HCI2007 INTERNATIONAL

www.hcii2007.org

General Information

Student Volunteers

The success of the Conference depends also upon the diligent work of Student Volunteers, in return for waiver of the registration fee. Students wishing to help at the Conference should contact the Student Volunteer Administration.

Accommodation

Beijing Continental Grand Hotel (BCGH) is recommended as the main hotel of the Conference. It is next door to the Conference venue BICC, and connected to it via an indoor corridor. BCGH, a 4 star hotel, has 550 guest rooms, including suites and luxury rooms. A variety of hotels will offer accommodation in the vicinity of the Conference venue. Detailed information will be available through the Conference website.

Proceedings

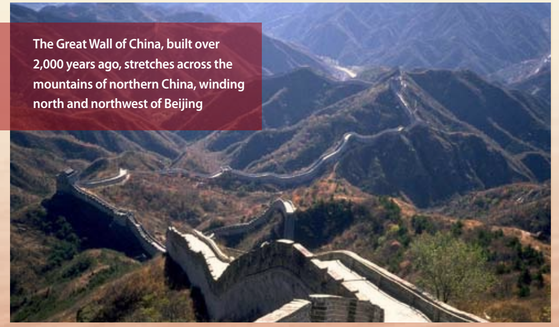
The Conference Proceedings will be published both in CD-ROM and a multi-volume book edition by **Springer, Lecture Notes in Computer Science series** (LNCS).

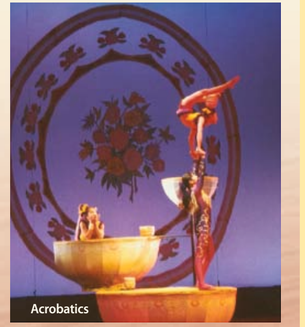
Springer
http://www.springer.com/lncs

According to the Registration Regulation for HCI International 2007, inclusion of papers in the Proceedings is conditional upon registration of at least one author per paper by 16 February, 2007. Furthermore, individuals can appear as co-authors in several papers in HCI International 2007 and the affiliated conferences, but can present only one paper.


The Summer Palace


The Temple of Heaven


The Great Wall of China, built over 2,000 years ago, stretches across the mountains of northern China, winding north and northwest of Beijing


Acrobatics

Conference location

The Conference will be hosted at the Beijing International Convention Center (BICC), which is located 20 kilometers from Capital Airport to the east, 9 kilometers from Tiananmen Square to the south, 10 kilometers from Summer Palace to the west and 80 kilometers from the Great Wall at Badaling to the north. Beijing is an ancient city with a long cultural history. The four feudal dynasties--Jin, Yuan, Ming, and Qing had all set up their capital here. For this reason, most of the country's historical and scenic sites are concentrated here. Among them, the best known are the Palace Museum, the Summer Palace, the Great Wall and the Temple of Heaven.



There will be a variety of tours and social events available to Conference participants so that they may experience the unique culture, beauty and atmosphere of this historic area.

Tours:

- Forbidden City and Tiananmen Square
- Great Wall and Ming Tombs
- Summer Palace
- Temple of Heaven

Entertainment:

- Beijing Opera
- Chinese Acrobatics

北京

HCI International 2007

12th International Conference on Human-Computer Interaction

22-27 July 2007 • Beijing International Convention Center • Beijing, P.R. China

HCI2007 INTERNATIONAL

Call for Participation

jointly with:

