

CALL FOR PAPERS

The 1st International Workshop on Interactive and Wearable Computing and Devices (IWCD 2016)

jointly held with

The 20th IEEE International Conference on Computer Supported Cooperative Work in Design (CSCWD 2016)

May 4-6, 2016, Nanchang, China

Interactive devices refer to any physical and tangible entity with which both human users and other devices or machines can interact. Special focus is on those devices that human users can wear, such as smart watches, health monitoring electronics, smart glasses, head mounted stereo display, exoskeletons, body worn sensors, etc. An interactive and wearable device usually provides multimodal interfacing, sensory, and/or even actuating/motoring capabilities in addition to wearability, smartness, data input, communication and data recording and analysis. There are many potential applications, particularly in healthcare, wellness, consumer electronics, entertainment, Smart-* (home, buildings, factory, port, city) and military. This Workshop aims at advancing the state-of-the-art and prompting the research, development, and innovative applications of interactive and wearable computing and devices by welcoming paper submissions providing innovative research as well as technical contributions in the following (not limited to) areas of interest.

Scopes of the Workshop

- Intelligent user interfaces
- Multimodal interaction
- Emotion recognition and prediction
- Smart sensors and actuators
- Body area networks
- Internet of Things
- Mobile computing
- Affective computing
- Ambient intelligence
- Human-machine systems
- Communications
- User safety
- Security and privacy

Workshop Chairs

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Steering Committee

Peter X. Liu, Carleton University (Canada)
Giancarlo Fortino, University of Calabria (Italy)
Zhelong Wang, Dalian University of Technology (China)
Carmen C.Y. Poon, The Chinese University of Hong Kong (HK)
Antonio Liotta, Eindhoven University of Technology (NL)

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Wenfeng Li, Wuhan University of Technology (China)
Weiming Shen, NRC (Canada)
Mehmet Yuce, Monash University (Australia)
Dongyi Chen, University of Electronic Science and Technology of China (China)

International Program Committee (tentative)

- TBA

Website

<http://2016.cscwd.org/iwcd2016/>

Submission Guidelines

Original work must be submitted that is not published or under submission elsewhere. Regular manuscripts may not exceed six pages according to IEEE conference style: http://www.ieee.org/conferences_events/conferences/publishing/templates.html. Moreover, compared to the hosting conference CSCWD 2016, this workshop welcomes position papers, work-in-progress reports, case studies, and lessons learned, and submissions that may provoke constructive discussion. They should be four pages long and formatted as mentioned above. The submission link is:

<https://easychair.org/conferences/?conf=cscwd2016>

Review Process and Publication

All original submitted manuscripts will be peer-reviewed. Submissions will be judged on correctness, originality, technical strength, significance, presentation, quality, interest and relevance to workshop scope. After review, regular submissions may be offered to be published as short papers (four pages). Accepted papers will be part of the CSCWD 2016 proceedings by the IEEE Computer Society Conference Publishing.

Journal Special Issue

Selected papers presented at the conference will be invited to a special issue organized in a premier International Journal (with SCI Index) that is under selection and/or in the Springer Series on Internet of Things.

Important Dates

January 15, 2016: Submission Deadline.
February 28, 2016: Acceptance/Rejection Notification.
March 15, 2016: Final camera-ready papers.
May 4, 2016: Workshop Takes Place.