

# CfP: The 11th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS 2019)

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## CALL FOR PAPERS

## [The 11th ACM SIGCHI Symposium on Engineering Interactive Computing Systems \(EICS 2019\)](#)

18-21 June, 2019 | Valencia, Spain | <https://eics.acm.org/2019/>

EICS 2019 is the eleventh international conference devoted to engineering usable and effective interactive computing systems. Work presented at EICS covers the full range of aspects that come into play when "engineering" interactive systems, such as innovations in the design, development, deployment, verification and validation of interactive systems. Topics of interest include the design and development of systems incorporating new interaction techniques and multimodal interaction, multi-user, multi-device/screen, multi-environment interaction, mobile and pervasive systems, large-scale and big data applications, deployment of interactive systems, as well as novel development methods and processes for improving the development of interactive systems.

### TOPICS

EICS 2019 focuses on models, languages, notations, 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 HCI, Software Engineering, Requirements Engineering, Conceptual Modelling, CSCW, Ubiquitous / Pervasive Systems.

Topics include but are not limited to:

- Modelling and analysis of interaction and interactive systems
- Processes for engineering interactive systems (e.g., design, implementation, prototyping, evaluation, verification and validation, testing)
- Integrating interaction design into the software development process
- Requirements engineering for interactive systems
- Specification of interactive systems (methods, principles and tools)
- Software architectures for interactive systems
- Frameworks, toolkits, and APIs for interactive systems (e.g., API usability, interaction-driven API design)
- Domain-specific languages for interactive systems
- Formal methods within interactive systems engineering
- Modelling and analysis of users' activities
- Engineering innovative interactive applications (e.g., adaptive, tangible, touch and multitouch input, voice, gesture, EEG, multimodal input, mobile and wearable systems)
- Engineering hardware/software integration in interactive systems (e.g., fabrication and maker processes, physical computing, etc.)
- Engineering user experience (e.g., fun, affective)

- Engineering complex interactive systems (e.g., large datasets, large communities, enterprise systems, collaborative systems)
- Engineering interactive systems for various user categories (e.g., children, elderly, people with disabilities)
- Certification issues of interactive systems
- New datasets and evaluation data relevant for engineering interactive systems

## PAPER SUBMISSIONS

EICS papers are now published as articles in the journal Proceedings of the ACM on Human Computer Interaction (EICS series). Papers submissions still follow the normal conference review process, but this process is iterated multiple times per year. Submissions to this venue should present original and mature research work. High-quality, elaborated case studies and practice reports with generalizable findings will also be considered. There are no length restrictions on papers, nor any limit to the number of references that may be included.

More information about the new PACM-HCI (EICS series) review and publication process can be found at <http://eics.acm.org/pacm>.

Upcoming deadlines for papers to be presented at EICS 2019 are:

- 2018 Q4: Submission deadline October 26, 2018
- 2019 Q1: Submission deadline February 5, 2019 (for guidance only, subject to change)

Submissions can be done through <http://new.precisionconference.com>

Further information can be found on the web site: <https://eics.acm.org/2019/>

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