

CALL FOR PARTICIPATION



CHI 2003
NEW HORIZONS

5-10 April
Ft. Lauderdale
Florida, USA



NEW HORIZONS

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.

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 up, but we don't quite know where we're bound. Come aboard CHI 2003 and help us to steer a course. Bring distant 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.

Gilbert Cockton and Panu Korhonen

CHI 2003 General Conference Co-Chairs
chi2003-chairs@acm.org

FORT LAUDERDALE

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 and 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.

The main conference hotel is the Fort Lauderdale Marina Marriott. Situated on the Intracoastal Waterway, the Marriott Marina is next door to Broward County Convention Center, just three minutes from the Fort Lauderdale business district, and one mile from Fort Lauderdale's beaches.

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.

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You should always consult the CHI 2003 web site at www.chi2003.org well before a submission deadline. Most full submissions are due on 23 September 2002 (the 'early' deadline) or on 3 January 2003 (the 'late' deadline). Note that for Papers there is a mandatory abstract submission, which is due a week before the full paper submission. There is an optional submission of a 'vision' for panels, which is due three months before the full panel submission. Mentoring requests are due either two (tutorials) or three and a half months before the relevant submission deadline.

TOPIC & SPECIAL AREAS**CONFERENCE OVERVIEW**

The annual CHI conference is the leading international forum for the exchange of ideas and information about human-computer interaction (HCI). Diverse members of the global HCI community meet at the CHI conference to share the excitement of discovery and invention, to make and strengthen professional relationships and friendships, and to tackle real-world problems. Come to CHI 2003 and look beyond new horizons with HCI's leading researchers and professionals.

TOPICS

CHI 2003 invites submissions on the full range of HCI related topics, especially as they relate to the conference theme and special areas. Topics include, but are not limited to:

- Radical but well-grounded visions of interactive digital communication in novel contexts
- Case studies of design and usability in practice
- Implications of, and responses to, a shift from 'doing' to 'being' for the HCI discipline
- Retrospective analyses on how digital communication has transformed communities and organizations
- Analysis, design and evaluation tools and methods for interactive digital communication
- Submissions addressing the special areas of mass communication and interaction, emotion and e-learning.

SPECIAL AREAS

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

E-learning

E-learning provides opportunities for formal and informal learning, potentially bridging geographic and cultural boundaries, but constrained by factors such as information overload, time constraints, bandwidth, and screen size. When we convene in Fort Lauderdale for CHI 2003, many people who would like to attend can not. With parallel tracks, conference participants miss more sessions than they attend. In addition, the richness of the conference experience and the content and discussions of most sessions are not contained in the proceedings.

This exemplifies the challenge for e-learning today: how can people participate in rich and engaging learning experiences? The role of HCI research and practice in answering this question is to design more usable tools to support online communication and collaboration, to select and orchestrate the use of technologies as appropriate to students, topics, and organizations, and to design, facilitate, and evaluate learner experiences.

We seek to improve e-learning through the HCI concepts of effectiveness and efficiency. We want to bring e-learning technologies and approaches to CHI 2003 to provide a richer pre- and post-conference experience. And we want to expand the scope of the conference experience for participants, presenters, and interested people who cannot be in Fort Lauderdale.

When submitting to CHI 2003, be sure to think of ways of contributing to the e-learning experiment, both at CHI 2003 and beyond. Submissions on e-learning are especially welcome, particularly where they contribute to our understanding of effective e-learning for software professionals.

Emotion

Issues of emotion, affective response, and inclusive human concerns are exceedingly important in the HCI community. As people become more sensitive to dimensions of products that go beyond traditional aspects of usability, the need to understand and create emotional and aesthetic resonance between people and technology products increases. However, we have yet to discover a shared understanding and develop a shared language for emotion within the context of design.

The various disciplines involved in Human-Computer Interaction each bring their own theories and languages about emotion to the design and development process. At CHI 2003, we will have a special topic for those working to understand emotion and integrate this understanding into the collaborative design of future technology.

Mass Communication and Interaction

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 is available in many more places. And it is easier than at any time in history to be a publisher. CHI 2003 will focus on how HCI can respond to these developments.

We encourage submissions that address the implications of mass communication and interaction for HCI research and practice. How can HCI techniques help us understand the ways in which people are adapting to the changing information landscape, how they are managing information, turning it into knowledge, and sharing it? How can HCI approaches to user behavior and cognition help to create publication forms that are better suited to the people who use them, and that are easy to adopt and learn? And how can HCI methods be used to create new forms of knowledge sharing, building on the interactions within human networks, that can effectively take our understanding forward?

Special Area Chairs

E-learning: Lisa Neal, EDS, USA
chi2003-e-learning@acm.org

Emotion: Jodi Forlizzi, Carnegie Mellon University HCI and School of Design, USA
chi2003-emotion@acm.org

Mass Communication and Interaction: Nico Macdonald, Spy, UK
chi2003-mass@acm.org

ABOUT THE CALL

CHI is the world's premier conference on Human-Computer Interaction. To remain so, CHI must ensure that students, researchers and practitioners are fully aware of the many ways in which they can participate. So, the CHI Call For Participation has changed for CHI 2003. All submission areas are explained to help readers with no or limited experience of participation at CHI. We hope that even CHI veterans may find overlooked possibilities for participation, even after years of coming to CHI!

We have restructured the Call for Participation to clearly identify the ways in which everyone can participate at CHI. Submission areas have been brought together to simplify browsing through the call. For example, student submission opportunities are now all together, as are categories for practitioners.

This call booklet has lost weight! This has been achieved by moving all fine detail to the CHI 2003 web site. Submission details and extra information for all categories in this call can be found there. Be sure to consult the CHI 2003 web site at www.chi2003.org for the most up to date information on all submission categories.

CHI OLD-HANDS START HERE

If you are a regular attendee at CHI, we appreciate your continuing support for the world's premier HCI conference. Although the Call For Participation has changed, your favorite participation categories are still here. However, emphases and processes are changing, and you need to check over this booklet and the web site at www.chi2003.org to ensure that you make the most of opportunities for participation.

The key changes for CHI 2003 are: the conference theme of New Horizons, with its focus on interactive digital communication; the special areas of e-learning, emotion, and mass communication and interaction (and an associated Development Consortium); and a practice track combining both design and usability. If you know what you are looking for, then use the index on page 1 to find it. However, a quick browse of the index on page 1 may help you find categories that you've not considered before. Also, please do consider volunteering as a reviewer, mentor or other role within CHI 2003.

EVERYONE ELSE START HERE

If you are not yet a regular attendee at CHI conferences, we hope you will become one. With over 3000 attendees in 2001, CHI is the place to meet colleagues at the leading edge of research and practice across the full HCI discipline. This Call for Participation covers the many ways in which you can participate in CHI 2003. As well as presenting your work as a paper, poster or demonstration, you can exhibit products and services, recruit, sponsor the conference, share your wisdom in a tutorial, expose it to scrutiny in a panel discussion, or network and move the field on in consortia, workshops and special interest groups.

You can also draw on a range of help. You can take advantage of childcare (CHIkids). You can request a mentor and/or approach a regional or community liaison for help with a submission. For a few participants, scholarships are available. Use the index on page 1 to find out about CHIkids and getting help with mentors, community liaisons and scholarships.

You can become a part of CHI 2003 in several ways right now - there is no need to wait until the submission deadlines. You can start to address your hot topics now at www.chiplace.org - CHI's on-line forum. You can also volunteer to help with conference organisation (especially as a mentor or reviewer, but other opportunities are available, especially for students).

There are many ways to participate at CHI 2003. Be sure to explore this booklet and www.chi2003.org to find the submission categories and volunteering opportunities that are best for you. This Call for Participation is organized to let you get straight to the participation categories that interest you. To submit to a particular category, you must consult the detailed guidance on the CHI 2003 web site at www.chi2003.org and fulfill all submission requirements.

Practitioners working in design or usability are well served by the innovative **Design and Usability** track (new for 2003) and the popular **Interactionary** competition. CHI holds a **Development Consortium** each year that aims to bring new communities to the CHI conference. For CHI 2003, it is aimed at practitioners, and will explore the future of interactive digital media as a mass communication medium.

For students, CHI has always sought to include new entrants to the discipline via a range of conference activities. Consult the relevant pages for the **Doctoral Consortium**, **Student Posters** and **Student Volunteers** to find out about the many opportunities for students at CHI 2003.

