OZCHI 2006

Annual Conference of the Australian Computer-Human Interaction Special Interest Group (CHISIG)

20 - 24 November 2006

Sydney, Australia

OZCHI is the annual conference for the Computer-Human Interaction Special Interest Group (CHISIG) of the Human Factors and Ergonomics Society of Australia, a non-profit event. It is Australia's leading forum for work in all areas of Human-Computer Interaction. OZCHI attracts an international community of practitioners, researchers, academics and students from a wide range of disciplines including user experience designers, information architects, software engineers, human factors experts, information systems analysts, social scientists or managers. We look forward to your involvement at this year's OZCHI conference.

This year's theme is Design: activities, artefacts and environments.

OZCHI 2006 is about how we do human-centred technology design. We invite contributions on all topics related to Human-Computer Interaction and the design of interactive technologies, including practical, technical, empirical and theoretical aspects. We particularly welcome contributions from those design approaches and traditions that have not always been central to Human-Computer Interaction in the past including: product design, built environments, new media and other areas where the design of interactive technology is practiced. As always, we place enormous value on case studies of technology design from all domains of use and practice.

- Workshops and tutorials will run on the 20th and 21st November.
- The Doctoral Consortium will run on the 21st November.
- Presentations of papers, short papers, posters, industry case studies, panels and demonstrations will run on the 22nd, 23rd and 24th November.

Important Dates

Initial Submissions

26 June 2006	Long Papers/Industry Case Studies (extended)
17 July 2006	Tutorials/Workshops
28 August 2006	Short Papers/Posters/Panels/Demos/Doc consortium

Notification of Acceptance

21 August 2006	Long Papers/Industry Case Studies
28 August 2006	Tutorials/Workshops
2 October 2006	Short Papers/Posters/Panels/Demos/Doc consortium

Camera Ready Papers

19 September 2006	Long Papers/Industry Case Studies
16 October 2006	Tutorials/Workshops/Short Papers/Posters/Panels/Demos/Doc consortium

Conference Topics

In keeping with the theme "Design: activities, artefacts and environments", topics of interest include, but are not limited to:

- User-centred analysis, design and evaluation
- Organizational context and technology design
- HCI methods, tools and techniques
- Design issues/methods/experiences for novel interfaces including tangible, mixed reality interfaces and multi-modal interfaces
- Design issues/methods/experiences for mobile and ubiquitous computing
- Anything to do with usability
- Designing for multi-user interaction
- User studies and fieldwork
- Participatory design and cooperative design techniques
- Supporting diverse user populations
- User-centred design in non-traditional contexts and environments
- Negotiating user-centred design approaches 'in the wild'
- Ethical issues in human-centred design
- HCI education and design education

In addition, contributions that advance the theory or practice of any aspect of HCI are welcome.

Submissions

Submissions will be accepted in various categories as described below. All submissions must be written in English. Submissions for long papers and short papers can be made online. Publication format and submission procedure for each category can be found at http://www.ozchi.org/

It is necessary for at least one author of any accepted submission to register and attend the conference to have the paper published in the proceedings

Long Papers: (maximum 8 pages) Long papers should report on completed research which furthers topics relevant to the conference. Deadline for submission is 26 June 2006.

Short papers: (maximum 4 pages) Short papers should present ideas that could benefit from discussion with members of the HCI community. These papers may include work-in-progress, experiences of reflective practitioners, and first drafts of novel concepts and approaches. Deadline for submission is 28 August 2006.

Industry Case Studies: (maximum 8 pages) Industry case studies should present accounts of the design and/or development and/or use of interactive technologies. Deadline for submission is 26 June 2006.

Posters: (2 page extended abstract and proposed poster layout – maximum 1200mm x 1200mm). A poster session will be scheduled during the technical programme. Deadline for submission is 28 August 2006.

Demos: (maximum 2 pages) Opportunities for demonstrations of applications, devices, process and methods will be available throughout the conference. Deadline for submission is 28 August 2006.

Panels: (maximum 2 pages) Panel proposals can address topics of interest to both research and practice in HCI. Deadline for submission is 28 August 2006.

Workshops: (2 page proposal) Half day and full day sessions on topics that include methods, practices, and other areas of interest and that support active participation beyond presentation are welcome. Workshops will be held on 20 and 21 November before the start of the paper sessions. Deadline for submission is 17 July.

Tutorials: (2 page proposal) Half day and full day sessions for teaching conceptual frameworks, methods/techniques, and novel approaches. The tutorials will be held on 20 and 21 November before the start of the paper sessions. Deadline for submission is 17 July.

Doctoral consortium: (initial 2 page proposal) Full day session on November 21, before the start of the paper sessions. Deadline for submission is 28 August 2006.

Guidelines and submission details can be found at http://www.ozchi.org/ and following the links to the relevant submission area. In addition, for long and short

papers, please follow the detailed instructions in the Paper Template and Submission Guidelines (Word format). Both long and short papers will be subject to a double blind review process 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 long papers, short papers, industry case studies, and abstracts for posters, doctoral consortium, panels and demonstrations will be available in the published proceedings. The OZCHI 2006 proceedings will be part of the ACM (the Association for Computing Machinery) International Conference Proceedings Series available from the ACM Digital Library.

Student Volunteers

We are currently looking for student volunteers with diverse backgrounds in human-computer interaction, from all parts of the world, to assist with the on-site running of the OZCHI 2006. Volunteers must be current Master's or Ph.D. students. All students, regardless of their discipline, are encouraged to apply. We are looking for enthusiastic, intelligent and reliable people, who can comfortably and confidently get the job done, while having fun and interacting professionally with delegates. No experience is required, though if you've done this before, either for OZCHI or another conference, you'd be especially welcome.

More information can be found at www.ozchi.org. Applications must be sent to: students@ozchi.org

Keynote Speakers

We are delighted to be able to announce our three keynote speakers.

Dr. Bill Gaver is Professor of Design at Goldsmiths College, University of London. He has pursued research on innovative technologies for over 15 years, following a trajectory that led from experimental science to design. His research work has spanned auditory interfaces, theories of perception and action, and interaction design. Much of his work has been pursued with and for companies such as Intel, France Telecom, Hewlett Packard, IBM and Xerox. Currently he focuses on design-led methodologies and innovative technologies for everyday life."

Dr. Genevieve Bell is the Director of the User Experience Group – a small interdisciplinary research team in Intel's Digital Home Platform. This team is focused on gaining a better understanding of daily life in homes all over the world, and using that knowledge to influence platform directions, product offerings, investment decisions and strategic planning. Bell's team is pioneering new forms of multi-sited ethnographic inquiry (with core competencies in design research and ethnographic film making), and experimenting with different kinds of data and knowledge representation.

Ms Donna Maurer is a freelance interaction designer and information architect who specialises in making complex systems simple for people to use. She has designed huge intranets and websites, e-commerce and search systems, business applications and a content management system. She has conducted so much user research she can't count it but knows she has facilitated more than 200 usability tests. Donna is currently working as program chair for next year's Information Architecture Summit, and writing a book on card sorting to be published by Rosenfeld Media in early 2007.

Organising Committee

Conference Chair

Toni Robertson

Program Committee Co-Chairs

Jesper Kjeldskov and Jeni Paay

Workshop & Tutorials Co-Chairs

Penny Collings and Donna Maurer

Poster & Short-Paper Co-Chairs

Brett Campbell and Ben Kraal

Industry Case Study Chairs

Frances Miller, Clara Teoh and Phill Julian

Demonstrations Chairs

Barbara Adkins

Doctoral Consortium Chair

Margot Brereton