



Interacción 2016. XVII International Conference on Human Computer Interaction

14th-16th September 2016, Salamanca, Spain

Website: <http://interaccion2016.usal.es/>

PRESENTATION

Interacción 2016 is the 17th edition of the International Conference promoted by the Spanish Human Computer Interaction Association (Spanish name: Asociación para la Interacción Persona-Ordenador, AIPO), whose main objective is to promote and disseminate the recent advances in the field of Human-Computer Interaction. This conference will provide a forum for discussion and exchange of ideas on design and application of techniques and methodologies with a multidisciplinary approach.

The Human Computer Association (AIPO) has been organizing this conference since 2000 (Granada). Subsequent editions were held in Salamanca (2001), Leganes (2002), Vigo (2003), Lleida (2004), Granada (during the celebration of CEDI 2005), Puertollano (2006), Zaragoza (during the celebration of CEDI 2007), Albacete (2008), jointly Barcelona (Spain) and Armenia (Colombia) (2009), Valencia (during the celebration of CEDI 2010), Lisbon (jointly with INTERACT 2011), Elche (jointly MexIHC 2012), Madrid (during the celebration of CEDI 2013), Tenerife (2014) and Vilanova I la Geltrú (2015).

IMPORTANT DATES (Deadline Extended)

- Submission deadline: ~~April 25th 2016~~ **(May 9th 2016)**
- Author Notification: ~~May 23th 2016~~ **(June 6th 2016)**
- Camera Ready: ~~June 13th 2016~~ **(June 27th 2016)**
- Conference Interacción: **September 14th-16th 2016**
- **Pre-conference activities CEDI: September 13th 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.
- **Doctoral Colloquium:** the Doctoral Colloquium is a forum in which Ph.D. students will discuss their work with each other and with experts in their area. Students will present and discuss their thesis and will receive feedback to help them with their research plans. These papers are assigned a 2-page limit in the conference proceedings and first author must be a PhD Student. PhD students will give a short presentation (10 minutes) about their work. After each presentation, group discussion will take place.
- **Experiences and case studies:** the experiences and case studies are technical papers to present real applications and projects related to HCI outside the scientific field. Authors from industry or public administration will present in this session their work, which may be of interest to the HCI community, due to results and/or methods and techniques used. These papers are assigned a 2-page limit in the conference proceedings. Presentation time for technical papers will be 10 minutes plus 5 minutes for questions.

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 Conference Interacción 2016 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](https://easychair.org/conferences/?conf=interaccion2016) web-based submission system (<https://easychair.org/conferences/?conf=interaccion2016>).

ORGANIZING COMMITTEE

Conference Chair: Francisco José García Peñalvo (Universidad de Salamanca, Spain)

Program Co-Chairs: Lourdes Moreno López (Universidad Carlos III de Madrid, Spain), Ernesto Jesús de la Rubia Cuestas (Universidad de Málaga, Spain)

CONTACT:

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TOPICS

Accessibility	Information Systems
Adaptability	Information visualization
Ambient Intelligence	Intelligent Interfaces
Automation and HCI	Interaction at home
Bioengineering	Interaction Devices
Business Experiences	Interaction for People with Disability
Children and HCI	Interaction, Learning and Teaching
Collaborative Systems (CSCW/CSCL)	Interactive and Cognitive Environments
Computer-Human Interaction	Interactive and Multi-Modal Systems
Context-aware systems	Interactive TV
Design and HCI	Interface design
Digital Libraries and e-Books	Methodologies for Studying Interactions
E-Commerce and Interaction	Mobile Devices
E-Learning	Model-Based Interface Development
Enactive Interaction	Modeling
EnGendering Technology	Multimedia
Evaluation of Interactive Systems	Multitouch Collaborative Systems
Fine Arts, Design and Interaction	Natural Interaction
Gestural Interaction	Natural Language Interfaces
Health and HCI	Natural User Interfaces
Human-Automation Interaction	Semantic Web

Human-Computer-Human Interaction
HCI and the Older Population
Human-Machine Interaction
Human-Robot Interaction
Human-Robot Interaction
Human Factors and Ergonomics
Hypermedia and Web

Serious Games
Service Design and User Experience
Software Engineering
Ubiquitous and Pervasive Computing
Usability
User experience
User Interfaces Development Tools
User Modelling
Virtual and Augmented Reality

Special track: Interaction, Learning and Education

A special session has been co-organized between "Interaction 2016" and "SIIE 2016" symposiums. The session will be composed of a selection of papers about Interaction, Learning and Education. Authors should submit a paper in any of the symposiums:



- Simposio Interacción 2016: <http://interaccion2016.usal.es/>
- Simposio Internacional de Informática Educativa (SIIE) 2016: <http://siie2016.adie.es/>

A selection of best papers from this Special Track will be proposed to be submitted as an extended version for a special issue of an international journal about Interaction, Learning and Education to be specified later.

Workshop: EnGendering Technologies

<http://interaccion2016.usal.es/#workshop>

As Engendering Technologies at Interacción 2014 and 2015, this workshop is focused on all the gender aspects of the technology domain.

TOPICS

Gender & Human Computer Interaction (HCI)	Changing relations between people and ICT
Design for women, designing by women	Gender & user-centered design methodologies
Gender & software engineering	Gendered innovations in ICT
Gender issues in technology design	Women, technology and power
Women inclusion in technologies	Best practices on Gender and ICT
Gender digital divide	
Gender & video games	

Gender & Information Technology
Gender & Science and Technology
Cultural & symbolic dimensions of ICT

Mentoring and experiences for attracting
women to ICT studies and professions
Gender & Digital Security and risks
Gender & IT inclusion policies and actions

Call For Papers: <http://agora.grial.eu/interaccion2016/files/2016/02/20160217-CfP-Workshop-EnGendering.pdf>

SUBMISSION SYSTEM

Papers should be submitted electronically via the same EasyChair web-based submission system of Interaccion 2016 (<https://easychair.org/conferences/?conf=interaccion2016>).

AIPO End of Degree/Master Projects Contest 2016 (Second Edition)

The Spanish Human Computer Interaction Association organizes this contest for those Spanish or Latin students who have finished their end of degree/master project recently (2014-2016).

(<http://aipo.es/concurso-tfg-tfm>).

VENUE, ACCOMMODATION, REGISTRATION

<http://www.congresocedi.es/>

ORGANIZERS

