

Call for Papers

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

September 9th 2007, in adjunction to mobileHCI '07, in Singapore

This fifth workshop in the series 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 or pervasive infrastructure. Application examples of mobile guides include: mobile tourism services, museum/exhibition guides, support for building communities and context-aware directory services. 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 (but not limiting) for this workshop include (in no particular order).

- Appropriate techniques for supporting the User-centered and/or Participatory Design of mobile guides.
- Accessibility for particular groups, e.g. older users, the visually impaired etc.
- Suitability of different interaction modes for mobile guides. e.g. utilising multimodal input/output, anthropomorphic approaches, etc.
- Fostering user-understanding of adaptive behaviour, e.g. location awareness, and the uncertainties associated with such behaviour, e.g. due to inaccuracies in GPS readings etc.
- Visualization of the spatial environment, Augmented Reality, 2D/3D maps 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.

- Group/community support provided by mobile guides, e.g. social navigation, facilitating group rendezvous, use/sharing of content produced by the community/other visitors etc.
- Personalization of services, e.g. use of user modelling techniques.
- User evaluation of mobile guides and understanding mobile guide use.
- Design principles or heuristics for mobile guides.
- Approaches to (and results of) requirements analysis for mobile guides, e.g. the use of ethnographic techniques etc.
- Design solutions for “baby interfaces” on mobile guides, i.e., small buttons, small screens and small interaction devices.
- Introducing the services to use; facilitating the out-of-box experience.
- Issues arising from the opportunities and challenges provided by multimodal user interfaces.
- Designing for usage “in the wild”: design and evaluation of mobile guides in natural environments, etc.
- The design and use of situated displays for supporting activities related to tourism/guides, e.g. supporting information retrieval, sharing of content etc.

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.

Please note that participants need to register for the whole MobileHCI'07 conference. For registration details and fee see: <http://www.mobilehci2007.org/>

Important Dates and Submission Instructions

13 July: (new) deadline for submissions
 16 August: (new) author's notification of acceptance
 26 August: camera ready paper due

Submitted papers should be of length 4-6 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

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Programme Committee

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