Call for Participation – TAMODIA’2005

4th International Workshop on
Task Models and Diagrams
for user interface design
For Work and Beyond

Gdansk, Poland • September 26-27, 2005
http://lihs.irit.fr/event/tamodia2005/

Important Dates
Deadline for Submissions: May 20, 2005
Notification to Authors: July 4, 2005
Final Versions due: July 25, 2005
Workshop: Sept. 26-27, 2005

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TAMODIA’2005 is the fourth in a series of workshops focused on different forms of models, diagrammatic and formal notations, and analytic frameworks used to understand human tasks and activities with computers and technology.

Understanding and modelling user tasks and activities has always been a central part of HCI research and practice. This has involved techniques borrowed from related areas such as software engineering, theoretical computer science and cognitive science, as well as specialised notations and methods developed to address the unique features of human-computer interaction.

Notations used range from textual and graphical forms to more interactive, multimodal and multimedia tools. Submissions are equally welcome from those studying notations and modelling frameworks themselves, or the ways in which these fit within the interaction design process.

As well as addressing areas traditionally associated with task modelling such as office work, safety critical interfaces, or web workflows, we would also like to encourage submissions that explore domains at the edge of these: understanding of physical workplaces, tangible, ubiquitous and pervasive computing, games and entertainment, technologically augmented artistic installations and performance, virtual and augmented reality, and domestic and public environments.

Running just before TAMODIA’2005 will be the national conference of the Polish HCI community and tutorials open to both conferences will run on the Sunday between them.

Venue
The conference is hosted in Gdansk. Situated between several major cultures and often at the boundaries of empires, it has sometimes been a flash point of conflicts, but also a melting pot of new ideas, including the origins of the Solidarnosc movement. We hope the conference will similarly bring together researchers from different academic areas and from different countries to stimulate one another and produce new insights.

Gdansk is situated on the edge of the Baltic with beautiful beaches, forests and lakes as well as many historical places to visit and the unique Kashubian culture, tradition and crafts.

It is easy to get to Gdansk: there are direct flights to Gdansk from London, Copenhagen, Hamburg, Frankfurt, Munich and Warsaw, and intercity trains from Berlin, Warsaw, Krakow, and Poznan.

Scope
We seek high-quality, original papers that address the theory, design, development, evaluation of ideas, tools, techniques, methodologies in (but not limited to) the following areas:

Understanding tasks and non-tasks:
- Allocation of tasks
- Cognitive task models
- Information access and navigation models (including web)
- Models and frameworks for non-work domains: arts, games, the home
- Navigation models and analysis for physical and virtual environments
- Understanding opportunistic, situated and non-planned activity
- User affordances
- User interfaces for very complex or exceptional tasks

Notations and diagrams:
- Diagrams for task representation: textual, graphic, animation, video
- Software engineering models and techniques applied to task-based design: data-flow diagrams, dynamics diagrams, Petri nets, semantic nets, statecharts, static diagrams, state transition diagrams, UML models, etc.

Process and method:
- Derivation of UI from task: systematic processes and methods
- Early requirements for task-based design
- User-task elicitation
- Task-based design

Analysis:
- Predictive task models
- Properties of tasks
- Simulation of tasks
- Task analysis
- Task models: analytic and empirical modelling

Tools and visualisation:
- Sketching and gesture-based tools for UI design
- Visual programming
- Visualization of models involved in UI design process

Submissions
Long paper submissions (up to 8 pages ACM format, approx 6000 words) should present high quality, original work within the topics of the conference. They should highlight general scientific contributions of the research and practical significance.

Short papers (up to 4 pages, approx 3000 words) can present preliminary results, reports of work in progress and also overviews of laboratories or groups with significant work within the scope of the workshop.

Demonstrations and Posters of highly visual material may accompany any paper and in the case of short papers may be a more appropriate presentation method than a short oral slot. If authors would like to present a demonstration or poster alongside or instead of an oral presentation they should include a short (up to 1 page any format) informal sketch or description of the intended demo/poster.

Both long and short papers should be written in English and authors should follow the formatting instructions on the TAMODIA web site.

http://liihs.irit.fr/event/tamodia2005

Previous Tamodia
http://liihs.irit.fr/event/tamodia2002 Tamodia'2002, Bucharest, Romania
http://liihs.irit.fr/event/tamodia2003 Tamodia'2003, Creta, Greece
http://liihs.irit.fr/event/tamodia2004 Tamodia'2004, Prague, Czech Republic

Proceedings of Tamodia 2004 are available in the ACM Digital Library:
http://portal.acm.org/toc.cfm?id=1045446

Registration and fees
Please see web site for details: http://liihs.irit.fr/event/tamodia2005