Other CHI categories are for everyone: students, practitioners, researchers and educators. You can submit completed work to tutorials, short talks and interactive posters, to papers, and to demonstrations. However, CHI is not just about completed work - panels, special interest groups (SIGs) and workshops provide opportunities for discussion to open up new areas of HCI, to revisit established areas, or to bring together colleagues with common interests in an international forum.

OPPORTUNITIES FOR DESIGNERS AND PRACTITIONERS AT CHI 2003

Practitioners working in design or usability are well served by the innovative **Design and Usability** track (new for 2003) and the popular **Interactionary** competition. Both participation categories offer specific opportunities for product design and development teams. The focus of both tracks is on real-world design and the insights that practitioners can gain from exposure to best practice.

Each year, CHI holds a **Development Consortium** that aims to bring new communities and issues to the CHI conference. For CHI 2003, it is aimed at HCI practitioners, and will explore the developments we will need to see in interactive digital media if it is to become an effective medium of mass communication. This small, closed pre-conference venue offers opportunities for a small group of specialists to spend two days sharing and developing ideas about a key future direction for HCI as a discipline.

CHI offers practitioners many opportunities for letting their organization benefit from CHI. Practitioners can consider opportunities for sponsorship and recruiting and exhibiting (see **Your Organization at CHI 2003**, page 6).

Lastly, don't overlook the general participation categories such as CHIkids, SIGs (Special Interest Groups), Panels, Workshops and Demonstrations that offer great opportunities for practitioners to get together and discuss the challenges of HCI at the cutting edge. If you have skills and knowledge to share, then do consider presenting a tutorial. Indeed, most participation categories at CHI are suitable for practitioners, so make the most of CHI and explore the full range of opportunities for participation.

DEVELOPMENT CONSORTIUM: MASS COMMUNICATION

From television and radio to newspapers and magazines, from mobile phones and PDAs to books and journals - the possibilities for new forms of mass communication are growing exponentially. Yet the initial forms that these possibilities have taken have often overwhelmed or simply confused the people for whom they are intended. Often they have been largely ignored (as was the case with WAP). This is likely to be the case for many G3-based services. We need to find ways to link together different kinds of information on different platforms. We need to find ways for people to be able to rate and validate information they receive. And we need to find new ways for people to manage information in ways that can enhance knowledge. While the possibilities have been created by information technology, their realisation will be facilitated by HCI. This will demand new thinking from publishers, and also new levels of cooperation with a view to pioneering the development and acceptance of new interfaces, and thinking about standards.

Following the conference theme of New Horizons, we will focus on issues including:

- Linking together different kinds of information on different platforms
- Interfaces aimed at new audiences for interactive communication
- Abstracting design concepts for application on multiple platforms
- Ways to represent the recommendation, rating and validation of information
- Models for managing large bodies of information and enhance knowledge
- Connecting the virtual and the physical including the Web and print, soft and hard interfaces
- Identifying and developing interface patterns and possible areas for creating standards

The Consortium will be conducted in a workshop format. The Consortium will take place over the two days preceding the main conference: Sunday 6 and Monday 7 April.

Participants in the Consortium may receive partial reimbursement of travel expenses and hotel accommodation.

See the CHI 2003 web site at www.chi2003.org for essential information on consortium formats, available support and submission details. A Development Consortium submission has two parts: an extended abstract and a proposal.

Extended Abstract

A two-page position paper describing research and development concluded or in progress, focusing on HCI work in any area of one-to-many or one-to-one communication.

Proposal

The proposal should provide additional information on your background and relevant experience with HCI and mass communication. This should include information about your specific HCI-related activities, as well as any additional information that demonstrates your potential contribution to the Consortium's objectives.

Review Criteria

The CHI 2003 Development Consortium organizing committee will select participants based on the relevance of their submissions to the theme and their anticipated contribution to the Consortium goals.

Upon Acceptance

All Consortium applicants will be notified of acceptance or rejection in November 2002. Please consult the CHI 2003 web site at www.chi2003.org for essential information on the process between acceptance and attendance at CHI 2003.

Development Consortium Chair

Nico Macdonald, Spy, UK

chi2003-dev@acm.org

Deadline:

23 September 2002, 5PM (17:00) at your local time.

CHI 2003 INTERACTIONARY

What is the Interactionary?

The Interactionary is a special event at the annual CHI conference, in which design teams work on an interaction design challenge in real time, on-stage, in a competitive and fun format. This session is entertaining and educational, demonstrating 'live' some of the less tangible aspects of team design processes, as well as the more formal elements.

Why should I be interested?

The Interactionary provides organizations and individuals with the opportunity to contribute to the HCI community in a practical way, creating a unique opportunity for attendees to observe and compare how different teams of designers work with the same problem. By having experienced and talented designers work on a new design problem and present their process and solution in a public forum, we can capture and expose the essence of design/usability work in a way not possible through papers or standard presentations.

The Interactionary also provides the teams with an opportunity to expose their design process innovations to peer review, and to enjoy a high profile in a well-attended part of the conference that always generates follow-up discussion.

How does the Interactionary work?

3 or 4 teams, usually with 3 or 4 interdisciplinary participants each - are selected well before the CHI conference takes place. At the Interactionary, each team is given 10 minutes to work on-stage on a design challenge. For CHI 2003, the design challenge will reflect one or more of the conference special areas: mass communication and interaction, emotion and e-learning.

A panel of experts highlight and discuss what they see as the most interesting and important aspects of each team's approach, and score each team on a number of categories, including outcome, communication, and design process. There are rewards - especially fame - for all teams! Finally, the audience is polled for discussion and comment, and to see how their views compare with those of the panel. After CHI, the teams will be expected to assist in providing a permanent record of the event.

How do I get my team into the Interactionary?

To enter a team into the Interactionary, visit the CHI 2003 web site at www.chi2003.org and complete the submission entry form. Take a closer look at other Interactionaries held at CHI and elsewhere at: <http://www.uiweb.com/dsports/default.htm>

Submissions from teams interested in participating should include information about the participants and their experience in interaction design, as well as specific techniques and approaches used in working with design problems. Preference will be given to teams that have worked together on design projects, can articulate their design methods, and convince reviewers of a fun yet professional, open-minded attitude towards design education and practice. We encourage Team Captains to contact the Co-Chairs (address below) to assist you with your submission.

You are encouraged to use your creativity to convince reviewers that your team will excel in this unique format. We especially welcome teams from countries and organizations traditionally less well represented at CHI conferences.

When are the main deadlines?

Final team submissions are due by Friday 6 December 2002, 5PM (17:00) your local time. Team Captains will be notified of acceptance or otherwise by Friday 24 January 2003.

How do I contact the Interactionary Co-Chairs, or find out more?

You can email the CHI 2003 Interactionary co-chairs at chi2003interactionary@acm.org for more information, or for assistance with your team entry.

Interactionary Co-Chairs

Michael Atyeo, Neo Insight, Canada
Alex Little, Tivoli Systems, USA

chi2003-interactionary@acm.org

Deadline:

6 December 2002, 5PM (17:00) at your local time.

DESIGN AND USABILITY IN PRACTICE

Call for Participation

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, the Design and Usability in Practice category will bring together product-creation projects involving interaction design and usability work.

These sessions are intended as a forum for corporate design and usability departments, product development teams, professional designers and usability specialists, design studios, consultants and advanced students of these fields. Presentations will showcase designs and describe usability work from real product-development projects. Exchanges of ideas among presenters and the audience will be a central part of the experience.

At the Conference

Sessions will have a specific theme, with a moderator and presenters. Presenters will each give a short description of their project and the challenges they resolved. Demonstrations are encouraged. The second part of each session will be a panel-style discussion of issues and problems, including questions from the audience.

Session themes will encourage discussion and networking between people approaching similar projects from different angles - design, usability, end-user needs, etc. Proposed themes include mass communication, e-learning, home products, professional user interfaces, universal design, vehicle interface, mobile interfaces, and emotion. Submissions within these categories are especially encouraged, but the initial list may be modified based on the submissions.

Types of Submissions

Submissions should describe the development of commercial products or systems for internal use. They should tell the story behind a specific product or system; show the conceiving, design, and/or usability challenges; explain the steps taken to solve the problems; and present the resulting design or design decisions. The work is not expected to report scientific breakthroughs, but should show creative application of design and usability methods in real-world contexts.

