that all category chairs are volunteers from among your colleagues. Please do not make requests to them that clearly cannot be met.

What's New for CHI 2003

- ▶ A focus on communication through computers with three related special areas: mass communication and interaction, e-learning and emotion
- ▶ A new integrated Design and Usability track for practitioners
- ▶ Late submission deadline for the Doctoral Consortium
- ▶ Development Consortium on Mass Communication
- ▶ CHI 2003 web site as the sole source of all detailed information on participation - be sure to check www.chi2003.org well before submitting for details. There is no need to request a call booklet for CHI 2003.



About SIGCHI and ACM
Human-Computer Interaction (HCI) is the focus of ACM SIGCHI. ACM SIGCHI embraces work on the hardware and software engineering of interactive systems, the structure of communication between human and machine, characterization of the use and contexts of use for interactive systems, methodology of design, and new designs themselves. Present in its field, ACM SIGCHI provides you with a wide-ranging forum for the exchange of ideas with others interested in HCI. Please visit www.acm.org/sigchi/ for more information.

ACM, the Association for Computer Machinery, is a major force in advancing the skills and knowledge of Information Technology (IT) professionals and students throughout the world. ACM serves as an umbrella organization, offering its 78,000 members a resource for lifelong learning in the rapidly changing IT field. Please visit www.acm.org for more information.

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ALL ABOARD!



Gilbert Cockton and Panu Korhonen
CHI 2003 General Conference Co-Chairs
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CHI 2003.

You are invited to participate in CHI 2003, the leading international forum on human-computer interaction (HCI). CHI 2003 welcomes everyone with an interest in how people interact with and communicate via computers. Join us at CHI 2003 to explore how HCI will shape the technologies of the future. The CHI conference is inclusive and welcomes participants from around the world: practitioners, designers, engineers, researchers, educators, students ... regardless of who you are or what you do, if you have an interest in HCI, then you will be most welcome at CHI 2003.