

4th International Workshop on Interactive Content Consumption at ACM TVX 2016

June 22, 2016, Chicago, IL, USA



WSICC is seeking 3 types of submissions: **full research papers** for oral presentations (up to 8 pages not including the references), **short papers** for poster presentations (up to 4 pages not including the references), and **technical demos** (up to 4 pages not including the references)

Submission Deadline: March 25, 2016

Notification: April 22, 2016

Call for Papers

The workshop characterizes the Interactive Content Consumption research landscape along four dimensions: Enabling Technologies, Content, User Experience, and User Interaction. WSICC solicits submissions addressing innovations in each of these dimensions. The following taxonomy defines the workshop's scope by examples:

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 channels.
- Approaches for interactive personalization and recommendation (e.g., Virtual Director approaches).
- Research on interactive and adaptive content delivery (e.g., MPEG-DASH).
- Studies on immersive devices, such as VR goggles, wearables, and cyber-physical systems.
- Novel approaches in content production technology (object-based or format-agnostic).
- Novel media coding technologies that inspire interactivity (e.g., H.265/HEVC tiling).
- Tools to infuse interactivity in passive content.
- Approaches for media synchronization and orchestration.

User Experience

The user experience dimension explores research on 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 audiovisual content.
- 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, AR 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, panoramic or 360°-video).

Beyond these four areas, the workshop welcomes discussion on best practices, future challenges, and research road-mapping. 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/2016/>

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