

OzCHI 2019 - Call for Participation

31st Australian Conference on Human-Computer-Interaction

Experience Design Across Asia Pacific

Perth, 3-5 December 2019

W. <http://www.ozchi.org> | F. <https://www.facebook.com/ozchi2019/>

| T. <https://twitter.com/OzchiWA> | #Quokka_CHI | E. ozchi2019@gmail.com

IMPORTANT DATES

24 May 2019	Long Paper Due
24 May 2019	Workshop Proposals Due
24 June 2019	Doctoral Consortium Due
10 August 2019	Short Paper Due
14 August 2019	Student Design Challenge Team Applications
6 September 2019	Demos, Posters, Industry Papers and Work-in-Progress Due

We listen to YOUR voice and want to make OzCHI'19 even better – submit your conference ideas!

The best ideas are awarded during the conference closing session. ozCHI 'Idea Box':

<https://goo.gl/forms/OXceZlmoPOXSV5RO2>

OzCHI is the annual non-profit conference for the Computer-Human Interaction Special Interest Group (CHISIG) of the Human Factors and Ergonomic Society of Australia and Australia's leading forum for the latest in HCI research and practice. OzCHI attracts a broad international community of researchers, industry practitioners, academics and students. Participants come from a range of backgrounds, including interface designers, user experience (UX) practitioners, information architects, software engineers, human factors experts, information systems analysts and social scientists.

After 18 years, OzCHI finally come back to Western Australia. Time has passed and things have changed a lot since OzCHI 2001. More HCI and UX works have been done in Western Australia as well as its neighbouring countries. Having the privilege to convene the 2nd OzCHI conference in Western Australia, one of our objectives is to be inclusive towards attendees across overall Asia-Pacific.

The conference theme is Experience Design in Asia Pacific, which highlights the challenges we all face in the endeavour to tame the environment without destroying it to ensure our continuing existence. Our vision is to make OzCHI 2019 as an inclusive event for academic, industry, research, start-ups, maker communities to learn and exchange knowledge in the recent and emerging HCI and UX areas - practical, technical, empirical and theoretical aspects regardless their level of maturity in the fields.

We invite contributions on all topics related to Human-Computer Interaction, Interaction Design, Architecture, Engineering, Planning, Social Science, Creative Industries, and other related disciplines.

Creating * Designing * Experiencing * Innovating * Intelligence * Community * Reaching out to Asia-Pacific

Join us in Fremantle, Western Australia in December 2019 to explore and understand the design and role of contemporary interactive technologies.

Submissions

Submissions will be accepted in various categories as described below. All submissions must be written in English and follow formatting guidelines in the paper template. Both long and short papers will undergo a double-blind review by

an international panel and evaluated on the basis of their significance, originality, and clarity of writing. This review will be based on the full text of the submitted paper. Accepted papers will be published in the ACM International Conference Proceedings Series available from the ACM Digital Library. Award will be given to the highest quality

We are looking for submissions under the theme of Experience Design across Asia Pacific in the following areas but not limited to:

HCI: Methods, Tools and Techniques

- Usability Methods and Practices
- Human-centered Design
- Participatory Design
- User Studies and Ethnographic Approaches
- Design Methods
- Tools for Design, Modelling and Evaluation
- HCI and Software Engineering
- Usability Metrics and Measurement
- Ethical issues in HCI
- HCI Education and Design Education
- HCI4D

UX Applications and Business Domains

- Digital Transformation
- Mobile User Experience
- Organizational context and technology design
- Games and Entertainment
- Healthcare, E-health and Telemedicine
- Interactive Design for Online Education
- Computer-supported cooperative work and collaboration
- E-commerce Interface Design and Evaluation
- Electronic, Mobile and Ubiquitous Commerce
- Service Design (Micro-finance, Micro-loan, Instant Courier, Agile Transport)
- Social Computing (Social Media, Social Networking)
- Online Gaming, Crowdsourcing, Collective Intelligence, Online Dating
- Cryptocurrency and Financial Technology
- UX and eLearning
- Blockchain
- Crowdsourcing

User Research and Usability

- Lean User Experience
- Agile User Experience
- Usability Testing
- User Research
- Internationalization and Localization
- Accessibility and inclusion

User Interface Design

- Design System
- Multimedia and Multimodal Interfaces
- Natural User Interfaces
- Tactile and Haptic Interaction
- Novel Interaction Techniques

- Mobile User Interfaces
- Responsive Design
- Graphic User Interface
- Information Visualisation

