Workshop: EnGendering Technologies

15th September 2016, Salamanca, Spain

http://interaccion2016.usal.es

DESCRIPTION

EnGendering technologies aims at exploring equal participation in education, design, production and use of technologies, especially in ICT, but also demanding innovative and more inclusive research, innovation and products.

Technology and society complement each other: symbolic and cultural meanings guide the process of constructing technologies and, in reverse, they delineate new cultural images and practices. Values, social relations, and world visions become inscribed in technologies, and shape and maintain gender ideologies and identities, reproducing the idea that women are strange to the world of technology which is false. Changing the discourses, practices and values in the process of design and educational system should be the key to redefine the traditional gendered relations with technology. The aim is to achieve better ICT practices and products in order to promote positive gender impact. Gendering that creative process means participating in the design of a better common future.

A large body of research has traditionally focused on women's exclusion from the fields of science and technology. This research points to several barriers and challenges that make women's access to knowledge difficult, as well as jobs and a full participation of women in current technological development. However, some research has turned its attention to gender inclusion processes and its impacts. In this sense, motivations, actions and mechanisms that helped the inclusion of women in technological fields have been explored. Similarly, the impacts of gender awareness and gender inclusion in the design, development and use of new technologies have been highlighted. An increasing body of research is exploring how gender and technologies are mutually shaped in a fluid and dynamic manner. Results show that both challenges and opportunities for gender and technological transformations are difficult to understand without a multidisciplinary approach.

TOPICS OF INTEREST

As Engendering Technologies at Interacción 2014 and 2015, this workshop is focused on all the gender aspects of the technology domain. Main topics of interest include but are not limited to:

- Gender & Human Computer Interaction (HCI).
- Design for women, designing by women
- Gender & software engineering
- Gender issues in technology design
- Women inclusion in technologies
- Gender digital divide
- Gender & video games
- Gender & Information Technology
- Gender & Science and Technology
- Cultural & symbolic dimensions of ICT
- Changing relations between people and ICT

- Gender & user-centered design methodologies
- Gendered innovations in ICT
- Women, technology and power
- Best practices on Gender and ICT
- Mentoring and experiences for attracting women to ICT studies and professions
- Gender & Digital Security and risks
- Gender & IT inclusion policies and actions

IMPORTANT DATES

Submission Deadline: ~~April 25th~~ May 9th 2016

Author Notification: ~~May 23rd~~ June 6th 2016

Camera-ready papers due: ~~June 13th~~ June 27th 2016

Date of the workshop: September 15th 2016

SUBMISSIONS

All paper submissions will be peer-reviewed by an international panel of experts. Authors are kindly requested to send the paper without any reference to any of the authors. So, please, remove the authors' personal details, the acknowledgements section and any reference that may disclose the authors' identity. Papers not satisfying these conditions will be rejected without reviews. All contributions will be written following the ACM template (http://www.acm.org/publications/article-templates/proceedings-template.html). The first anonymous version must be submitted in PDF.

Authors should submit an original paper in any of the following submission categories:

- **Full Papers**: full papers should describe original work that have not previously been published and provide significant results of scientific research. Presentation time for full papers will be 15 minutes plus 5 minutes for questions. These papers are assigned a 8-page limit in the conference proceedings.

- **Short Papers**: short papers should describe innovative work in progress, without significant results yet, that contribute to well-founded research. Presentation time for short papers will be 10 minutes plus 5 minutes for questions. These papers are assigned a 4-page limit in the conference proceedings.

All contributions will be written in Spanish or English taking into account that:

- **Accepted full and short papers written in English** will be published entirely in the ACM Digital Library. ACM will be glad to publish the English proceedings of Interacción 2016 in the ACM Digital Library within its International Conference Proceedings Series. Those accepted papers written in English will have to submit a 2-pages extended abstract in Spanish to be published in the Salamanca University Press.
- **Accepted full and short papers written in Spanish** will be published in the Salamanca University Press. Those accepted papers written in Spanish will have to submit a 2-pages extended abstract in English to be published in the ACM Digital Library.

A selection of best papers from EnGendering Technology will be proposed to be submitted as an extended version for a special issue of an international journal indexed by ISI Thomson's journal Citation Report (JCR) to be specified later.

SUBMISSION SYSTEM

Papers should be submitted electronically via the EasyChair web based submission system (https://easychair.org/conferences/?conf=interaccion2016). Inside the EasyChair the word WEGT must be included in the title field. For example, "WEGT here your title".

COMMITTEE

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