



We are very pleased to announce the ACM International Conference on Intelligent User Interfaces (IUI11) Palo Alto, California, USA, February 13-16 2011.

Intelligent User Interfaces (IUI) is the premier conference for reporting on the study of user interfaces with intelligent devices. This topic is of increasing importance as the consumer is interfacing with a wide variety of devices with embedded computation and connectivity and the computer is fading into the background. IUI is where the community of people interested in Human-Computer Interaction (HCI) meets the Artificial Intelligence (AI) community. We're also very interested in contributions from related fields, such as psychology, cognitive science, computer graphics, the arts, etc.

Please follow the development of the conference at

Twitter: [iui2011](#)

Facebook: [ACM IUI Conference 2011](#)

Linkedin: [ACM IUI Conference 2011](#)

Buzz: [acmiui2011](#)

<http://www.iuiconf.org/> (coming soon)

We are inviting proposals and research papers in several categories:

*****Important Dates*****

Long & Short Paper submissions Friday, 10 September 2010, 11:59pm US PDT

Long and Short Paper final notification: Friday, 5 November 2010

Long paper rebuttals starts Friday, 15 October 2010

Rebuttal process ends Friday, 22 October 2010

Long and Short Paper final notification: Friday, 5 November 2010

Long & Short Paper camera-ready due Friday, 26 November 2010

Intention to submit workshop proposal Friday, 16 July 2010

Workshop proposals due Friday, 30 July 2010

Conference Co-Chairs:

Pearl Pu (EPFL, Switzerland)

Michael Pazzani (Rutgers University, USA)

Program Co-Chairs:

Elisabeth Andre (Univ. of Augsburg, Germany)
Doug Riecken (IBM, USA)

Workshop Co-Chairs:

Joyce Chai (Michigan State University, USA)
Shlomo Berkovsky (CSIRO, Australia)

Demonstrations Chair:

Li Chen (Baptist University, Hong Kong)

Treasurer:

Tessa Lau (IBM, USA)

Publicity Chair:

Jill Freyne (CSIRO, Australia)

Local Arrangements Chair

Oliver Brdiczka (Palo Alto Research Center)

Why submit to IUI?

Unlike traditional AI, our focus is not so much to make the computer smart all by itself, but to make the interaction between computers and people smarter. Unlike traditional HCI, we're more willing to consider solutions that involve large amounts of knowledge and emerging technologies such as natural language understanding, brain computer interfaces or gesture recognition.

The IUI conference gives you a chance to present and to see work in an intimate, focused, no-nonsense event. It is large enough to be diverse and lively (we expect around 200 people), but small enough to avoid the impersonal atmosphere of conferences with thousands of people. The vast majority of the attendees are actively involved with conceiving and developing cutting-edge interfaces leading to a high and fast impact of research results presented at IUI. It brings together people from academics, industry, and nonprofits.

As an ACM conference, papers appear in the ACM Digital Library and citation indices. There will also be a journal publication path for selected papers. It's a single track conference, so you don't have to miss anything.

IUI topics include, but are not limited to:

Intelligent Interaction with Devices

- Intelligent interactions with handheld devices
- Sensor- and actuator systems for user interfaces
- Location- and context aware information systems
- Tangible interaction with smart artifacts
- Ubiquitous displays environments
- Smart environments

Novel, intelligent interaction systems

- Modeling and prediction of user behavior
- Affective, social and aesthetic interfaces
- Natural user interfaces
- User-adaptivity in interactive systems
- Personalization and recommender systems
- Planning and plan recognition

IUI Design

- Knowledge-based approaches to IUI design and generation
- Proactive and agent-based paradigms for user interaction
- Example-based and demonstration-based interfaces
- Smart use of sensing technologies for IUI Design

User studies

- User studies concerning intelligent interfaces
- Evaluation methods and evaluations of implemented IUI
- Smart technologies for remote usability testing and experience sampling

Processing of human-generated input

- Recognition and interpretation of user input (face, body, speech, physiology, text)
- Analysis of psychological user states, such as attention and affect
- Analysis of conversational cues, such as grounding and turn taking
- Intelligent sensing platforms
- Synchronization and fusion of Multimodal Input

Generation presentation of system output

- Smart visualization tools
- Intelligent authoring systems
- Context-aware systems for the generation and presentation of situation-specific output
- Synthesis of multimodal behavior for virtual characters and

social robots

Intelligent assistants for complex tasks

Support for collaboration in multiuser environments

Intelligent information and knowledge management

Novel trends, innovative solutions and applications

Novel sensing technologies for games and entertainment

Automotive user interfaces

Novel interaction methods for touch phones and multi touch surfaces

There are two categories of paper submissions:

LONG PAPER submissions should report on substantial contributions of lasting value. Each accepted long paper will be presented in a plenary session of the main conference program. An accompanying demonstration can be presented in a poster/demo session. The maximum length is 10 pages in the two-column SIGCHI conference format.

SHORT PAPER submissions typically discuss exciting new work that is not yet mature enough for a long paper. Each accepted short paper will be presented in a poster/demo session. The presentation may include a system demonstration. The maximum length is 4 pages.

All submissions should be prepared according to the standard SIGCHI publications format. For your convenience, we provide paper templates in Microsoft Word and LaTeX:

- [Microsoft Word document template](#)
- [LaTeX class file](#)

Note: Per the request of several submitters, we are making the LaTeX template available. However, the LaTeX template is unsupported, and we are making no commitment that this template will be available in future years.