

Call for Participation

The 4th Workshop on Emotion in Human-Computer Interaction – Designing for People –

To be held at the HCI 2008 conference, Liverpool John Moores University

2nd September 2008

<http://www.emotion-in-hci.net/>

INTRODUCTION

Emotion plays an important role in our interactions with people and computers in everyday life. Emotions, some believe, are what make our interactions human. An increasing number of conferences, symposia, workshops, journals and books address the subject of emotions and their role in Human-Computer Interaction, including workshops at the last three HCI conferences.

This recent affective awareness is leading designers and HCI researchers to try and understand the subtleties of emotion and its effect on our behaviours. This is encouraging for a young field of research, and there exists many exciting directions where this field may be expanded. The specific areas of interest span recognition and synthesis of emotion in face and body, emotion sensors, speech specifics, and the influence of emotion on information processing and decision-making, interaction metaphors, design aspects, and many more. Despite these different areas of interest, there are common obstacles each of us face in our work.

TOPICS AND THEMES

With this year's conference having the theme "Culture, Creativity, Interaction", we would like to encourage contributions which take particular account on cultural aspects in HCI related emotion research, and on effects of affect and emotion on creativity. Hence, the following list of specific and more general topics is non-exclusive:

- How do emotions relate to culture, creativity and interaction?
- How do emotions relate to hot topics in HCI such as engagement, motivation, well-being?
- Are there reliable and replicable processes to include emotion in HCI design projects?
- Which ethical issues arise?
- How do applications currently make use of emotions?

- What makes applications that support affective interactions successful, and how can we measure this success?
- What value might affective applications, affective systems, and affective interaction have?
- What technology is currently available for sensing affective states, and how reliable are they?

PARTICIPATE NOW

To become part of this discussion please submit an extended abstract of your ideas or demo description. Case studies describing current applications or prototypes are strongly encouraged, as well as presentations of products or prototypes that you have developed.

The abstract should be limited to about 800 words. Submission instructions and a template are available on the workshop website. Accepted contributions will be published on the workshop's homepage with the possibility to extend them to short or full papers of 4 or 8 pages, resp.

DATES

- 03 July - position paper deadline
- 23 July - notification of acceptance
- 01 August - early registration deadline
- 02 September - workshop

Submit your position paper/demo description (800 words) to **submissions (at) emotion-in-hci.net**

For inquiries please contact the organisers via **info (at) emotion-in-hci.net**

WORKSHOP COMMITTEE

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