ISS 2017 CALL FOR PARTICIPATION: PAPERS & NOTES

ACM Interactive Surfaces and Spaces ([ACM ISS 2017](#)), formerly known as the ACM International Conference on Interactive Tabletops and Surfaces (ITS), is the premier venue for research in the design, development and use of new and emerging interactive surface technologies and interactive spaces.

ACM ISS 2017 welcomes original, high-quality research and industry contributions that advance the state-of-the-art in the area of interactive surfaces, interactive spaces and novel interface technologies. Beyond the traditional scope of the conference – i.e., interactive tabletops, large displays, mobile and mini devices – we also encourage submissions exploring approaches that use the space and technology around us to bridge the gap between our digital and everyday life, such as interactive 3D spaces, on-body sensors or interactive architecture. We embrace innovations in a wide variety of areas including design, software, hardware, understanding of use, and applications or deployments of such interactive systems.

Important Dates

- 28 June 2017 5:00 p.m. PDT: Abstract Submission
- 4 July 2017 10:00 p.m. PDT: Complete Paper Submission
- 16 August 2017: Author Notifications
- 28 August 2017: Camera-ready Deadline

Topic Areas:

The conference welcomes contributions on a wide range of topics relating to interactive surfaces and spaces as well as novel interface technologies, including (but not limited to):

- Applications and/or evaluations of interactive surfaces in specific domains (public spaces, education, science, business, entertainment, health, art, homes, etc.)
- Gesture-based interfaces (hands, finger, body)
- Multi-modal interfaces
- Tangible user interfaces
- Novel interaction techniques and paradigms
- Interaction with mobile and body-worn devices
- Large display interfaces and multi-display environments
- Beyond traditional surfaces: shape-changing and actuated surfaces, body-related, curved, sand, water, …
- Interactive 3D spaces (Mixed Reality and Augmented Reality, mid-air displays, …)
- Large scale and outdoor interactive spaces (projected interfaces, drones, …)
- Interactive information visualization/data presentation
- Software engineering methods and frameworks
- Computer supported collaborative work (co-located collaborative spaces)
- Social aspects and protocols
- Hardware, including sensing and input technologies with novel capabilities, and results from maker communities
- Human-centered design and methodologies

Paper Submissions

We invite paper submissions of papers with variable length (from 4 pages to a max. of 10 pages *including references*) of two possible types: academic and application (read on for an explanation of the difference). Paper length must be based on the weight of the contribution. A new idea presented in a compact format is more likely to be accepted than the same idea in a long format.

All papers must be submitted as a single PDF file in the [ACM SIGCHI format](#) (2014 version) through the [submission system](#). Please note, that all paper submissions must be made in the 2014 version of the SIGCHI papers format (This format utilizes the "Lastname, F.M." author-name reference style, not the more recent "Firstname M. Lastname" convention.). When appropriate, authors are also highly encouraged to submit supplementary materials such as video or data.

Papers will undergo a high-quality peer-review process by a committee of recognized experts in order to be presented at the ISS conference, be included in the conference proceedings, and be archived in the ACM Digital Library. ACM ISS is ranked as an A conference according to the CORE Conference Ranking. ISS does not accept submissions that were published previously in formally reviewed publications or that are currently submitted elsewhere. Both full length and shorter papers go through the same review process.

For more details on academic and application papers see: [Academic Papers](#) and [Application Papers](#).

Academic Papers

Academic papers must present original, innovative, and forward-looking research. This kind of paper corresponds to the standard scientific track of most HCI conferences. In addition to innovative systems, interaction techniques and studies, we are also open to surveys and other work that discuss the philosophy, trends and community aspects of academic research in interactive surfaces and spaces.

