

A workshop at the
HCI 2009 conference
Cambridge University,
Cambridge, UK

Emotion in HCI – Real World Challenges

01 September 2009, Cambridge, UK

<http://www.emotion-in-hci.net/workshopHCI2009/>

Dates

Position paper deadline
30th April 2009

Notification of acceptance
12th May 2009

Camera ready deadline
17th August 2009

Early registration deadline
TBA

Workshop
1st September 2009

Website

<http://www.emotion-in-hci.net/workshopHCI2009/>

Submission

submission2009@
emotion-in-hci.net

Registration

<http://www.hci2009.org/>

Enquiries

enquiries2009@
emotion-in-hci.net

Workshop Committee

Christian Peter,

Fraunhofer IGD Rostock,
Germany

Lesley Axelrod,

Interact Lab, University of
Sussex, UK

Shazia Afzal,

Computer Laboratory,
Cambridge University, UK

Harry Agius,

School of Information
Systems, Brunel Uni, UK

Elizabeth Crane,

School of Kinesiology,
University of Michigan, USA

Madeline Balaam,

Interact Lab, University of
Sussex, UK

Workshop Theme

The role of emotion in HCI is becoming ever more relevant and challenging. HCI for affective systems embraces theories from a wide range of domains and disciplines and is relevant to a diverse set of application areas, from teaching and learning to office applications, entertainment technology, therapeutic applications, through to advertising and product design. Continual areas of interest within research include the recognition as well as synthesis of affect and emotion in the face, body, and speech, the influence of emotion on human information processing and decision-making, interaction metaphors, design aspects and many more. Throughout this wide-ranging and multi-disciplinary research there are common obstacles each of us face in our work, particularly when bringing affect out of the laboratory and into the real world.

Call for Papers

This year's workshop is focusing on the development of affective technologies for real-world applications and the issues that this orientation brings to our research. Position papers are most welcome on (but not limited to) the following topics:

- What are the real world challenges in affective computing and how can we address them?
- How can we sense and model affect and what impact does sensing methodology and models used have on our methods?
- Can one –in the real world– sensibly differentiate between emotional and non-emotional behavior, and if so how?
- What relationship is there to other concepts such as motivation and engagement?
- What application areas make ideal research settings for exploring affective technologies in the real world?
- How can we measure and evaluate the success of affective interactions?
- What levels of social acceptance exist within society or specific communities towards affective systems?
- How might social acceptance attitudes impact on the design of affective technologies?
- What are the opportunities, risks and ethics entailed in developing affective systems? In particular, how should these risks and ethical concerns be addressed by the research community?

Participation

We solicit submission of position papers addressing the above topics, or describing current applications or prototypes. Demonstrations are strongly encouraged. We welcome functional prototypes and also low fidelity, visionary ones in form of e.g. video prototypes, cardboard mock ups, cartoon strips, forum theatre presentations or pastiche scenarios. We are particularly interested in prototypes and products that relate to our theme this year and are designed to function in the real world.

Your position paper should be limited to about 800 words and formatted in ACM style: <http://www.acm.org/sigs/publications/proceedings-templates> and sent by email to submission2009@emotion-in-hci.net

Proceedings Information

Authors of accepted contributions will be asked to extend their abstract to a short or full paper to be included in Volume 3 of the conference proceedings. We might also issue a 2009 volume of the workshop's proceedings series, which will be published with an ISBN by Fraunhofer IRB Verlag.