Symposium on Human Interface (Japan) 2007

7th International Conference on Engineering Psychology and Cognitive Ergonomics

4th International Conference on Universal Access in Human-Computer Interaction

2nd International Conference on Virtual Reality

2nd International Conference on Usability and Internationalization

2nd International Conference on Online Communities and Social Computing

3rd International Conference on Augmented Cognition

1st International Conference on Digital Human Modeling

HCI2007 International

12th International Conference on Human-Computer Interaction

北京

22-27 July 2007

Beijing International Convention Center

Beijing, P.R. China

www.hcii2007.org

Overview and Areas of Interest

The HCI International 2007 jointly with the affiliated Conferences, which are held under one management and one Registration, invite you to Beijing, P.R. China to participate and contribute to the international forum for the dissemination and exchange of up-to-date scientific information on theoretical, generic and applied areas of HCI through the following modes of communication: Plenary / Keynote Presentation(s), Parallel Sessions, Poster Sessions and Tutorials. The Conference will start with three days of Tutorials. Parallel Sessions and Poster Sessions will be held during the last three days of the Conference.

The Conference focuses on the following major thematic areas:

- Human-Computer Interaction
- Human Interface and the Management of Information
- Universal Access in Human-Computer Interaction
- Ergonomics and Health Aspects of Work with Computers
- Engineering Psychology and Cognitive Ergonomics
- Virtual Reality
- Usability and Internationalization
- Online Communities and Social Computing
- Augmented Cognition
- Digital Human Modeling

The topics listed under each thematic area are indicative of the broad spectrum of issues to be addressed and are not intended to limit the range of submissions.

Proposals for Participation

All submitted abstracts will be peer-reviewed by three independent referees from the International Program Boards. All submissions will be handled through the Conference Management System (CMS) available at the Conference website (www.hcii2007.org).

Parallel Paper Presentations: An abstract of 800 words should be submitted through the CMS, and should include a statement of the objective and significance of the proposed presentation, a description of methods and a discussion of results. Papers in the theoretical category should deal with models, concepts, and structures; papers in the generic category should present research results of broad applicability; and papers in the applied category should show how the demands of particular application areas shape the way generic research is translated into practical innovation. Please indicate to which Program Board your submission should be sent for review.

Poster Sessions: These sessions will accommodate the presentation of late-breaking scientific and professional news or work in progress. An abstract of 300 words should be submitted through the CMS, and should include the essence of the planned presentation.

Tutorials: More than 20 half-day and full-day Tutorials will be offered at introductory, intermediate and advanced levels covering the entire spectrum of the topics of the Conference. An abstract of 300 words should be submitted though the CMS, and include the objective, content, target audience, a biographical sketch of the presenter(s), and A/V requirements. Please indicate whether the proposed Tutorial is for a half-day or a full-day.

Summary of Submission Requirements & Deadlines

	Abstract Length	Deadline for Abstract Receipt	Notification of Review Outcome	Deadline for Receipt of Accepted Proposal
Paper Presentations	800 words	30 October 2006	15 December 2006	16 February 2007
Posters	300 words	12 March 2007	30 March 2007	30 April 2007
Tutorials	300 words	30 October 2006	15 December 2006	30 April 2007

Submit through the Conference Management System (CMS): **www.hcii2007.org**

HCI2007 INTERNATIONAL

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International Conferences and Thematic Areas

Ergonomics and Health Aspects of Work with Computers

Auditory interfaces
Carpal tunnel syndrome
Cost-benefit analysis
Ergonomic design of workplaces
Health aspects
Input and output devices
Keyboards
Lighting, noise, climate
Macroergonomics
Medical devices and equipment
Participatory ergonomics
Psychosocial issues
Quality of working life
Research to practice
Sick building syndrome
Standards and legislation
Stress and strain
Touch and Pen-based input
Visual display
Work organization
Workload
Work-rest schedule

Program Board

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Human Interface and the Management of Information

Business integration
Collaborative work
Community computing
Data visualization
Decision support systems
Distance learning
E-commerce
Electronic publishing
Evaluating information
Green design
Humanization of work
Information presentation
Intellectual property
Intelligent agents
Intelligent systems
Interactive learning
Intranets and extranets
Knowledge management
Learning communities
Legal Issues in IT and IS
Mobile networking
Organizational learning
Participatory design
Privacy
Push technologies
Quality of life and lifestyle
Security systems

