



6th ACM SIGCHI Symposium on Engineering Interactive Computing Systems

Rome, June 17-20, 2014

EICS is the sixth international conference devoted to the engineering of usable and effective interactive computing systems. Topics of interest will include multi-device interactive systems, new and emerging modalities (e.g., gesture), entertaining applications (e.g., mobile and ubiquitous games) and development methods (e.g., extreme programming).

EICS focuses on methods and techniques, and the tools that support them, for designing and developing interactive systems. It brings together people who study or practice the engineering of interactive systems, drawing from the HCI, Software Engineering, Requirements Engineering, CSCW, Ubiquitous / Pervasive Systems and Game Development communities.

The conference proceedings will be published by ACM.



Topics

Submissions that address some aspect of the engineering of human-computer interactive systems are invited.

Topics include but are not limited to:

- Modeling interaction and interactive systems
- Processes for engineering interactive systems (e.g. design, implementation, prototyping and testing)
- Integrating interaction design into the software development process
- Requirements engineering for interactive systems
- Software architectures for interactive systems
- Specifying and modeling users' activities
- Frameworks, toolkits, and APIs for interactive systems (e.g. API usability, interaction-driven API design)
- Domain-specific languages for interactive systems
- Formal methods for HCI
- Engineering innovative interactive applications (e.g., adaptive, multimodal, collaborative, tangible)
- End-user development of interactive systems
- Engineering user experience (e.g., fun, affective)
- Engineering complex interactive systems (e.g., large datasets, large communities, enterprise systems)
- Models and tools for interacting with semantic data
- User interfaces for big data
- User interface software and technologies for ambient assisted living



Conference Chair: Fabio Paternò (CNR-ISTI, Italy)

Long Paper Chairs:

Carmen Santoro (CNR-ISTI, Italy)

Jürgen Ziegler (Universität Duisburg-Essen, Germany)

Late Breaking Results Chairs:

Paolo Bottoni (University of Rome "La Sapienza", Italy)

Michael Nebeling (ETH Zürich, Switzerland)

Programme

Three Workshops:

- Engineering Interactive Systems with SCXML
- Engineering Gestures for Multimodal User Interfaces
- HCI Engineering - Charting the Way towards Methods and Tools for Advanced Interactive

Two Invited Speakers:

- Yvonne Rogers (University College London)
- Krzysztof Gajos (Harvard University)

16 Full papers, 18 Late Breaking Results, 5 Demos, 2 Tutorials and much more!