Emerging Technologies

- Virtual Reality
- Augmented Reality
- Mobile Computing and User Mobility
- Affective Computing
- Context-Aware and Ubiquitous Computing
- Internet of Things
- Big Data
- Human Robot Interaction
- Artificial Intelligence
- Smart Cities
- Autonomous Vehicles
- Wearable Technology
- Brain Computer Interface
- Novel Interface

Graphics, Art and Media Technology

- Engaging users with multimedia
- Methods and techniques of creative practices
- Visualizing and interacting with data
- Quality of Experience (QoE)
- Digital storytelling
- Interactive art
- Media technology and interactivity
- Designing for multi-user interaction
- Tangible, mixed reality interfaces and multi-modal interfaces

Submission Types

1. **Long papers** report on innovative, original, and completed research, which is relevant, significant, and interesting to the HCI community.
2. **Short papers** present ideas that are emerging and would benefit from discussion with members of the HCI community. This type of submission may include work-in-progress, experiences of reflective practitioners, and first drafts of novel concepts and approaches.
3. **Workshops** are half-day and full-day sessions on topics that contribute to community building around a specific HCI topic. Topics may include methods, practices, and other areas of interest and that support active participation beyond presentation.
4. **Doctoral consortium** is a full-day intensive session for research students. A panel of experienced HCI researchers provides advice and guidance.
5. **Student Design Challenge** is an annual international competition in which students work rapidly researching, brainstorming and sketching a solution for a real HCI problem. This year the competition took place the 7th of April and now the submissions are under review, finalists will present their work at the OzCHI 2019 conference.
6. **Industry papers** provide the opportunity for practitioners and industries for their initiatives or new developments that could benefit from discussion with members of the HCI community.
7. **Work-in-Progress papers** are a subset of the long papers track (subject to the same format and deadlines). Rather than reporting on mature research, they describe work-in-progress, late-breaking and new ideas, questions, or challenges, and are intended to provoke discussion in the OzCHI community. The accepted submission will be required to present a poster

8. **Demo/Posters** is a venue for industry, research, startups, maker communities, the arts, and design to present their hands-on demonstration, share novel interactive technologies, and stage interactive experiences. This venue promotes and provokes discussion on novel technologies.

OzCHI'19 COMMITTEE

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Artur Lugmayr, Curtin Univ., AUSTRALIA

Eunice Sari, UXINDO & Charles Darwin Univ., AUSTRALIA/INDONESIA

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Ryan, Kelly, Univ. Melbourne, AUSTRALIA

Mark Reynolds, Univ. of Western Australia, AUSTRALIA

Virpi Roto, Aalto Univ. FINLAND

Ingrid Richardson, Murdoch University, AUSTRALIA

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Haifeng Shen, Australian Catholic Univ. AUSTRALIA

Callum Parker, Univ. of Sydney, AUSTRALIA

Naseem Ahmadpour, Univ. of Sydney, AUSTRALIA

Jo Li Tay, Curtin Univ., AUSTRALIA

Publication Chairs

Hollie White, Curtin Univ., AUSTRALIA

Jared Donovan, QUT, AUSTRALIA

Simon Perrault, Singapore Univ. of Technology & Design, SINGAPORE

Workshop Chairs

Greg Wadley, Univ. of Melbourne, AUSTRALIA

Sarah Webber, Univ. of Melbourne, AUSTRALIA

Jo Jung, Edith Cowan Univ., AUSTRALIA

Demos, Work in Progress, Posters

Mark Billingham, Univ. of Auckland, NEW ZEALAND

Soojeong Yoo, Univ. of Sydney, AUSTRALIA

Martin Masek, Edith Cowan Univ., AUSTRALIA

Doctoral Consortium Chairs

Dana McKay, Univ. Melbourne, AUSTRALIA

Margot Brereton, QUT, AUSTRALIA

Wally Smith, Univ. Melbourne, AUSTRALIA

Panel Chairs

Marcus Foth, QUT, AUSTRALIA

Jaz Hee-jeong Choi, RMIT, AUSTRALIA

Student Design Challenge

David Cook, Edith Cowan Univ., AUSTRALIA

Trevor Hunter, Univ. of Queensland, AUSTRALIA

Peter Worthy, Univ. of Queensland, AUSTRALIA

Industry Engagement and Sponsorship Chairs

Jess Tsimeris, Google, USA

Jonathan Steingeisser, Isobar, Perth, AUSTRALIA

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Christopher Kueh, ECU, Perth, AUSTRALIA

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Adi Tedjasaputra, UX Indonesia, AUSTRALIA/INDONESIA

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Adi Tedjasaputra, UX Indonesia, INDONESIA/AUSTRIA

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George Buchanan, University of Melbourne, AUSTRALIA

Local Conference Steering Board

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Jo Jung, Edith Cowan University, AUSTRALIA

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