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Human-Computer Interaction

Adaptive interfaces
Analysis and design methods
Architectures for interaction
Computer-augmented environment
Computer-based learning
Cross cultural interfaces
Ecological interfaces
Graphical user interface
HCI standards
Home and entertainment systems
Information visualization
Intelligent and agent systems
Interaction design
Interaction through wireless communication networks
Interfaces for distributed environments
Multimedia design
Non-verbal interfaces
Speech and natural language interfaces
Support for creativity
Usability engineering
Usability testing
User interface development environments
User support systems
Virtual Reality

Program Board

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Engineering Psychology and Cognitive Ergonomics

Applied cognitive psychology
Automation
Cognitive task analysis
Control design
Decision making
Display design
Formal error prediction techniques
Human centered design
Human error
Human factors certification
Job design
Mental workload
Problem solving
Product design
Psychophysics for display design
Requirements analysis
Situation awareness
Training

Program Board

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Universal Access in Human-Computer Interaction

Access to education and learning
Accessibility guidelines
Accessible network communities
Adaptive and augmented interaction
Alternative I/O techniques
Architectures and tools for universal access
Computer-mediated virtual spaces
Designing for diversity
Development methods
Economics of universal access
Environments of use
Interaction techniques, platforms and metaphors
Modality-independent interaction
Multi-sensory interfaces
Personalization
Universal design

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Virtual Reality

Augmented reality
Avatars
CAVE
Computer generated autonomy
Cybersickness
Defense/entertainment collaboration
Desktop VR
Embodiment
Exoskeleton
Fidelity
Field of view
Force feedback
Gustatory
Haptics
Head-mounted display
Human performance engineering
Immersion
Motion parallax
Multimodal
Navigation
Networked virtual environments
Olfactory
Orientation
Perspective
Proprioceptive
Sensorial substitution
Situational awareness
Sonification
Stereopsis
Teleoperation
Texture mapping
Vestibular
Virtual environments
Virtual worlds
Wayfinding

Program Board

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Usability and Internationalization

Case studies
Cross-cultural design
Culture studies
Globalization process
International ethnographic studies
International formatting
International standards
International usability evaluation
Internationalization
Languages
Localization
ROI of Internationalization
Technical documentation
Translation

Program Board

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Online Communities and Social Computing

Civil society and social change communities
Communities of interest
Communities of practice
Communityware
Cross-cultural communities
Cultural, ethnic and religious communities
Deliberation and other support for community work
Friends and family groups
Infrastructure and policy for social computing
Large scale conversations
Marketplace communities
Mobile communities
Online and offline articulation
Online political engagement
Policies, rules and norms
Social presence
Social responsibility
Theory & design practice
Universal access and usability
Visualizing social interaction
Weblog communities

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Augmented Cognition

Adaptive automation
Adaptive user interfaces
Attention
Autonomic arousal
Closed loop computational systems
Cognition
Cognitive bottlenecks
Cognitive neuroscience
Cognitive science
Cognitive state
Cognitive workload
Computer science
Electroencephalography
Executive function
Fatigue
Fitness for duty
Functional near infrared
Human performance
Human performance engineering
Human-computer interaction
Information display technology
Information processing
Memory
Multimodal
Operational neuroscience
Perceptual processing
Psychometrics
Psychophysiological sensors
Task interference
Working memory

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Digital Human Modeling

3D Anthropometry
Bioengineering
Career opportunities
Cognitive modeling
Comfort, lift & reach modeling
Computer-aided ergonomics analysis
Curriculum issues
Data management in virtual design
DHM standards
Digital Visible Human
Guidelines for tool selection
Health systems applications
Historical perspectives
Instrumentation
Modeling fundamentals
Motion prediction and motion capture
Neuromuscular controls
Simulation and optimization
Software capabilities and limitations
Systems integration
Validation
Virtual Build

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