Submissions could focus on one or more of the following topics within the development process:

- field research projects investigating new user segments
- novel interaction design solutions
- designs in new areas of technology
- successful applications of usability evaluation methods
- new kinds of cooperation among designers, usability evaluators, marketing groups and other stakeholders
- other practical challenges in developing interactive products

Each submission should describe a single product or system. The reported projects should involve recent work.

Review Criteria

An international panel will review submissions for quality and interest to the professional audience. The emphasis will be on practical factors, with an understanding of the need for design and engineering trade-offs in real-world situations.

Upon Acceptance

Accepted papers will be published in the CHI 2003 Extended Abstracts.

Format and Submission

Submissions should be made electronically. The format is similar to short talks. Additional illustrations are accepted for review of design work. See the CHI 2003 web site at www.chi2003.org for details. Please note that the deadline is the same as for full papers (i.e., much earlier than for short papers.)

Design and Usability in Practice Co-Chairs

Turkka Keinonen, University of Art and Design Helsinki, Finland
John Rieman
Nokia Mobile Phones, Finland

CHI2003-practitioners-track@acm.org

Deadline:

23 September 2002, 5PM (17:00), at your local time.

YOUR ORGANIZATION AT CHI 2003: SPONSORSHIP, RECRUITING AND EXHIBITING

If HCI knowledge and skills are central to your organization's competitiveness, then take advantage of the many opportunities being offered at CHI 2003.

As the 21st CHI conference, CHI 2003 offers proven opportunities that let your organization make thousands of delegates aware of your commitment to high-quality interaction design. Sponsorship draws attention to your organization in print and web publications, as well as on conference bags, banners and displays. Recruiting opportunities let you meet potential new colleagues. The conference exhibition lets you sell your products and services.

Invitation to Sponsor

Participation in the Sponsorship program is an ideal opportunity to demonstrate your organization's commitment to HCI.

Benefits include:

- your organization's logo printed on the conference bag given to all attendees at registration
- your organization's logo on the prominently displayed conference sponsorship banner
- your organization's logo on the CHI 2003 web site
- a complimentary conference registration
- acknowledgment of your sponsorship in conference publications distributed worldwide
- CHI 2003 Conference Proceedings
- invitations to special conference events

For more details, please contact chi2003-sponsor@acm.org.

Invitation to Exhibit

By exhibiting at CHI, you can gain access to upto 3000 HCI professionals, approximately 70 percent of whom are responsible for recommending purchases. Many are also responsible for acquisitions. Their combined interests span the design, development, and evaluation of interactive systems.

CHI 2003 welcomes:

- providers of HCI-related products and services
- publishers and booksellers
- organizations looking to recruit top professionals in the field

A complimentary conference registration is included with each exhibit booth rental. Exhibitors confirmed by the deadlines listed in the CHI 2003 publications will also be listed on the CHI 2003 web site. For an Exhibit Invitation and information, please contact chi2003-exhibits@acm.org.

Invitation to Recruit

CHI 2003 will offer special opportunities for organizations wishing to recruit. Organizations are invited to rent exhibit booth space for the purpose of recruiting. Informal interview areas will be available to registered exhibitors and recruiters in the exhibit area in addition to the rented booth space. A complimentary conference registration is included with each recruiting booth rental. Recruiters confirmed by the deadlines will be listed on the CHI 2003 web site.

Organizations can reserve space to post announcements in a special area dedicated to recruiting. CHI 2003 will facilitate the delivery of resumes from individuals to the appropriate contact. CHI 2003 also will help coordinate meeting rooms/suites for interviewing and hospitality events.

For more information please contact chi2003-recruit@acm.org.

Contact chi2003-sponsor@acm.org,
chi2003-exhibits@acm.org or
chi2003-recruit@acm.org

Sponsorship, Exhibiting and Recruitment Deadlines:

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

OPPORTUNITIES FOR STUDENTS AT CHI 2003

CHI is committed to nurturing new talent within HCI by providing opportunities for students to make contact with leading researchers, practitioners and designers, and to be exposed to the latest developments in the field. Three opportunities at CHI 2003 are restricted to students. Firstly, students who are willing to work as **student volunteers** will receive free registrations and support for attendance. Secondly, students may present their work in the closed category of **Student Posters**. Thirdly, for research students whose work warrants inclusion in the **Doctoral Consortium**, there are free registrations and support with travel and subsistence. You can submit to all three student categories, and may submit the same abstract and poster layout to both the Doctoral Consortium and Student Posters tracks, so be sure to make full use of the opportunities available. If you are accepted for the Doctoral Consortium however, you will not be able to serve as a student volunteer, and your poster will be part of the Doctoral Consortium rather than the Student Posters track.

Both Student Posters and the Doctoral Consortium require poster presentations. There is a scheduled spotlight on posters within one of the conference breaks, but poster presenters may attend their poster at several times during the conference. The web site at www.chi2003.org contains full details on preparing your submitted poster sketch and the final accepted poster.

You should consult this information and all other relevant details well before submitting.

DOCTORAL CONSORTIUM

The CHI 2003 Doctoral Consortium provides an opportunity for doctoral students to explore their research interests in an interdisciplinary workshop, under the guidance of a panel of distinguished research faculty, with travel and other expenses provided by the conference. In the past, many consortium participants reported this as a valuable experience as part of their doctoral studies. The Consortium has the following specific objectives:

- Offer each participant fresh perspectives and comments on their work from researchers outside their own institution, both from faculty and other students.

- Provide a supportive setting for mutual feedback on participants' current research and guidance on future research directions.
- Develop a supportive community of scholars and a spirit of collaborative research.
- Contribute to the conference goals through interaction with other researchers and conference events.

The Consortium will be held on Sunday 6 and Monday 7 April 2003, in a session where about 15 students and 4 "faculty" discuss each student's work in turn. Student participants will have their abstracts published in the conference Extended Abstracts, and a poster of their work exhibited at the main conference. They will receive complimentary conference registration, and reimbursement of travel, accommodation and subsistence (i.e., food) expenses up to \$1500 USD.

Each participant in the Doctoral Consortium is expected to attend both days, including dinner on Saturday and Sunday. A report on the Doctoral Consortium will be published in the SIGCHI Bulletin.

Application Process

To apply, prepare a submission consisting of an extended abstract, a personal research statement, a poster layout, a letter of recommendation (unless this is sent separately), and an estimate of expenses. Detailed requirements can be found on the CHI 2003 web site at www.chi2003.org for all parts of your submission. The deadline for submission is 3 January 2003, 17:00 (5:00 p.m), your local time. However, you will need to begin preparing your submission several weeks before this, to ensure that you have all essential information in place. Due to the late deadline for this track, neither late nor incomplete submissions can be considered.

Review Criteria

The Doctoral Consortium review committee will select participants based on their anticipated contribution to the Consortium objectives. Participants typically have settled on their thesis directions and had their research proposal accepted by their thesis committee, but still have enough time after the conference for it to be possible for new ideas and advice to make a difference to their research.

Upon Acceptance

Applicants will be notified by 3 February 2003 of acceptance. Participants must prepare a poster and bring it to the conference. All participants are also expected to present a poster on their research at the scheduled poster session. You also need to prepare a short talk to present during the consortium.

Doctoral Consortium Chair

Steve Draper
University of Glasgow, UK

chi2003-doc@acm.org

Deadline:

23 September 2002, 5PM (17:00) at your local time.

STUDENT POSTERS

The Student Posters program offers a unique opportunity for students to present their work at CHI 2003 and to receive encouragement in their development as HCI professionals. Student posters will be displayed during the conference and provide an excellent opportunity to discuss late-breaking and on-going work in an informal setting. A two-page summary of each accepted poster will appear in the CHI 2003 Extended Abstracts. Student Poster submissions must be authored exclusively by one or more students. Submissions should focus on work that has produced new or exciting ideas or findings.

Review Criteria

Submissions will be reviewed by a panel of experts in the field. The confidentiality of your submission will be maintained throughout the review process. Review criteria include: contribution of the work to the CHI community, validity of the results, originality of the work, clarity of presentation, and interest value. Summaries of wider findings or reduced versions of longer papers are not suitable for the Student Posters submission category.

Submission Instructions

Student Poster submission will require a two-page, publication-ready extended abstract and a one-page diagram showing the proposed layout of the poster presentation. Please visit www.chi2003.org for more information on CHI 2003 Student Posters and on how to submit.

