Engaging the Mind through Enriching the Senses

DSV-IS '99

6th International Eurographics Workshop on Design, Specification and Verification of Interactive Systems

University of Minho, Braga, Portugal, June 2-4, 1999.

CALL FOR PAPERS

Theme

The workshop will provide a forum for the exchange of ideas on diverse approaches to the design of interactive systems. This year, the focus is on advances in interactive systems that augment or rely on particular perceptual abilities of users - either as individuals (e.g. haptic feedback, visualisation), or as communities of users (e.g. shared environments made possible through the world wide web). What new challenges face designers of such systems? What representations or theories are available for designing usable systems with these technologies? How is the shape and application of these techniques being driven by practical problems? As in previous years we maintain our interest in the use of formal representations and model-based methods, and their role in supporting the design, specification, verification, validation and evaluation of interactive systems. We particularly welcome papers that address means by which the application of formal and model-based techniques to practical problems can be supported; this includes, but is not limited to software tools and interfaces for model building, and the interactive or automated analysis of models or other design artefacts.

As in previous years we maintain our interest in the use of formal representations and model-based methods, and their role in supporting the design, specification, verification, validation and evaluation of interactive systems. Contributions pertaining to other design approaches and representations, for example those addressing cognitive and/or social aspects of interaction, are also welcomed. The workshop aims to promote an exchange of ideas between these different research fields.

Topics related to the theme

- Architectural paradigms for multi-sensory interfaces
- Cognitive and user models for exploratory environments
- Representations for perceptually-driven behaviour
- Resource-driven based and situated interaction

- Models of collaborative & shared interfaces
- Specification methods for highly reactive interfaces

Topics of general interest

- Empirical assessments of modelling approaches
- Cognitive, task and user models in the design process
- Formalisms for the specification of interactive systems
- Interactive or automated software tools to support formal methods
- Model-based design methods and tools
- Specification, verification and validation of user-related properties
- User interface architectures and development environments

Submission Categories

- Full papers addressing in-depth questions on the above topics [up to 15 pages]
- Experience papers reporting on the practical application of such techniques or industrial perspectives on the above topics [up to 5 pages]
- Demonstrations of tools to support the design of interactive systems. The demonstration may be 'live', or in the form of a video presentation. The submission should include a description of the demonstration, (including the system that will be required, in the case of a live demonstration), and should be accompanied by a video. [up to 2 pages for the description, up to 15 mins for the video]

Format of Submissions

- All submissions should be accompanied by a cover sheet indicating: submission category, title, name and contact details of author(s), keywords and a 100-word abstract.
- Papers of all categories should follow the Springer Verlag format for Eurographics publications (see http://www.springer.atnet.at/instructions/Eurographics.html).
- Video submissions should be in PAL/NTSC format.

Important Dates

Feb 5, 1999: Deadline for submission of papers, and demonstration proposals.
Post 4 copies of the paper and (where applicable) one copy of the videotape to:

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Apr 10, 1999: Notification of acceptance.

Publication

All accepted papers will be published in the workshop informal proceedings which will be printed and distributed prior to the workshop. In addition. the review committee will select the most relevant papers to be published in the Focus on Computer Graphics Series published by Springer-Verlag, along with the workshop reports.

Programme Co-Chairs

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