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Workshop on KINECTing MobileHCI
at MobileHCI 2012
<http://www.kmhci.com>

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San Francisco, US
Spetember 21th 2012
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=== TOPIC ===

The Microsoft Kinect provides a cheap and robust depth sensor as an off-the-shelf-product that opens a rich design space for mobile HCI researchers. Tracking a user's body motion, pose and the position of each limb is now possible this can help to create new interaction as well as evaluation methods. The workshop on KINECTing Mobile Human Computer Interaction is meant to explore how mobile devices and mobile interaction can be enhanced through the capabilities of the Microsoft Kinect as well as new experiences and Kinect-augmented services for mobile devices that emerge from this new technology.

Besides a strong relation to the Kinect, topics of interest include but are not limited to:

- Novel interaction techniques
- Spatial and proximity based interaction
- Ad-hoc created situated spaces
- Advanced mobile hardware prototypes
- Whole-Body Interaction in mobile contexts
- Advanced services based on position data of the Kinect
- Evaluation and documentation of mobile usability using the Kinect

We want to use the workshop as a starting point to discuss possible formats and platforms for exchanging skeletal data captured during mobile usability evaluations. The goal is to set a new standard for reproducible evaluation techniques in mobile settings.

=== Workshop Format and Submissions ===

The workshop on KINECTing MobileHCI is a full-day workshop with an extended thematic scope and aims to bring together researchers and practitioners from academia and industry with multidisciplinary insights being explicitly encouraged. We ask for papers (two-pages position-statement-paper or four-

pages research-paper) that address one or more of the research questions mentioned above, or that describe findings that relate to these research questions based on systems the authors have built.

We highly encourage bringing a demonstration of your prototype if available and presenting it at the Workshop!

Papers should be formatted according to the standard HCI Archive format. (http://www.mobilehci2011.org/sites/default/files/MobileHCI2011archivalformat_final_acmcopyright.doc please remove the copyright notice). Papers should be submitted using the electronic submission system available on the website (<http://www.kmhci.com>). At least one author of an accepted paper is required to register for the workshop.

Each paper will be reviewed by at least two members of an international program committee. All accepted papers will be made available online on the workshop website

=== IMPORTANT DATES ===

May 25, 2012:	Submission Deadline
June 29, 2012:	Author Notification
July 29, 2012:	Submission of camera-ready version
September 21, 2012:	Workshop in San Francisco, US

=== Website and more Information ===

<http://www.kmhci.com>

If you have any additional questions please contact us via email:
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=== Organizers ===

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