Student Posters Co-Chairs

Penny Collings,
University of Canberra, Australia
Raquel Oliveira Prates, Universidade do Estado do Rio de Janeiro, Brazil

chi2003-studentposters@acm.org

Deadline:

3 January 2003, 5PM (17:00) at your local time.

STUDENT VOLUNTEERS

Student Volunteers are an integral part of the success of each CHI conference. Students from all disciplines and cultures are invited to be part of the most exciting event in the HCI field. A wide variety of positions are available at the conference. Many of the duties are not glamorous, but all provide opportunities to interact with CHI 2003 contributors, attendees, and committee members from all parts of the world and from diverse areas of the HCI community. An unofficial online community and web site devoted entirely to student volunteering will also be available.

Benefits

In return for their help at the conference, student volunteers will receive many benefits including free conference registration, some meals, a Conference Reception ticket, a student volunteer T-shirt, and an invitation to the volunteer thank-you party. Activities such as informal research presentations to other student volunteers and lunch with "famous names" and recruiters have been successful in the past and are planned again for this conference. Student volunteers are responsible for their own housing, travel to and from Fort Lauderdale, and any meals that are not provided. Reduced housing rates are often available for student volunteers. Student volunteers will have access to the student volunteer email list and web site, which helps to create a community before the conference.

Qualifications

Volunteers must be undergraduate, Master's, or Ph.D. students during the 2002-2003 academic year. All students, regardless of discipline, are encouraged to apply. No experience is required. We are looking for enthusiastic, intelligent, reliable people. Volunteers must commit to 20 volunteer hours of work at the conference between 5 April and 10 April 2003.

How to Apply

Please use the online application form available at the CHI 2003 web site. If you have difficulty accessing or using the online form, please contact the Student Volunteer Co-Chairs at chi2003-sv@acm.org. A valid, dated student identification card or a letter from your university or school must be presented when registering at the conference. Student volunteers will be chosen at random from applications received by the Preliminary Deadline, 23 September 2002. Those volunteers initially selected will be notified by mid-October so they can begin making any necessary arrangements and get involved in the online student volunteer community. The primary waiting list will consist of applications received by the Preliminary Deadline but not initially selected. Applications received after the Preliminary Deadline and before the Final Deadline of 17 January 2003 will be placed on a secondary waiting list in the order in which they are received. Historically, more students apply than can be accepted, so early application is encouraged. However, applicants on the waiting list are often accepted, so do not be discouraged if you are applying close to or after the preliminary deadline.

Student Volunteers Co-Chairs

Dan Horn, University of Michigan, USA
Erika Orrick, Code Usable, USA

chi2003-sv@acm.org

Deadlines:

Preliminary deadline: 23 September 2002, 5PM (17:00) at your local time.
Final deadline: 17 January 2003, 5PM (17:00) at your local time.

OPPORTUNITIES FOR EVERYONE AT CHI 2003

Most participation categories at CHI are for everyone: students, practitioners, researchers and educators. However, please be aware that both the papers and short papers/interactive posters categories are very competitive. To be accepted, work submitted to these categories must be of the highest international standard. Other categories are equally demanding but less competitive, and may be the best place for you to participate. For example, work that needs to be shown rather than just talked about is best submitted as a Demonstration. For work that must be shown to children, don't forget CHIkids!

CHI is a place to learn as well as a place to inform. Before the conference, tutorials and workshops let you update your knowledge in a range of settings from formal instruction through to participative collaborative work. If you have tried and tested expertise in some area of HCI, then do consider submitting a tutorial.

CHI is also a place for debate. You can begin now on chiplace (www.chiplace.org) and carry the discussion on into workshops, panels and special interest groups (SIGs) – but to make sure you get to discuss your hot topic, you'll need to submit to one of these categories!

Lastly, wherever you work and whatever you do, don't forget the opportunities for recruitment and exhibiting at CHI 2003 (see *Your Organization at CHI*, page 6).

CHIKIDS

CHIkids combines the fun of summer camp, technology, and CHI. It is an exciting experience for children and young teens (3-15 years of age) where they can produce web sites, create interactive animations, review new educational titles, test drive the latest gadgets and toys, or be CHI conference reporters. CHIkids needs you to make all of this happen!

Participation

Individuals, educational organizations, and companies that want to focus on projects that involve kids in innovative and educational technological experiences are encouraged to submit short proposals. Paper and electronic submissions are welcome.

CHIkids Leaders

The success of CHIkids is due in great part to the expertise, experience, and energy of our dedicated CHIkids Leaders. If you are interested in volunteering to be a CHIkids Leader, please submit a one-page summary that includes your contact information, your experience (if any) working with children, and what you hope to accomplish as a CHIkids Leader. Only a limited number of CHIkids Leaders can be selected; therefore, your timely submission is critical.

CHIkids Daily Volunteers

If you are interested in experiencing our CHIkids program, but cannot commit the time required to be a CHIkids Leader, then you may be interested in being a CHIkids Daily Volunteer. As a Daily Volunteer, you can select the days and times you are available to work at CHIkids. If you are interested in volunteering, please submit a one-page summary that includes your contact information and your experience (if any) working with children. More details about the CHIkids program will be posted on the CHI 2003 web site at www.chi2003.org in May 2002.

CHIkids Co-Chairs

Sabrina Liao, University of Maryland, USA
Lieselotte van Leeuwen, University of Sunderland, UK

chi2003-kids@acm.org

Deadline:

23 September 2002, 5PM (17:00) at your local time.

DEMONSTRATIONS

Most technological advances can make existing activities easier, faster, more accurate and more economical. Some lead to the creation of completely new activities. These technologies benefit people by helping them work more effectively and comfortably by creating new leisure activities and by opening new ways for communicating with friends, family, and colleagues.

The demonstrations track of CHI 2003 is looking for examples of technologies with such potential. We encourage demonstrations of new and emerging technologies as well as innovations of current technologies. There are two types of demonstrations: formal and walk-in.

Formal Demonstration Presentations

A Formal Demonstration Presentation is a 30-minute live presentation or video presentation of a running system, a technique, or a methodology to an audience. Demonstrations offer an opportunity to show the CHI audience an innovative:

- interface concept
- HCI system
- technique or methodology

The first two categories typically demonstrate running systems or prototypes. The third category includes, but is not limited to, techniques for designing, prototyping, developing and testing the usability of computer interfaces. In all cases, the demonstration should present the technology's potential for discovering and crossing new horizons in HCI. We also remind you that audience participation enhances almost any demonstration.

Walk-In Demonstrations

Walk-In Demonstrations do not require technical submissions, do not appear in conference publications, and do not receive specialized audio-visual or computing support. Walk-in demonstrations typically are used for sharing work with other members of the HCI community on an informal basis. During the conference, standard facilities for walk-in demonstrations may be reserved for 45-minute time slots.

Please visit the CHI 2003 web site at www.chi2003.org for essential detailed information on demonstration submissions.

Demonstrations Co-Chairs

Anind K. Dey,
Intel Research, Berkeley, USA
Laurence Nigay,
University of Grenoble, France

chi2003-demos@acm.org

Deadline:

23 September 2002, 5PM (17:00) at your local time.

SPECIAL INTEREST GROUPS

By organizing a Special Interest Group (SIG), you can attract a group of conference attendees who share your interest in a topic and meet for 90 minutes of facilitated discussion. Organizing a SIG is a great way to get involved in the CHI conference program - several SIGs have evolved into successful workshops at subsequent conferences. Please visit www.chi2003.org for further information.

Review Criteria

SIG success depends on planning and leadership. CHI 2003 provides meeting space and advertises formal SIG meetings in the CHI 2003 Program, but the rest is up to you. The SIG Co-Chairs are happy to help you - please contact Carolyn and Rolf before submitting a proposal to discuss your ideas and questions. Proposals must be authored by two or more individuals that represent at least two organizations. SIG proposals will be reviewed by a committee. Acceptance is based on the relevance of the topic to HCI and the plan for attendee interaction and participation.

Deadlines

Submissions for formal SIGs must be received by 3 January 2003. You will be notified of the acceptance or rejection of your submission by 3 February 2003. Informal SIGs may be organized at the conference on a space-available basis.

Upon Acceptance

If accepted, your SIG will be announced in the conference program. Your 2-page SIG proposal will be published in the CHI 2003 Extended Abstracts as a means of attracting participants. SIG organizers are also strongly encouraged to write a summary of their SIG after the conference.