Application Papers

Application papers are open to industrial and academic authors, and will successfully demonstrate how spatial interaction has been applied to real world problems and usage contexts beyond research labs, but without necessarily including original software, hardware, interaction techniques, or a formal study. For example, industry members can submit papers to share customer outcomes and iterative improvements over next-best alternatives. For application papers, reviewers will emphasize the connection between the real-world domain and the technology used. This connection may for instance concern a challenging domain, features of a system crucial for the real-world use context, a special design process, practical issues in implementation or deployment, or new business opportunities.

Application papers are published in the same format as academic papers (will be presented during the main conference program, will be archived in the ACM Digital Library which provides free access through its AuthorIzer service, and are free to publish), although they are reviewed through a slightly different process based on the following rubric:

Real-world Application:

The paper clearly describes a concrete application of interactive surface technologies to a real-world domain. The domain is richly described and there is a clear fit between the application and its real-world context. The paper demonstrates a clear understanding of the audience and their needs / values / priorities.

Value Hypothesis:

The paper clearly describes the goals of the design or application and how the features work together to enable users to accomplish their tasks.

Design Process and Principles:

The design presented in the paper best exemplifies relevant patterns, principles and practices that have been proven in ITS community research. The links between research and application are clearly explained. Each iteration of the design process is clearly described; logical reasoning behind feature changes is articulated.

Next Best Alternative:

The paper helps the reader understand the competitive design space, and what needs the application fills within that space.

First-time submitters in the application track are encouraged to apply for paper guidance well in advance of the submission deadline if deemed necessary (write to papers@iss2017.acm.org).

Best of ISS Awards Program

ISS 2017 will have a "Best of ISS" awards program, in accordance with SIGCHI guidelines. We will hand out an award for the best long paper and best note, as well as for the best application paper. In addition, we will continue to award the paper from the Tabletop Workshop 2008 with a 10-year impact award.

Review Process

All papers will be reviewed by at least two external reviewers and a member of the program committee. After the review cycle a submission will receive either a "Conditional Accept" or "Reject" decision. Some papers might be invited to do significant revisions. Please do not submit extended abstracts or incomplete papers. As in the past, submit the paper that you would like to have published. Incomplete, off-topic, or otherwise non-competitive submissions will be desk-rejected without review.

Submission Information

Submissions should use the format shown in the conference template. Submissions should be converted to PDF and uploaded to the Precision Conference System (PCS) at https://new.precisionconference.com/sigchi/ by 10:00 p.m. Pacific Daylight Time on July 4, 2017. Abstracts have to be submitted one week earlier on June 28, 2017 using Precision Conference System.

Please note that we are using the new PCS 2.0 for paper submissions. To aid SIGCHI in the process of paper submission and management, this system and hence its interface is still in development. You are encouraged to report PCS 2.0 problems or to make interface suggestions to support@precisionconference.com.

The PCS system will be open for uploading submissions beginning in early June. Application and academic papers will be submitted in different tracks.

When appropriate (such as for submissions introducing applications, novel systems, or interaction techniques), authors are encouraged to submit a supplementary video file (not to exceed 3 minutes in length and 50 MB in size).

All submissions should be anonymized for double-blind review. This means that your paper and any supplementary video materials should have authors' names and affiliations removed and should avoid obvious identifying features. Citations to your own relevant work should not be anonymous, but please cite such work without identifying yourself as the author. For example, say "Prior work by Smith et al. [1]" instead of "In my prior work".

Confidentiality of submitted material will be maintained. Upon acceptance, the titles, authorship, and abstracts of papers will be published online in the advance program. Submissions should contain no information or material that will be proprietary or confidential at the time of publication, and should cite no publication that will be proprietary or confidential at that time. Final versions of accepted papers must be formatted according to the instructions we provide. Copyright release forms must be signed for inclusion in the proceedings and in the ACM Digital Library.

For each accepted paper, at least one author is expected to register for the conference and to present the work.

Program Committee

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Other Submission Types

Please also consider submissions to further ISS 2017 submission categories with later deadlines and separate calls including:

- Posters
- Workshops
- Tutorials
- Doctoral Symposium
- Demos, Arts and Videos