

Call for Papers

2002 IEEE Symposia on Human Centric Computing Languages and Environments (HCC'02)

Arlington, VA
September 3-6, 2002

<http://www2.cs.fau.de/HCC02/>

HCC '02 is the second symposium of the IEEE symposium series on Human Centric Computing Languages and Environments which has replaced the IEEE Visual Languages Symposium series. After the first one (HCC'01) at Stresa, Italy, September 2001, HCC'02 will take place September 3-6, 2002 in Arlington, VA, which is located in the Washington DC area.

HCC'02 is the only international conference focused on languages and environments used by people. Some of these people are end users, some are professional programmers, some are software engineers, and some are children. The mission of the conference series is:

Design, formalization, implementation, and evaluation of computing languages that are easier to learn, easier to use, and easier to understand by a broader group of people.

This includes all research aimed at the above mission, regardless of whether they use entirely visual technology, text, or instead use sound, taste, virtual reality, the web, or any other technologies. Examples of research addressing this problem include but are not limited to language/environmental design aspects, theory that supports the many media used toward this goal, implementation aspects, empirical work, software comprehension aspects (including software visualization), and software modeling and/or software engineering aspects.

This year there will be 3 individual symposia comprising this 2002 IEEE Symposia on Human-Centric Computing Languages and Environments. The symposia will be co-located and will partially overlap in schedule, including several shared events and talks.

Symposium on Visual/Multimedia Programming and Software Engineering

Chaired by Gregor Engels (University of Paderborn) and Martin Erwig (Oregon State University)

This symposium focuses on three major research areas which are strongly related, namely visual programming, multimedia applications and software engineering. Several benefits can derive from the use of visual and multimedia technology for the development and maintenance of software systems. At the same time, there is an urgent demand for appropriate software engineering techniques able to support an effective development of multimedia systems.

Symposium on Empirical Studies of Programmers

Chaired by Susan Wiedenbeck (Drexel University) and Marian Petre (Open University)

This symposium focuses on empirical approaches to understanding programmers' behavior and their tasks. Empirical approaches include any method that gathers data from programmers themselves, e.g. observation, usability tests, controlled experiments, think-aloud studies, interviews. We are interested in empirical studies in any domain of programming, including studies of professional programmers, end-user programmers, student programmers, etc.

Symposium on End-User and Domain-Specific Programming

Chaired by Philip Cox (Dalhousie University) and Trevor Smedley (Dalhousie University)

This symposium will bring together designers, users and researchers from diverse communities such as education, art, visual languages, scripting languages, and software visualisation, to discuss and debate issues related to programming tools intended for end-users or for solving problems in specific domains. Such tools may be textual, visual or even tactile.

Keynote speakers

Ben Bederson (University of Maryland)

Ben Bederson is a Professor of Computer Science at the University of Maryland where he is the director of the Human-Computer Interaction Lab (HCIL) working in Information Visualization, user interface interaction techniques, and groupware. He is well known in the field of Human-Computer Interaction, e.g., for his work on Zoomable User Interfaces (Pad++ and then Jazz).

Clayton Lewis (University of Colorado)

Clayton Lewis is a Professor of Computer Science, Human-Computer Interaction, at the University of Colorado at Boulder. His main interests are in the design of user interfaces that will enable people to learn computer systems quickly and use them effectively, efficiently, and comfortably. The interface issues he addresses are primarily cognitive, that is, having to do with mental activities such as perception, memory, learning, and problem solving. Moreover he is also interested in computer supported negotiation and computer modeling in elementary science.

Randy Pausch (Carnegie Mellon University)

Randy Pausch is a Professor of Computer Science, Human-Computer Interaction, and Design at Carnegie Mellon, where he is a founding co-director of CMU's Entertainment Technology Center (ETC). He was a National Science Foundation Presidential Young Investigator and a Lilly Foundation Teaching Fellow. He has consulted with Walt Disney Imagineering on the user interface design and testing of interactive theme park attractions, particularly for the "DisneyQuest" virtual-reality based theme park. He has consulted with Google and sits on the Board of Directors of Jupiter Media Metrix.

Papers

Original *research papers* (max. 8 pages IEEE 2-column conference publication format) should make clear what new contribution the work makes, and how the work differs from related works. We are especially interested in how this work adds new insights: how does a particular feature provide greater support for some task than has been accomplished before? Who does this feature help, why, and how do we know? How is it different from other approaches? What is needed to make even more gains?

In addition to research papers, poster papers and tutorial proposals are solicited.

Poster papers (max. 2 pages IEEE 2-column conference publication format) are most suitable for interactive discussion. Work in early stages is especially encouraged, but work in any stage of development that would benefit from an interactive presentation is encouraged. Poster authors will have a special forum for showcasing their work and having one-on-one discussions with attendees.

Accepted papers will appear in proceedings published by the IEEE Computer Society.

Submission

Papers should be submitted online via the HCC'02 submission web page (<http://www2.cs.fau.de/HCC02/submit.html>) by **March 10, 2002**, in PDF or Postscript.

General Chair

Ephraim Glinert, Rensselaer Polytechnic Institute, USA

Steering Committee

- Margaret Burnett (Oregon State Univ., USA)
- Phil Cox (Dalhousie Univ., Canada)
- Gregor Engels (Paderborn Univ., Germany)
- Ephraim Glinert (Rensselaer Polytechnic Institute, USA)
- Masahito Hirakawa (Chair - Univ. Hiroshima, Japan)
- John Hosking (Univ. of Auckland, New Zealand)
- Stefano Levialdi (Univ. Rome, Italy)
- Andy Schürr (Univ. German Federal Armed Forces, Munich, Germany)
- Genny Tortora (Univ. Salerno, Italy)

Important Dates

March 10, 2002 Submission Deadline

May 19, 2002 Notification of Acceptance

June 16, 2002 Camera Ready Version due.