SIG Co-Chairs

Carolyn Snyder,
Snyder Consulting, USA
Rolf Molich, DialogDesign, Denmark

chi2003-sigs@acm.org

Deadline:

3 January 2003, 5PM your local time

PANELS

Panels stimulate thought and discussion about ideas and issues of interest to the human-computer interaction community. They typically focus on controversial or emerging topics and are designed to explore a range of different viewpoints. Domain experts conduct an interactive discussion with the overall goal of helping audience members to broaden their understanding of the issues and perhaps even to modify their views. Panels last 90 minutes and typically include three to five panelists plus a moderator. A discussant may be used, but is not required. See the CHI 2003 web site at www.chi2003.org for detailed submission instructions.

Types of Panels

Panels should focus on controversial, emerging, or unresolved issues. Panels are an especially appropriate format for discussing pressing questions in HCI practice and theory, emerging trends and technologies, and associated social issues.

Panels may take many approaches. Some are analytic; they analyze and synthesize current practices in the various fields of HCI. Some are comparative; they compare distinct approaches, techniques, and models to a particular problem including evaluation, design, and implementation. They may focus attention on the theme of the conference or special areas and tracks within the conference. Other panels are historic; they revisit the past as a means to inform the present. Panels should target a specific audience, and submissions need to identify this audience (e.g. newcomers to HCI, practitioners, researchers, etc.). We encourage the submission of new types of panels and innovation in the format of presentation, particularly those that stimulate a high degree of interaction among the panelists and between the panelists and the audience, and that create a compelling and effective audience experience.

We are also encouraging innovation around the conference theme of interactive communication. Submitters should consider how to use communication before the conference to improve the panel's effectiveness, and how to use interactive communication to extend the impact of the panel beyond the conference. Innovative ideas about using interactive communication during the conference and the panel itself to enhance the audience experience are also encouraged.

Panel Format

Panels must enable spontaneous, interactive discussion. One approach is to limit each panelist to an initial 5-minute position statement. Then the panel takes questions posed by the moderator, and later by the audience. Another format, one that has been quite successful in past CHI conferences, is a formal debate with position statements and rebuttals, all on a strict time schedule. Casual but carefully structured interviews with articulate and interesting experts have also been successful. You are strongly encouraged to be creative and suggest other formats that will stimulate interaction and discussion and engage the audience, especially those taking advantage of interactive communication before, during, and after the conference.

Review Process

A multidisciplinary group drawn from industry and academia will independently review each proposal. We are looking for stimulating and timely issues debated by well-informed and engaging panelists, and a program that represents the diversity and current issues in our field. Controversy is encouraged, as are unique and diverse topics, and topics related to the unique character of the conference (e.g., the theme, and special topics and tracks). We are especially interested in formats that generate interaction and discussion among panelists and with the audience; this is not the place for a series of prepared presentations. Please read the instructions available via www.chi2003.org for more guidance about the characteristics of a successful proposal. Panels will have a two-step review process. The (optional) first review will address the organizer's vision for the panel and the separate (required) second review will evaluate the panel's feasibility, overall quality, and fit with the CHI 2003 program.

Step 1: Vision Statement Review (Optional)

We urge you to submit a vision statement as early as possible to improve your submission prior to final review. A member of the Panels review committee will work with you to further develop the vision (if necessary) and identify appropriate panelists for your final submission.

If you do not submit a vision statement, you may still submit a final proposal, but you will not receive the benefits of early feedback about how to better match your submission to the final review requirements. The vision statement will be used to assess the panel's importance to the HCI community, its relevance to CHI 2003 theme and use of interactive communication to

improve the audience's experience and the value they will receive, and likelihood of generating interesting and thought-provoking discussion. It can identify potential panelists without confirming their participation. If there are panelists who you feel are particularly critical to your panel, you may wish to confirm them in advance, but we encourage you to leave slots open to allow changes as a result of the vision review.

The vision statement submission must be received by 23 July 2002, but the earlier you can send it the better. We strongly prefer electronic submission by email to chi2003-panels@acm.org. If electronic submission is a problem, please telephone Eric Bergman (+1 408 276 7362) or Arnie Lund (+1 303 390 3366) during Western Time Zone business hours. If you have not submitted a CHI Panel previously, we may be able to offer you mentoring assistance. Contact the Panels Co-Chairs now if you are interested.

Step 2: Final Submission Review

The final submission is the only document that will be used to determine acceptance of the panel to the conference. If you did not submit a vision statement, you may still enter a final submission, which must include a two-page extended abstract and a panel proposal of no more than six pages. The final submission must be received by 23 September 2002, 5PM (17:00) at your local time.

Upon Acceptance

Please visit the CHI 2003 web site at www.chi2003.org for essential details of the process between acceptance and attendance at CHI 2003.

Panels Co-Chairs

Eric Bergman, Sun Microsystems, USA
+1 408 276 7362

Arnie Lund, Sapient, USA
+1 303 390 3366

chi2003-panels@acm.org

Deadlines:

Vision Statement (optional)
23 July 2002, 5PM (17:00) at your local time.

Final Submission (mandatory)

23 September 2002, 5PM (17:00) at your local time.

WORKSHOPS

Workshops provide a valuable opportunity for small communities of people with diverse perspectives to engage in rich discussions about a topic of common interest. Interaction among participants is important, so participants must have informed positions based on prior experience. Workshops can focus on research or applied topics. Workshops addressing the conference theme New Horizons and the three special areas of mass communication and interaction, emotion and e-learning through innovative, controversial, or highly practical topics are desired. We encourage submissions addressing basic research, applied research, new methodologies, emerging application areas, design innovations, and HCI education. Each workshop will result in a SIGCHI Bulletin article that gives the HCI community a new, organized way of thinking about the topic and that suggests promising directions for future research. Many workshops result in edited books or special issues of journals, and you could aim for that in the design of your workshop.

Workshops are held on Sunday 6 and Monday 7 April 2003. A workshop may be one or two days in length. Design your schedule for a length of 6 hours per day, with a lunch break and two coffee breaks. Most workshops have 12 to 15 participants. A fee is charged to each workshop participant to cover materials. The workshop fee will be waived for two of the workshop's organizers.

See the CHI 2003 web site at www.chi2003.org for essential information on workshop formats and submission details, and for essential details of the process between acceptance and attendance at CHI 2003.

Review Criteria

Workshop submissions will be reviewed by a committee representing a cross-section of HCI researchers and practitioners. Review criteria include the workshop's potential for generating stimulating discussions and useful results; the expected community interest level in the topic; the organizers' ability to demonstrate through the proposal that the workshop will be well organized; the overall balance of topics in the Workshops program; and the fit with the conference theme or special areas. If multiple submissions are received on the same or similar topics, the organizers may be encouraged to merge them.

Submission Format

A workshop submission requires three documents: a proposal, an extended abstract, and a call for participation.

Proposal

Prepare a three-page proposal for the Workshops review committee. The proposal and other materials are due 23 September 2002. In the proposal, describe the topic, the plan for conducting the workshop, and the organizers' backgrounds. Please keep in mind that the focus of the workshops is small group face-to-face discussion; therefore, workshops typically receive minimal technology support (overhead projectors and flip charts). This limited technology support is reflected in the low fee for workshops.

Your proposal should describe the workshop's aims, include a plan and present the organizer's background.

Extended Abstract

Prepare a description of the workshop using a maximum of two pages, suitable for publication in the CHI 2003 Extended Abstracts. It should contain a summary of the workshop's goals and issues. It must be prepared in the Conference Publications Format, except that no abstract is required.

Call for Participation

Prepare a 250-word call for participation suitable for publication in the CHI 2003 Advance Program and on the CHI 2003 web site. It should describe the workshop, the participant selection criteria, and where potential participants should send position papers. Also, prepare a 2-3 sentence synopsis of the workshop's aims for CHIplace (www.chiplace.org).

Upon Acceptance

Organizers will be notified of acceptance or rejection by 14 October 2002.

Organizers of accepted workshops will receive detailed instructions on how to submit final publication-ready materials, which are due 6 December 2002. Workshop organizers select participants on the basis of position papers submitted to them. A position paper is generally 2-4 pages long, and outlines the submitter's view on the workshop theme and the reasons for the submitter's interest in the topic. Position papers must be submitted by 24 January 2003. Participants must be notified of selection by 21 February 2003.

