

Call for Papers

The Fourth International Workshop on: "HCI in Mobile Guides"

September 19th 2005, in adjunction to MobileHCI '05 (www.mobilehci.org) in Salzburg

This fourth workshop in this series of workshop's once again aims to bring together both researchers and practitioners who develop and evaluate mobile guides, i.e. systems designed to guide a user who is moving in a physical environment by giving directions and supplying relevant information and access to services via some form of mobile device. Application examples of mobile guides include: mobile tourism services, museum/exhibition guides, support for building communities and context-aware directory services. The particular focus of this workshop is on establishing guidelines for fostering the development of usable mobile guide systems based on practical experience and evaluations. Following review by the program committee, accepted papers will be presented and discussed at the workshop.

For details of this and previous workshops in the series see:
www.mguides.info

Today's mobile user demands easy access to relevant information services from a variety of devices (both personal and situated/public), whenever and wherever they need them. Example applications for mobile guides include: mobile tourism services, indoor and outdoor museum/exhibition/event guides and context-aware directory services. Although the latest mobile devices and information services offer new and enhanced ways to support nomadic users, they also raise challenges concerning interaction modalities, usability, accessibility and trustworthiness.

Topics relevant to this workshop include (in no particular order)

- Accessibility for particular groups, e.g. older users, visually impaired etc.
- Suitability of different interaction metaphors, e.g. anthropomorphic approaches that cope with the limitations imposed by mobile devices.
- Visualization of the spatial environment, Augmented Reality. 2D/3D maps etc.
- Fostering user-understanding of adaptive behaviour, e.g. location awareness, and possible uncertainties associated with such behaviour, e.g. due to inaccuracies in GPS readings etc.
- Conveying dynamic information, e.g. changes to available services, changes to the underlying physical model etc. and supporting information retrieval whilst faced with changing infrastructure conditions.
- Leisure/entertainment use of mobile guides (e.g. by games on treasure hunts or to support spontaneous social gatherings).
- User Interface techniques to facilitate access to heterogeneous and/or distributed services.
- Support for both traditional and social navigation, e.g. supporting anonymous recommendations, supporting communities of users, etc.

- Personalization of services, e.g. use of user modelling techniques.
- Techniques for and experience of user evaluation of mobile guides.
- Fault tolerance, trustworthiness, and security.
- Approaches to (and results of) requirements capture for mobile guides.
- Design solutions for “baby interfaces”, i.e, small buttons, small screens and small interaction devices (tiny joysticks and tiny pens).
- Introducing the services to use; out-of-box experience.
- Issues arising from the opportunities and challenges provided by multimodal user interfaces.
- Designing for the wild: new and innovative methods that explore the design of mobile guides in the wild.

This workshop aims to bring together experts who develop or evaluate mobile guides and wish to share and discuss their experiences in this workshop. Aspects of human-computer interaction are to be addressed explicitly, empirical studies are especially welcome. The workshop is open to a limited number of 30 participants, including those who present their paper, to allow a focused discussion of issues and ideas. It is anticipated that the timetable for the workshop will include a shared discussion session with the AI in mobile systems workshop (<http://w5.cs.uni-sb.de/~baus/aims05/>).

Please note that participants need to register for the whole MobileHCI'05 conference. For registration details and fee see: <http://mobilehci.icts.sbg.ac.at/>

Important Dates and Submission Instructions

1 July: deadline for submissions
 20 July: author's notification of acceptance
 20 August: camera ready paper due

Submitted papers should be of length 3-5 pages, A4, formatted according to the ACM SIG style. You can download templates and instructions from <http://www.acm.org/sigs/pubs/proceed/template.html>. Submissions should be in PDF format (preferably) or Microsoft Word (any version, no macros), and sent as email attachment to the workshop organisers. The submitter of this email will be considered the corresponding author, whom we assume to act on behalf of and authorized by her or his co-authors.

Workshop Organisers

Keith Cheverst: kc (at) comp.lancs.ac.uk
 Barbara Schmidt-Belz: Barbara.Schmidt-Belz (at) fit.fraunhofer.de

Programme Committee

Lynne Baillie (FTW, Vienna)
 Keith Mitchell (Lancaster University),
 Eija Kaasinen (VTT Information Technology, Finland)
 Chris Kray (Lancaster University, UK)
 Elke-Maria Melchior (ACIT, Germany)
 Connor Graham (University of Melbourne)

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