HCI Breadth: Conferences – HCl and XR

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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
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
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.
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.

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<th>Past CHI Conferences</th>
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<td><strong>Archive</strong></td>
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<td>CHI ’23</td>
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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…

Gilbert, SPIRE-EIT 2023