Organizer Responsibilities Before The Workshop

The organizers work with the Workshops Co-Chairs to identify mailing lists and other opportunities for the CHI 2003 Publicity Contractor to solicit diverse participation. You will:

- select, invite, and confirm participants
- send the list of confirmed participants to the Workshops Co-Chairs
- distribute position papers and other pre-workshop materials to participants in advance of the workshop
- develop a final agenda of workshop activities

At the Workshop

The organizer is responsible for facilitating discussion, maintaining productive interaction, and encouraging participation. The emphasis should be on group discussion, rather than on presentation of individual position papers. Diversity of perspectives should be encouraged. CHI 2003 provides meeting rooms, coffee breaks, overhead projectors, and a shared technology support room for workshops. Participants (with the exception of two organizers) are charged a modest registration fee. Organizers can produce a poster if they so desire summarizing the results of the workshop for display during the conference.

After the Workshop

It is important for workshop results to be communicated to a larger audience. In addition to the optional poster that may be produced by the organizers during the conference, each workshop will produce a report for publication in the SIGCHI Bulletin. We encourage additional avenues of communication, such as organizing a Special Interest Group (SIG) at the conference, preparing an edited book or special issues of journals following the conference, or maintaining a web site to network with others who might be interested.

Workshops Co-Chairs

Jonathan Lazar, Towson University, USA
Kumiyo Nakakoji, University of Tokyo/
SRA Key Technology Laboratory, Japan

chi2003-workshops@acm.org

Deadline:

23 September 2002, 5PM (17:00) at your local time.

TUTORIALS

Tutorials provide conference participants with the opportunity to gain new insights, knowledge, and skills in a broad range of areas in the field of HCI. Tutorial topics range from practical guidelines and standards to academic issues and theory. Tutorial participants include user interface designers and users, software developers, managers of human-computer interface projects, human factors practitioners, interface evaluators and testers, industrial designers, teachers of HCI, researchers in human-computer interaction, and professionals in other areas seeking to gain an understanding of how HCI relates to their specialties.

Duration

Each tutorial is designed to be a half-day or full-day in duration. Half-day tutorials are three hours long (not including breaks). Full-day tutorials are six hours long (not including breaks).

Attendee Background

The assumed background of attendees should be described explicitly and in detail in the proposal. Include any prerequisites such as knowledge of HCI content, processes, and procedures. State any skills that are needed to understand tutorial content or to complete the exercises. Also, specify whether the tutorial is intended to introduce participants to an area, or to further develop the expertise of knowledgeable participants.

Topics

Tutorials cover a wide range of HCI-related topics. Possible topics include but are not limited to:

- Introductory or overview of topics in HCI
- Requirements capture and analysis techniques
- User interface development software
- Theories, practices, and/or methodologies for design, cognitive engineering, usability engineering, etc.
- Information visualization and retrieval
- Multimedia, multimodal interfaces

- Design for non-traditional desktop systems, e.g., games
- Web design and applications
- Interfaces for home, wearable computing, etc.
- HCI in the corporate settings

Submissions on emerging topics such as new techniques for usability or for capturing and reusing HCI knowledge, as well as new interfaces for the home, for gerontechnology, or for biomedical devices are encouraged. See the web site at www.chi2003.org for samples of past offerings.

Review Criteria

Tutorial proposals will be evaluated on the basis of their relevance, suitability, timeliness, importance, audience appeal, attendance limits, presentation methods, and past experiences and qualifications of instructors. They will also be considered for their fit within the overall distribution of topics, approaches, audience experience levels, and specialties of the intended audiences. See the CHI 2003 web site for complete details on review criteria.

Compensation

An honorarium of \$1,500 USD will be awarded for a half-day tutorial and \$3,000 USD for a full-day tutorial. If a tutorial has two or more instructors, the honorarium will be shared among them. Instructors must pay for their own travel expenses and conference registration.

Submission Materials

Tutorial submissions must include a list of applicable categories and three documents: proposal, descriptions for the CHI 2003 Advance Program, and requirements list.

The proposal, no longer than 10 pages, describes the learning objectives, the material covered to justify the tutorial for a CHI audience, and explains how the tutorial will be conducted. The **proposal** also needs to provide samples of materials that will be included in the tutorial notes. Tutorials will be accepted contingent upon receipt of high-quality tutorial notes. The notes should serve as reference materials for attendees and support the presentation of material during the tutorial.

The **description** for the CHI 2003 Advance Program should be no more than 1500 characters. The description for CHIplace (www.chiplace.org) is a 2-3 sentence synopsis of the tutorial.

The **requirements list** includes materials needed to run the tutorial. It should include any supplies required for each participant, restrictions or conditions on offering the tutorial such as an attendance limit, non-standard technology support requests and other information that the review committee should know in considering the proposal.

Please consult and follow the detailed checklist available at the CHI 2003 web site in preparing the submission materials to ensure that all essential materials are included in the submission. The site also contains samples of these materials. For those new to this process, please look at the sample submissions to help you in following the procedures outlined in the text. If this is your first submission and you would like help preparing your tutorial, you can request a mentor. The deadline to request a Mentor is 24 May 2002 (see **Getting Help**, page 16).

Upon Acceptance

Instructors will be notified of acceptance or rejection by 14 October 2002. Acceptance is conditional upon the instructors' compliance with deadlines and requirements. Instructors of accepted tutorials will also receive detailed format requirements for preparation of a print-ready version of their tutorial notes. The tutorial notes are due by 15 December 2002. Instructors must prepare course material (tutorial and notes) specifically for the CHI 2003 tutorial session. Presentation materials used by the instructor for other courses or projects must be reworked within the guidelines described in the Author Kit.

Tutorial Co-Chairs

Andreas Girgensohn,
 FX Palo Alto Laboratory, USA
 Alison Lee, IBM T.J. Watson Research
 Center, USA

chi2003-tutorials@acm.org

Deadline:

29 July 2002, 5PM (17:00) at your local time.

PAPERS

Papers present significant contributions to research, development and practice in all areas of the field of human-computer interaction. All papers are presented at the CHI Conference, and appear in the CHI Proceedings which are published as an issue in ACM's archival CHI Letters series. The CHI Proceedings are read and cited worldwide. They have wide impact on the development of HCI principles, theories, and techniques, and on their practical application. Consequently, papers undergo a rigorous review process.

As an interdisciplinary conference, CHI accepts the following types of contributions:

- Design Briefings - accounts of the design (rationale, process, outcomes and evaluation) of an innovative application or system.
- Interaction Technologies - a new technique, device, or other component of the user interface.
- Interactive Systems - descriptions of the architecture, interface and evaluation of a new interactive system.
- Methodologies and Tools - new methods, processes, techniques, and tools for use in interactive system design, development and deployment.
- Reflective Analyses - thought-provoking, well substantiated analyses of HCI issues.
- Results from Fieldwork and Ethnography - findings, guidelines, etc. from studies of real world settings, or of technology use in such settings, with clear relevance to the design and deployment of interactive systems.
- Results from Laboratory Studies - findings, techniques, methods, etc. from controlled studies of systems, techniques, and other phenomena relevant to HCI.
- Theories and Models - descriptions and evaluation of HCI theories, models and other formal approaches.

In all cases, a paper must break new ground and its contribution must offer a clear benefit.

Submission and Review Criteria

The form and content of submitted papers must be acceptable as received. All papers are assessed according to the following criteria:

1. Contribution and Benefit. A paper must make a clear contribution to an identified area of HCI. It should be evident how general the contribution is, and how the audience to which the paper is addressed will benefit. Papers making one clear, significant contribution are more likely to be accepted than papers making several lesser contributions.

2. Validity. To benefit from its contribution, a paper's readers must be able to make use of its results with confidence. Thus, the paper must provide evidence of the validity of its results. Methods for establishing validity vary depending on the nature of the contribution. They may involve empirical work in the laboratory or the field, the description of rationales for design decisions and approaches, applications of analytical techniques, or proof of concept system implementations.

3. Originality. The paper must cite previously published work. It should show both how it builds on previous contributions, and how, where and why it goes beyond what is currently known.

4. Clarity. The paper must be clearly and concisely written, with appropriate use of tables and figures.

Submission Information

If you intend to submit a paper, you must visit the CHI 2003 web site at www.chi2003.org, preferably well in advance of the submission deadlines. The web site provides more detailed information about the very significant changes in the CHI papers process, including the requirement to submit an abstract in advance of the paper, changes in the blind review policy, and the contribution and benefits statement. It also provides resources such as a Submission Checklist, a Guide to Successful Papers, and information about mentoring for less-experienced authors (deadline for request: June 7, 2002).

Review Process

Paper submissions are reviewed by HCI researchers and practitioners who have been screened for appropriate experience and expertise. Each paper's review is managed by an Associate Chair. First, papers are reviewed by 4 to 6 reviewers.

