



# HCI Breadth: Conferences – HCI and XR

## Session 2

Stephen Gilbert

# Summary

What is a Conference?

Conference Activities

Why are Conferences Important?

HCI and XR Conferences

Funding to Attend Conferences

**Activity: Browse CHI Program**

# What is an Academic Conference?

A multi-day event in which researchers present their work.

An opportunity to network with other experts in your field.

More research-focused than industry conferences such as CES.



# Conference Activities

Papers

Posters

Workshops

Courses/Tutorials

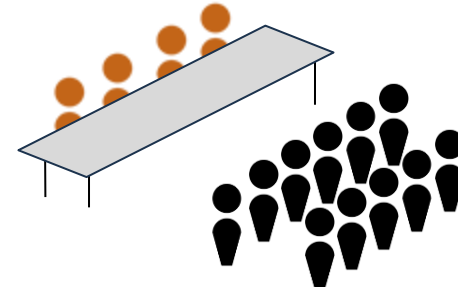
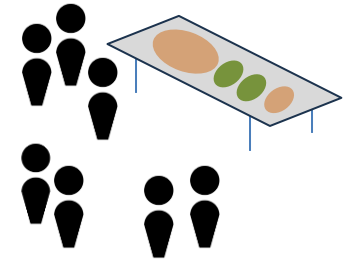
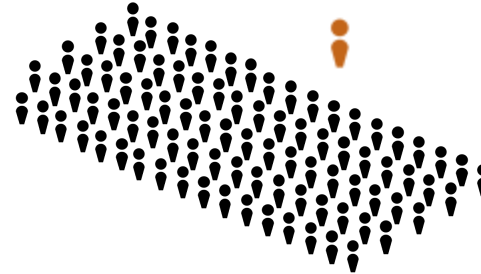
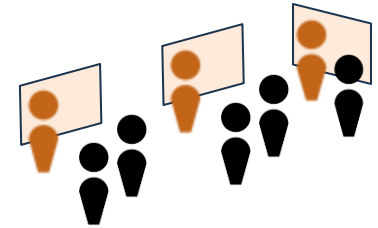
Keynote/Plenary Speakers

Panels

Demos

Competitions

Networking Activities



# Papers, Posters

## Conference papers

- Published in conference proceedings
- 15–30-minute talk at the conference
- Sometimes a journal route

## Posters

- Create a poster and talk with people who come by



# Keynote Speakers and Panels

Top researchers in academia and industry

Keynote speakers give a brief lecture

Panels are Q&A sessions with experts



Eva Wolfangel



Peter Kariuki

# Demos and Competitions

Conferences often have an exhibit hall with demos from academia and industry

Some conferences have competitions for students

## Overview

This year, the IEEE VR 2022 will hold the 13th annual 3DUI Contest. It is open to anyone interested in 3D User Interfaces (3DUIs) and Virtual Reality, from researchers to students, enthusiasts, and professionals. The purpose of the contest is to stimulate innovative and creative solutions to challenging 3DUI problems. The theme of this year is **"Arts, Science, Information, and Knowledge - Visualized and Interacted"**. Participants need to create and submit an original 3DUI project. This may include VR/AR/MR driven 3DUI systems that IEEE VR attendees can run with their own devices. You have to create an environment that will allow people to visualize and interact with the chosen topic areas. The challenge for this year is for the contestant to implement some well-known 3DUI techniques (e.g. Casting, Go-Go interaction technique, PRISM, WIM, SQUAD) and extend its capability to be more effective and efficient in the proposed application. Due to the current situation, we specifically do not request or make it a prerequisite to include user evaluations.





# Networking Activities

Numerous official / unofficial networking opportunities

Conference sponsored events

- Meet and greets

- Happy hours

- Birds of a Feather sessions

Company sponsored events

Unofficial meetups with friends and colleagues





# Why are Conferences Important?

Sharing research and knowledge

Publications

Networking!

- Research collaboration

- Job opportunities

- Making friends

- Advisor introduces you

“Free” vacation (?)



# ACM SIG CHI – Conference on Human Factors in Computing Systems

One of the premier HCI conferences

Excellent outlet for UX research


Best paper awards

Industry + Academia

Many videos

## A Large-Scale Longitudinal Analysis of Missing Label Accessibility Failures in Android Apps

• Paper Captioning Images, Videos and Applications

 [Raymond Fok](#), [Mingyuan Zhong](#), [Anne Spencer Ross](#), [James Fogarty](#), [Jacob O. Wobbrock](#)

University of Washington | University of Washington | Bucknell University | University of Washington | University of Washington



**Presentation Video**  
Longitudinal Dataset of App Screens

We release the dataset publicly to invite further reuse and analysis.<sup>1</sup>

Number of Android Screens

Number of iOS Screens

<sup>1</sup>Instructions for dataset access can be found at <https://github.com/raffaini/ASMA-Oct2022>



# HFES – Human Factors and Ergonomics Society

Ergonomics focused conference with overlap in UX, MR, and other topics

Conferences sometimes referred to as “annual meetings”



# IEEE VR – Institute of Electrical and Electronics Engineering Virtual Reality

- One of the premier XR focused conferences
- Alternates between US and International locations
  - Virtual or hybrid
- Annual 3DUI competition
  - VRAC runner-up in 2019



# IEEE ISMAR – International Symposium on Mixed and Augmented Reality

The premier conference for augmented reality.

