

3rd International Workshop on Interactive Content Consumption at ACM TVX 2015

3rd June 2015, Brussels, BE



WSICC is seeking 3 types of submissions: **full research papers** for oral presentations (4-6 pages), **short papers** for poster presentations (2 pages), and technical **demos** (2 pages).

Submission Deadline: 02.03.2015

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Call for Papers

This year's edition of WSICC focuses on novel approaches for interactive multimedia content consumption in the context of the user's experience. Based on the results of previous editions, we welcome contributions that address at least one of the four dimensions: *Enabling Technologies*, *User Experience*, *User Interaction* and *Content*:

Enabling Technologies

This dimension searches for technology and tools for the consumption and the authoring of interactive content, especially:

- Techniques for content adaptation, rendering and converting for a wide variety of devices and delivery channels.
- Approaches for interactive personalization and recommendation.
- Research on interactive content delivery.
- Studies on immersive devices, such as VR goggles, wearables, and cyber-physical systems.
- Novel approaches in content production technology (object-based or format-agnostic).

User Experience

The user experience dimension explores research on the quality of user experience (QoE) theory and evaluations, the impact and effects of interaction on perceived quality, the role of the audience, and the role of social context. It investigates the effect of increased interactivity and user engagement, empowerment but also overload and distraction, e.g.:

- Studies and foundations from the social sciences.
- Evaluation of user needs regarding personalized content consumption.
- Research on collaborative and community-based multimedia consumption and creation.
- Exploration of immersive audio.
- Approaches for inclusion and improved accessibility (e.g. automatic content enhancement for special needs).

User Interaction

This dimension analyzes novel interaction approaches, concepts and paradigms. Thereby, interactivity might be interpreted both as computer mediated communication as well as human computer interaction. Interest lies in:

- Research on natural interaction techniques.
- Experiments on multi-modal interaction and social signal processing, especially gesture control and speech recognition.
- Studies on social interaction during content consumption and mobile content consumption.
- Methods of feedback for user control, including visual, acoustic and tactile interaction.
- Studies on lean-forward interaction trends and joint interaction of larger groups.
- Studies on the balance between active (lean forward) and passive (lean backward) content consumption.

Content

The content dimension researches new types and forms of interactive content, such as:

- Content from gaming or the mobile and VR domains.
- Live and recorded materials.
- Data representation formats for interactive content.
- Adaptable content and content of variable length.
- High-quality and ultra-high definition content.
- Content captured by novel types of sensors (e.g. 3D or panoramic video).

Beyond these four areas, contributions may report on best practices, future challenges and research roadmapping. WSICC is welcoming contributions from any relevant application domain such as entertainment and infotainment, storytelling, mediated communication and telepresence, technology enhanced learning (TEL) and teaching, ambient assisted living (AAL), augmented reality (AR) and virtual reality (VR), games, and tele-health. We further encourage research on the integration of media consumption with any other activities.

The workshop proceedings will be submitted to **CEUR-WS.org** for online **publication**.

Further information: <http://wsicc.net/2015/>