Second, the Associate Chair writes a meta-review that typically recommends acceptance or rejection based on the reviews received. Third, recommendations are reviewed at a 2-day program committee meeting; in cases where a paper has received widely divergent reviews, it is read and discussed by Associate Chairs with appropriate expertise before the final decision is made.

Upon Acceptance

Authors will be notified of acceptance or rejection the week of November 18th. The primary author of each paper will receive instructions on how to submit publication-ready copy. Papers will not be published without signed copyright release forms.

At the Conference

Authors will present their work in a scheduled session with other papers. Presentations of papers are 28 minutes long (a 20-minute talk and 8 minutes for questions).

Papers Co-Chairs

Victoria Bellotti, PARC, USA
Tom Erickson, IBM T. J. Watson
Research Center, USA

chi2003-papers@acm.org

Deadlines:

Mandatory Abstract: 16 September 2002, 5PM (17:00) at your local time.

Full Submission: 23 September 2002, 5PM (17:00) at your local time.

SHORT TALKS AND INTERACTIVE POSTERS

Short Talks and Interactive Posters have become a very popular way to present late breaking results. As a result, this submission category is very competitive and you should carefully consider alternatives such as student posters, the doctoral consortium, walk-in demonstrations, workshop participation, and formal and informal SIGs.

Short Talks and Interactive Posters are two presentation formats for the same submission. Short Talks are brief oral presentations with very little time for demonstrations or video clips. Interactive Posters focus more on discussion between the author and attendees around a poster. There is a scheduled spotlight on posters within one of the conference breaks, but poster presenters may attend their poster at several times during the conference. You may express a preference for a presentation format, but there is no guarantee that we will be able to meet your preference.

Authors with no experience of submitting to this category can apply for a mentor up to September 27, 2002 (see **Getting Help** on Page 16).

The Short Talks and Interactive Posters category provides an opportunity to:

- present exciting new findings and innovative designs,
- demonstrate promising work in progress that is still in a state to be influenced through discussion,
- raise thought-provoking or argumentative opinions, or
- present tightly argued essays.

The goal for this category is to provide a short, concise report of work that is important and likely to influence the CHI community. In line with the conference theme of New Horizons, this category aims at attracting attention from a broad range of disciplines and a wide variety of topics and methodologies. Submissions within the special areas of e-learning, emotion and mass communication and interaction are especially encouraged.

Submissions

Submissions should be two-page papers; accepted submissions will be published in the CHI 2003 Extended Abstracts. A submission should include:

- a concise description of the idea,
- the results or findings,
- the implications of the work to the field of HCI, and
- recommendations for further investigation.

Full literature searches are not expected, although relevant citations should be included. Summaries of wider findings or reduced versions of longer papers are unsuitable submissions as a Short Talk or Interactive Poster, which should present original and unpublished work that has never been submitted elsewhere.

Authors should indicate their order of preference for the two presentation styles, Short Talks or Interactive Posters. The submission will primarily be considered for the preferred presentation style but may also be regarded for the second choice. Authors who wish to be considered for poster presentation should include a poster sketch with their submission. The CHI 2003 web site at www.chi2003.org contains full details on poster layout preparation. The paper, as submitted for review, will be regarded as the final publication-ready version of the paper. Therefore, the paper submission must be clearly written, carefully proofread, and correctly formatted. The CHI 2003 web site at www.chi2003.org contains extensive vital information, including the Conference Publications Format and a Guide to Successful Papers Submissions.

Review Criteria

Each submission will be reviewed on the basis of the validity and clarity of the results, the originality of the work, the quality of the written presentation and its contribution to the field of HCI in a wide perspective. The same review criteria will be applied for Short Talks and Interactive Posters as for papers. In addition, the submission's suitability for presentation as a Short Talk or an Interactive Poster will be considered when accepting a paper for a particular presentation format.

Notification

Authors will be sent an email notification of acceptance or rejection by 3 February 2003. Please note that, due to publication schedules, revisions of accepted papers will not be possible.

Authors of accepted Interactive Posters must produce a poster in preparation for the conference. Please visit www.chi2003.org for detailed instructions.

At the Conference

Short Talks will consist of a 10-minute presentation with an additional 5 minutes for discussion. Only standard technology support - data and overhead projector - will be provided for Short Talks.

Interactive Posters will be displayed during the conference in a central public area. Each poster area will have the opportunity to use table space for additional handouts or mini-demonstrations. A limited number of power supplies may be made available and must be requested with the submission. However, we cannot guarantee to provide power for poster presentation.

CHI 2003 will not cover for additional costs for the presentations. Authors must be by the poster during a scheduled poster session for discussion with the attendees but are also encouraged to be available during breaks.

Short Talks and Interactive Posters Co-Chairs

Staffan Björk,
PLAY, Interactive Institute, Sweden
Jan Gulliksen,
Uppsala University, Sweden

chi2003-shorttalks@acm.org

Deadline:

3 January 2003, 5PM (17:00) at your local time.

BEFORE CHI 2003: VOLUNTEERING, REVIEWING AND CHIPLACE

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. In particular, all submission categories require experienced reviewers who can help maintain the standards that make CHI the world's premier conference on Human Factors in Computer Systems. If you are not able to volunteer 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 would like to be involved in the SIGCHI organization or to help organize future CHI conferences, please complete the Sign-Up Form. 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. Please visit the CHI Reviewer Volunteer Center at www.acm.org/sigchi/volunteers/rvcenter.html, where 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 (see **Getting Help** on page 16). 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.*

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. CHIplace lets you 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 the dramas.

PARTICIPATING: SUBMISSIONS, PUBLICATIONS AND PRESENTATIONS

Participation Categories

The field of HCI includes many interests and perspectives. To serve this large and heterogeneous community, CHI 2003 invites technical submissions in over ten participation categories. Please familiarize yourself with the full range of opportunities for submission in this call. If you are unsure as to which category you should submit, please consult the category co-chairs or a community or regional liaison (see **Getting Help** on page 16).

Related Submissions

You may prepare as many submissions as you like in the same or different categories. Related submissions in complementary categories (e.g., a paper and a demonstration) are strongly encouraged.

Language of the Conference

The language of the conference is English. Because the CHI audience comes from all over the world, please ensure that your submission is written in clear and simple prose. Please avoid regional expressions that would be difficult for the global audience to understand. Promotional information will use American English spelling.

Electronic Submissions and Deadlines

The confidentiality of your submission will be maintained throughout the review process. Most submissions should be made electronically, typically as a PDF file. Please visit www.chi2003.org for full submission details for specific participation categories.

Please remember that the CHI 2003 committee are all volunteers. Good planning on your part is essential to avoid an unfair workload of last-minute submissions and unsatisfiable requests for late submissions. Hundreds of submissions are received and late submissions will not be negotiated on an individual basis.

Please consult the web site now to check well ahead of the submission deadline that you fully understand the requirements. There is no flexibility whatsoever on CHI 2003 submission deadlines, so please plan well ahead and ensure that you know exactly what is required before you begin to write your submission. For example, please ensure that, if PDF files are required, you can successfully prepare PDF format well ahead of the deadline.

Conference Publications

CHI 2003 is committed to maintaining high-quality conference publications. The conference reserves the right to publish only high quality submissions that meet the conference's formatting standards. Note that CHI expects its archival material to contain previously unpublished work. Except in extremely unusual circumstances, we will not accept papers whose content significantly overlaps with work presented or submitted elsewhere. Accepted submissions will be published in one of two ACM publications unless stated otherwise. Both of these publications can be accessed as part of ACM's Digital Library.

The CHI 2003 Conference Proceedings is the main archival publication of the conference. The proceedings serve as a key reference document for researchers and practitioners in the field.

The CHI 2003 Extended Abstracts contains summary descriptions of many submissions and presentations.

PRESENTATIONS AT THE CONFERENCE

Accepted submissions are presented as either interactive posters or in lecture format with a range of presentation aids. Please take great care in preparing presentations for CHI 2003, as you can expect a large audience who are professionally committed to high standards for the forms of communication common at CHI conferences: spoken communication, slide presentations, posters, system demonstrations and videos.