Extremely competitive papers on par with many journals.



## IMPORTANT DATES

<b>Call for Journal Papers</b> Abstract deadline: March 2nd, 2022 (09:59 AOE) Paper submission deadline: March 6th, 2022 (09:59 AOE) Notification: May 22nd, 2022 Final decision: July 2nd, 2022 Camera-ready version: July 30th, 2022	<b>Call for Conference Papers</b> Abstract deadline: May 27th, 2022 (23:59 AOE) Paper submission deadline: June 3rd, 2022 (23:59 AOE) Notification: August 3rd, 2022 Camera-ready version: August 23rd, 2022	<b>Call for Poster Papers</b> Paper submission deadline: June 20th, 2022 Notification: August 15th, 2022 Camera-ready version: August 22nd, 2022
<b>Call for Workshops</b> Proposal deadline: May 6th, 2022 (23:59 AOE) Acceptance notification: May 16th, 2022 Calls for participation issued by: June 6th, 2022 Acceptance notifications issued by: August 6th, 2022 Camera-ready materials: August 31st, 2022	<b>Call for Tutorials</b> Proposal deadline: May 6th, 2022 (23:59 AOE) Acceptance notification: May 16th, 2022 Camera-ready materials: August 31st, 2022	<b>Call for Demonstrations</b> Submission deadline: August 10th, 2022 Final notification: August 25th, 2022 Camera-ready version: August 31st, 2022
<b>Call for Doctoral Consortium</b> Submission deadline: July 3rd, 2022 (23:59 AOE) Notification: July 31st, 2022 Camera-ready version: August 21st, 2022 Consortium meeting: October 17th and/or 21st, 2022	<b>Call for Student Volunteers</b> Application deadline: August 15th, 2022 (23:59 AOE) Notification: September 10th, 2022 (23:59 AOE)	<b>Call for Mentors/Mentees</b> Submission deadline: September 5th, 2022 (23:59 AOE) Match notification: September 20th, 2022 (23:59 AOE)
<b>Call for "Pitch Your Lab"</b> Submission deadline: September 2nd, 2022 (23:59 AOE) Notification: September 16th, 2022	<b>Call for Sponsorship and Exhibition</b> <a href="#">Contact us</a> sponsorships_exhibits_chairs@ismar2022.org	

# I/ITSEC – Interservice/Industry Training, Simulation and Education Conference

Unique blend of military, industry, and academia

Immense exhibit show floor with stations from major companies and military contractors

Strong ties to ISU through Eliot, other professors, and a growing list of scholarship winners





# Funding to Attend Conferences

University conference funding programs

Department-specific funding

Professor or Advisor funding

## Expenses

Registration \$300

Flight \$600

Lodging x 4: \$1000

Per diem x 4: \$240

## UNDERGRADUATE CONFERENCE FUND APPLICATION

The Senior Vice President and Provost and the Senior Vice President for Student Affairs have established a fund to help undergraduate students pay expenses incurred by attending regional, national, and international conferences.

Students may apply for funding as individuals or on behalf of student organizations.

Maximum amounts awarded to individual applicants are \$400.00 (for students making presentations) and \$100.00 (for students attending but not making presentations). Generally, students attending conferences as a group (two or more students) will not be funded for more than \$50.00 per student, and the maximum amount awarded for any single conference will not normally exceed a total of \$750.00, no matter how many students attend. Owing to factors such as cost of attendance, availability of funds, and the number of applications received, the amounts awarded will vary, and you may not be awarded the full amount you request.



# Student Volunteering



# What makes conference good?

# Acceptance rate

ACM & IEEE conferences have lower rates, so more prestigious.

## Past CHI Conferences

Archive	Location	Acceptance Rate (Accepted/Submitted)	Attendance (Registrations)
<a href="#">CHI '23</a>	Hamburg, Germany	879/3182 = 27.6%	4670 (3882 in-person, 782 online)
<a href="#">CHI '22</a>	New Orleans, USA	637/2579 = 24.7%	3856 (1930 in-person, 1926 online)

# Questions?

Activity next.

# CHI Program Browsing

5 min by yourself –

Browse CHI program.

Choose 2 talks you'd want to see

Think of 2 questions you have about HCI.

5 min in pairs – Tell each other your 2 talks and 2 questions.

Group – Tell everyone 1 talk and 1 question.

Let me show you how to browse it...