



Haptic in Ambient Systems (HAS 2008) in conjunction with First International Conference on Ambient Media and Systems

Introduction

The role of haptics as a non-intrusive communication modality is a relatively rich yet unexplored research area. However, the advent of sophisticated haptic interfaces and tangible interfaces makes it possible to employ haptics in facilitating ubiquitous and veridical interactions between man and machine. This facet of the haptic user interfaces uniquely suits ambient media systems that allow levels of ease and access previously never achieved by user interfaces. This workshop will explore the design, development and evaluation of haptic user interfaces for ambient media systems. The topics of interest include but are not limited to:

1. Haptic psychophysics, perception and Cognition.

Sensory interfaces in ambient media systems need to adapt to the haptic modality to deliver information accurately in a fast and efficient manner. The Development of smart and effective haptic interfaces and devices requires extensive studies that link perceptual phenomena with measurable parameters and incorporation of such domain knowledge in the engineering of haptic interfaces. Papers that explore psychophysical, neural and behavioral aspects of the haptic modality are solicited.

2. Sensor Actuator Design, Development And Evaluation.

Haptic sensing and actuating technology is maturing rapidly. Case studies of haptic devices and touch based interfaces can provide valuable insight in integration of such sensors and actuators in ambient media systems. Papers are solicited on sensors and actuators designed to promote usage of haptics in ambient systems and technology.

3. Tangible User Interfaces.

Ambient interfaces can be greatly enhanced by physical representations that are coupled with actively mediated digital representations. Papers encompassing design, development and evaluation of tangible user interfaces are solicited.

4. Applications of Haptic User Interfaces.

Papers on applications such as surgical simulations, aircraft simulations, medical imaging, haptically enhanced gui's, are solicited.

5. Usability Evaluation of Haptic user interfaces.

Papers that cover fundamentals of learnability, efficiency, memorability, productivity of haptic user interfaces as pertaining to ambient media systems will be solicited.

Important dates (updated July 23, 2007)

Manuscript submission due: October 10th, 2007

Acceptance notification: November 22, 2007

Final manuscript due: December 15, 2007

Ambi-Sys Conference: February 11-14, 2008

Submission Guidelines:

Potential speakers are expected to submit either a position paper (2 - 3 pages) or a full paper (up to 10 pages) that presents a formal or experimental approach to the topics of HAS. Papers can either be based on results already achieved or else describe future work or even just wish lists of features that future approaches should provide but are either currently hard to achieve. Submissions should be uploaded on this page, before the submission deadline. Unless explicit mention from the authors, a submission implies that the authors give their authorization for publication. Final versions of accepted papers will have to be given to the organizers of the workshop in ACM Conferences format before October 10th 2007. (cf <http://www.acm.org/sigs/pubs/proceed/template.html>).

Organizing Committee

Workshop Chairs:

Kanav Kahol (kanav 'at' asu 'dot' edu), Arizona State University (ASU)

Vincent Hayward (hayward 'at' cim 'dot' mcgill 'dot' ca) McGill University, CA

Program committee

Susan Lederman, Queens University

Karon Maclean, University of British Columbia

Hong Tan, Purdue University

Gabriel DeLaTorre, International Society for Haptics

Robert Gray, Prof, Applied psychology ASU Polytechnic

Winslow Burleson, Professor, Arts and Media Engineering, ASU

Abdulmotaleb El Saddik Professor, University of Ottawa

Program

To be known on December 2007.