Poster Preparation Guidelines

If your submission category includes a poster, you will need to include a sketch of your intended poster. If accepted, you will need to prepare the material to create a poster to bring to the conference. Each poster will have a display space approximately 6 feet wide and 4 feet high. Audio-visual and computing equipment will not be supplied. Power outlets will not be available unless specified otherwise. Posters will be displayed in an area where attendees meet during session breaks. You are responsible for putting your poster up and removing it by the deadlines given to you by your category Co-Chairs. Some posters are accompanied by specially scheduled poster sessions, where you are required to stand by your poster to be available for discussion. In the past, the inclusion of a packet of the author's business cards or a small mailbox, attached to the poster, has proved to be an efficient way to communicate with interested people when you are not there.

Talk Preparation Guidelines

Please make every effort to plan your talk so that it can be presented using the standard technology support. Past presenters at CHI have used this standard technology to make successful presentations. Indeed, using complicated or unusual technology during a presentation increases both its cost and risk of failure. However, if you absolutely require other technology support, please see the instructions below.

Technology Support

The standard technology support that will be provided at CHI 2003 is:

Demonstrations, Panels, Papers, Design And Usability, Short Talks, and Tutorials

Computer Support

1 PC with CD-ROM and Zip drive, 1 Mac with CD-ROM and Zip drive, and the most current commercially available operating systems.

Audio Support

A clip-on, podium, or table microphone for each presenter; a connection from the computer sound output to the room audio.

Visual Support

Non-simultaneous projection of 35mm slides, overheads, NTSC and PAL video (VHS), and computer displays with resolution up to 600 by 800 pixels.

Development Consortium, Short Talks, Doctoral Consortium, Special Interest Groups, and Workshops

Visual Support

Overhead projector and for *short talks only* projection of computer displays with resolution up to 600 by 800 pixels.

Non-Standard Technology Support

If you have requirements that will not be met by the standard computer and audio-visual support listed above, you must specify them along with your submission. See the Checklist on the CHI 2003 web site at www.chi2003.org for the category to which you are submitting for details. Examples of such requirements include: wireless microphones, high resolution projection (greater than 600 by 800), simultaneous projection from multiple sources, external telephone lines, workstation (rather than PC) support, Internet access, the ability to play audio cassettes or CDs, etc. Please make your descriptions as specific as possible. Your request for additional support will be considered but cannot be guaranteed.

GETTING HELP: MENTORING, SCHOLARSHIPS AND LIAISONS

Every year the CHI conference reluctantly rejects submissions from people unfamiliar with the HCI community, because authors do not understand how to communicate their work effectively to the CHI community. The cost of attending CHI can also be an obstacle to participation.

We do not want to miss interesting viewpoints from new sources. For some successful authors from some parts of the world, financial assistance is available in the form of *scholarships*. *Community and Regional liaisons* can provide some help with submissions. More extensive assistance is available from *mentors*.

COMMUNITY AND REGIONAL LIAISONS

CHI 2003 volunteers are providing three forms of community and regional liaison.

- Geographic liaisons cover familiar regions of the world.
- Language liaisons cover linguistic communities.
- Domain liaisons cover communities of practice.

Community and Regional Liaisons facilitate communication and information flow between CHI 2003 individuals interested in HCI around the world. The liaisons will be happy to answer your questions about CHI 2003 submission categories and logistics.

Please visit the web site at www.chi2003.org for details of CHI 2003's extensive liaisons for CHI 2003.

SCHOLARSHIPS

CHI 2003 will offer a limited number of scholarships to accepted authors with demonstrated financial need to enable them to present their work at the conference. Priority will be given to authors from economically disadvantaged countries. Scholarships will be offered to presenters of accepted submissions only. As more information becomes available, it will be posted on the CHI 2003 web site and to the CHI Announcements mailing list, and will be communicated to the Community and Regional Liaisons.

MENTORING

If you have not previously had a submission accepted to CHI or are unsure how to write a successful CHI submission, you may ask for a mentor. A mentor is a person who will help focus your submission to the CHI audience through one-on-one advising, usually via email. A mentor will also familiarize you with the high standards and strict deadlines of the CHI submission process. Mentors are volunteers familiar with successful submissions in each participation category.

Mentors are available for Tutorials, Design and Usability, Demonstrations, Papers, Panels, Short Papers and Interactive Posters, the Doctoral Consortium, and Student Posters. You may request a mentor by sending email to chi2003-mentoring@acm.org. Please include a description of your work (an abstract is a *minimum* requirement) and an indication of which specific participation category you are interested in. Please consult the CHI 2003 web site at www.chi2003.org for further help on ways to describe your work. If you want to ask for a mentor, we strongly encourage you to contact us by the dates in the box below. We recommend that you request a mentor even earlier. A mentor's feedback will be most useful to you if it can influence the way you focus your work, not just the way you write it up for the conference.

Mentoring Co-Chairs

Michael Muller,
Lotus Development Corporation, USA
Angela Sasse,
University College London, UK

chi2003-mentoring@acm.org

Deadlines:

24 May 2002 for Tutorials

7 June 2002 for Design and Usability, Demonstrations, Panels and Papers

27 September 2002 for Short Papers and Interactive Posters, Doctoral Consortium, and Student Posters

CONFERENCE MANAGEMENT, COMMITTEE MEMEBERS, AND CONFERENCE OFFICE

Conference Management

Conference & Technical Program Co-Chairs

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Panu Korhonen, Nokia Research Center

SIGCHI CMC Liaison

Thea Turner, Motorola Labs

ACM SIGCHI Program Director

Erica Johnson, ACM

ACM SIGCHI Vice Chair for Conferemnces

Michael Tauber, University of Paderborn

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Heiko Röttinger, clear concepts

Conference Committee

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Sabrina Liao, University of Maryland
Lieselotte van Leeuwen, University of Sunderland

CHIplace Co-Chairs

Kristina Höök, Swedish Institute of Computer Science (SICS)
Martin Svensson, Swedish Institute of Computer Science (SICS)

Demonstrations Co-Chairs

Anind Dey, Intel Research, Berkeley
Laurence Nigay, University of Grenoble

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Turkka Keinonen, University of Art and Design Helsinki UIAH
John Rieman, Nokia Mobile Phones

Development Consortium Co-Chair

Nico Macdonald, Spy

Doctoral Consortium Co-Chair

Steve Draper, University of Glasgow

Interactionary Co-Chairs

Michael Atyeo, Neo Insight
Alex Little, Tivoli Systems

Local Arrangements Liaison

Theresa Muth, Motorola

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Angela M. Sasse, University College London

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Victoria Bellotti, PARC
Tom Erickson, IBM T. J. Watson Research Center

Short Talks & Interactive Posters Co-Chairs

Staffan Björk, PLAY, Interactive Institute
Jan Gulliksen, Uppsala University

Special Area Chair - E-learning

Lisa Neal, EDS

Special Area Chair - Emotion

Jodi Forlizzi, Carnegie Mellon University HCII and School of Design

Special Area Chair - Mass Communication and Interaction

Nico Macdonald, Spy

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Carolyn Snyder, Snyder Consulting
Rolf Molich, DialogDesign

Student Posters Co-Chairs

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Raquel Oliveira Prates, Universidade do Estado do Rio de Janeiro

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Dan Horn, University of Michigan
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Tutorials Co-Chairs

Andreas Girgensohn, FX Palo Alto Laboratory
Alison Lee, IBM TJ Watson Research Center

Web Liaison

Matt Jones, University of Waikato

Workshops Co-Chairs

Jonathan Lazar, Towson University
Kumiyo Nakakoji, University of Tokyo/SRA Key Technology Laboratory

Conference Office

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ACM, the Association for Computing 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 71,000 members a variety of forums in order to fulfill its members' needs – the delivery of cutting-edge technical information, the transfer of ideas from theory to practice, and opportunities for information exchange. Providing high quality products and services – world-class journals and magazines; dynamic special interest groups; numerous "main event" conferences; tutorials; workshops; local special interest groups and chapters; and electronic forums – ACM is the resource for lifelong learning in the rapidly changing IT field.

The scope of **SIGCHI** consists of the study of the human-computer interaction process and includes research, design, development, and evaluation efforts for interactive computer systems. The focus of SIGCHI is on how people communicate and interact with a broadly-defined range of computer systems. SIGCHI serves as a forum for the exchange of ideas among computer scientists, human factors scientists, psychologists, social scientists, system designers, and end users. Almost 5,000 professionals work together toward common goals and objectives.

Membership Information

Please contact ACM's Member Services Department online: www.acm.org

In USA & Canada

Tel.: +1 800 342 6626

Or: +1 212 626 0500

Fax: +1 312 673 6961

Email: acmhelp@acm.org

Write: ACM Member Services Dept.
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