Welcome to EICS 2015

It is our great pleasure to welcome you to the 7th ACM SIGCHI Symposium on Engineering Interactive Computing Systems – EICS'15 held in Duisburg, Germany (23-26 June 2015). EICS is an annual international conference series devoted to all aspects of engineering usable and effective interactive computing systems. Topics of interest include the design and development of systems with new interaction techniques and modalities, multi-device interaction, service front-ends, mobile and pervasive systems, large-scale and big data applications, as well as novel development methods and processes. EICS focuses on methods, techniques and tools that support designing and developing interactive systems.

The Conference brings together people who study or practice the engineering of interactive systems, drawing from a broad range of disciplines such as Human-Computer Interaction (HCI), Software Engineering, Requirements Engineering, CSCW, Ubiquitous / Pervasive Systems, or Game Development. It addresses technical and methodological research questions that are typically less well represented in other HCI conferences. With its focus on engineering interactive systems, the conference has become the premier venue for all researchers and practitioners interested in the effective and systematic design and development of innovative, high-quality interactive systems.

EICS 2015 offers an interesting and broad spectrum of high-quality contributions in various categories, including full papers and late-breaking results papers, demonstrations, and pre-conference workshops, providing participants with a valuable opportunity to share ideas with other researchers and practitioners from institutions around the world.

The pre-conference workshop program covers key research areas in the field of the conference. Workshop participants will discuss formal methods in HCI, model-based development of ubiquitous and large-scale systems, as well as systems and tools for cross-device interfaces. Another workshop is specifically dedicated to the potential of the recently proposed W3C standard SCXML on event-driven state machines for the development of multi-modal dialog systems.

The selection process of submissions in the full papers and late-breaking results (short papers) categories was again very competitive. We received 64 full paper submissions and selected 19 for publication (29.7% acceptance rate). Also, 13 late-breaking results papers were accepted (35% acceptance rate). All submissions underwent a rigorous reviewing process. Full papers received at least four, but in most cases five to six reviews, and were discussed in a rebuttal phase. Final acceptance was based on the recommendation of two associate chairs acting as meta-reviewers and a discussion with other associate chairs and the two paper chairs. The accepted material originates from 15 countries in Europe, North America, and the Pacific region.

The conference proceedings comprise leading research contributions covering a wide range of research related to the engineering of interactive systems. In addition to long-standing EICS themes such as development tools, formal methods for HCI and model-based approaches, we have a range of papers on novel interaction techniques such as tangible interaction, gestures and body movement. Also, several sessions address topics related to context-awareness, ubiquitous systems and internet of things. Finally, several contributions involve emerging topics such as using physiological parameters as input.

Our keynote speakers Daniel Wigdor and Steffen Staab provide interesting novel perspectives on topics that are relevant for the UI engineering community both from a research and a market perspective. Daniel Wigdor will explore the issue of breadth versus depth of novel interaction techniques, i.e. whether new interaction techniques should try to cover a broad range of applications or be focused on applications they are particularly well suited for. Steffen Staab's keynote aims at building a bridge between two still quite separate research fields, namely semantic technologies and user interface engineering. The keynotes will provide stimulating input for discussing the future of user interface technologies and development methods.

Finally, we would like to invite you already now to the next edition of EICS which will take place in Brussels, Belgium in June 2016.

Jürgen Ziegler, University of Duisburg-Essen, Conference Chair

Michael Nebeling, Carnegie Mellon University, Papers Co-Chair

Laurence Nigay, Université Grenoble Alpes, Papers Co-Chair

José Campos, University of Minho, Late-breaking Results Co-Chair

Marco Winckler, Université Paul Sabatier Toulouse, Late-breaking Results Co-Chair