



# HCI Breadth: Conferences – HCI and XR

## Session 2

Jack Miller

# Summary

- What is a Conference?
- Conference Activities
- Why are Conferences Important?
- HCI and XR Related Conferences
- Funding to Attend Conferences

# 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
- Tutorials
- Keynote Speakers
- Panels
- Demos
- Competitions
- Networking Activities

# Papers, Posters, and Tutorials

- 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
- Tutorials
  - 30–90-minute talk at the conference



# Keynote Speakers and Panels

- Top researchers in academia and industry
- Keynote speakers will give a brief lecture
- Panels are Q&A sessions with experts



Steven Feiner

Columbia University



AR Longa, VR Brevis? Thinking About Our Future

Thursday, 1 April, 2021 - 15:30, WEST UTC+1

# Demos and Competitions

- Conferences often have a show floor with demos from academia and industry
- Some conferences have competitions for students or the general attendance population

## 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
  - Karaoke
- Company sponsored events
- Unofficial meetups with friends and colleagues





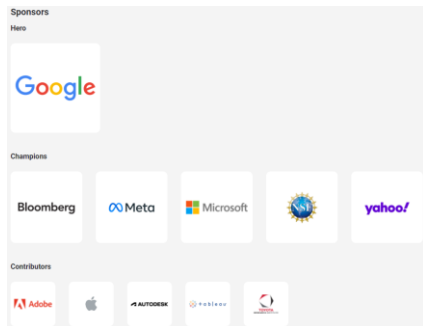
# Why are Conferences Important?

- Sharing research and knowledge
- Publications
- Networking!
  - Research collaboration
  - Job opportunities
  - Even making friends
- “Free” vacation




# CHI – Conference on Human Factors in Computing Systems

- One of the premier HCI conferences
- Excellent outlet for UX related research



## 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>

<sup>1</sup>Instructions for dataset access can be found at <https://github.com/aspencerross/LAMA-CI2022>



# HFES – Human Factors and Ergonomics Society

- Ergonomics focused conference with overlap in UX, MR, and other topics
- Conferences such as this are often referred to as “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 due to covid
- Annual 3DUI competition
  - VRAC runner-up in 2019



# ISMAR – International Symposium on Mixed and Augmented Reality

- THE premier conference for augmented reality
- Extremely competitive papers on par with many journals



## IMPORTANT DATES

### Call for Journal Papers

Abstract deadline: March 7th, 2022 (23:59 AoE)  
Paper submission deadline: March 11th, 2022 (23:59 AoE)  
Notification: May 22nd, 2022  
Final decision: July 2nd, 2022  
Camera-ready version: July 30th, 2022

### Call for Conference Papers

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 22nd, 2022

### Call for Poster Papers

Paper submission deadline: June 20th, 2022  
Notification: August 15th, 2022  
Camera-ready version: August 22nd, 2022

### Call for Workshops

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 8th, 2022  
Camera-ready materials: August 31st, 2022

### Call for Tutorials

Proposal deadline: May 6th, 2022 (23:59 AoE)  
Acceptance notification: May 16th, 2022  
Camera-ready materials: August 31st, 2022

### Call for Demonstrations

Submission deadline: August 10th, 2022  
Final notification: August 25th, 2022  
Camera-ready version: August 31st, 2022

### Call for Doctoral Consortium

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

### Call for Student Volunteers

Application deadline: August 15th, 2022 (23:59 AoE)  
Notification: September 10th, 2022 (23:59 AoE)

### Call for Mentors/Mentees

Submission deadline: September 5th, 2022 (23:59 AoE)  
Match notification: September 20th, 2022 (23:59 AoE)

### Call for "Pitch Your Lab"

Submission deadline: September 2nd, 2022 (23:59 AoE)  
Notification: September 16th, 2022

### Call for Sponsorship and Exhibition

[Contact us](#)  
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

## 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.

# Questions?

