



IS-EUD 2015

5th Symposium on End User Development: My world, my device, my program
Madrid, 26-29 May 2015

CALL FOR PARTECIPATION

THEME

In an increasingly connected world, we use computer technology in more and more of our work practices and everyday routines. End users face the challenge of adapting and combining these devices and technologies for their potentially various and differing purposes, and engage in creative, often collaborative, activities to make the infrastructures fit their practice.

End-user development has established itself as a research discipline that connects the ergonomics of programming with the users' needs and abilities to shape the technological infrastructures they live in. The research does not aim at making everybody a programmer, but at allowing everybody to be in control of the technologies they live and work with at a degree of complexity of their choice. This includes improving the concepts and interfaces for programming and configuration as well as supporting end users in their activities to share, delegate and collaborate.

The IS-EUD 2015 in Madrid welcomes researchers and practitioners interested in exploring innovative, creative, simpler and more empowered ways of ideating, infrastructuring, configuring, adapting and programming our modern IT infrastructures at home and at work. We look at devices like smartphones, dishwashers, smart TVs, robots, cars, wearable IT, houses and laptops, and we look at practices and milieus like engineering, shopfloor, hackspaces, fab labs, app programming, e-health, e-mobility, e-democracy and energy efficient IT, and aim at improving tools, interfaces, processes and methods that support user-driven innovation.

The conference welcomes contributions that

- describe new, simple and efficient interfaces for adaptation and programming,
- describe new approaches for more flexible software and device architectures,
- describe new processes and methods to approach complex scenarios of infrastructuring,
- present studies and design implications on challenges and practices of end user development and user creativity.

In this edition we aim at opening the conference to the end users with a new category of contributions called the EUD playground where a plethora of interactive activities can be planned, from studios, to hackatons, to whatever format that invites end users to try out technologies devised for them.

SCOPE AND TOPICS

Authors are invited to submit manuscripts of original unpublished work in all areas related to EUD. Long papers may address work on cognitive and design aspects, underlying theories, formal methods, taxonomies, implementation efforts, tool support, and empirical studies. Short papers that present work in progress or demonstrations of tools are also solicited.

Specific topics addressed include (but are not limited to) the following ones:

- EUD in everyday life
- EUD in specific fields of application
- Device ecologies to enable EUD activities
- EUD methodologies and approaches
- End user participation in Co-Design and Co-Production of software
- Supporting collaboration in EUD settings
- EUD technologies, frameworks and tools
- Recommender systems to support EUD
- Collaborative Software Development
- Cultures of Participation and Meta-design
- EUD and Open Source
- Web 2.0 and mash-up technologies enabling EUD
- Strategies to foster EUD in software development companies
- EUD cost-benefit models
- EUD and crowdsourcing
- EUD for supporting device sustainability
- Usability and UX evaluation of EUD systems

LONG AND SHORT PAPERS

We invite two different types of paper submissions:

- (a) long papers, up to 16 pages, describing original unpublished research;
- (b) short papers, up to 6 pages, describing original unpublished research, whose results are more preliminary or less validated than for long papers.

All submissions will be reviewed by the Program Committee. Accepted papers (both long and short) will appear in the proceedings of IS-EUD 2015, published by Springer as Lecture Notes on Computer Science (LNCS).

Short papers will be presented at the conference as poster or live demo in a specific session.

Submission

The review process is double-blind, thus **submissions must be anonymized**.

Papers must be carefully formatted according to the Springer LNCS format (<http://www.springer.com/computer/lncs?SGWID=0-164-6-793341-0>).

Paper title, authors and affiliations, abstract and keywords/topics, must be submitted by December 15, 2014 to aid in reviewer assignments.

Authors may submit and update their submission through the EasyChair system (<http://www.easychair.org/conferences/?conf=iseud2015>) until the paper submission deadline.

Important dates

- Abstract submission: December 15, 2014
- Paper submission: December 22, 2014
- Notification: February 20, 2015
- Camera-ready: March 9, 2015

WORK-IN-PROGRESS

Work-in-progress (WIP) submissions are intended for presenting preliminary results. The authors of accepted contributions will have the opportunity to display a poster and explain their work to other conference attendees during the conference.

Accepted Work-in-progress contributions will be published in a dedicated issue of the “International Reports on Socio-Informatics” series and will be available online at <http://irsi.iisi.de>. The issue has its own ISSN.

Submission

Authors may submit and update their contribution (up to 4 pages) through the EasyChair system (<http://www.easychair.org/conferences/?conf=iseud2015>) until the deadline.

Important dates

- Submission: March 6, 2015
- Notification: March 20, 2015
- Camera-ready: March 27, 2015

EUD-PLAYGROUND

This year, IS-EUD invites proposal for hands-on sessions to be held in parallel tracks, as part of the main conference program, on the afternoon of Thursday, May 28th, 2015. The “End-Users’ Playground” will be open to the general public, thus offering a unique scenario in which (a) wider categories of the public will create, modify and extend technologies with the tools researchers have developed for their needs and (b) researchers can obtain feedback directly from end users. The Playground aims at inspiring new perspectives on the field of End-User Development. It will be an excellent opportunity for organizers to share their tools with other researchers and to engage the end-users at the same time, in order to broaden the scope of their research practices. A successful Playground activity, therefore, will offer direct hands-on experiences with new and cutting-edge end-user development technologies, both for conference attendees and non-professionals.

Playground activities should accommodate a maximum of 20 participants each, with a minimum of 5 participants required to run the activity and they are open to anyone (conference attendees and the general public). Each activity will last a maximum of 4 hours.

For each Playground activity, we request a short proposal (up to 4 pages). Accepted proposals will be published in the Conference Proceedings. Organizers are also strongly encouraged to arrange for posterior publications of a Playground activity’s output.

Submission guidelines

Submit a proposal formatted according according to the Springer LNCS format (<http://www.springer.com/computer/lncs?SGWID=0-164-6-793341-0>).

The proposal should be structured accorded to the following:

1. Abstract (150 words maximum)
2. Topics to be covered and their relevance to the EUD community

3. Detailed description of the planned hands-on activity (e.g., how the tool will be introduced to the participants, a scenario of the activity in text or in visual format, a tasks list, a description of the organization of participants in the groups, etc.). You may include diagrams or screenshots if relevant.
4. Objectives and learning goals for the activity
5. Supporting documentation (e.g., project website)
6. References

Please add an additional page in which you indicate:

1. Short biographical statement(s) of organizer(s)
2. Cost of material and hardware, if any (per participant, with list of individual items)
3. Logistics requirements: space, equipment, video/audio, specialized tools, etc.
4. Selection criteria and expected number of participants
5. Expected length (up to 4 hours)

Submission

Organizers may submit and update their proposal through the EasyChair system (<http://www.easychair.org/conferences/?conf=iseud2015>) until the proposal submission deadline.

Important dates

- Proposal: January 26, 2015
- Notification: February 28, 2015
- Camera-ready: March 9, 2015

WORKSHOPS

High quality workshops, aligned to the themes of the conference, provide an informal setting where participants have the opportunity to discuss specific topics in an atmosphere that fosters the active exchange of ideas.

Submission

Workshop proposals (up to 4 pages) must be carefully formatted using the Springer LNCS format (<http://www.springer.com/computer/lncs?SGWID=0-164-6-793341-0>).

Workshop organizers may submit and update their workshop proposal through the EasyChair system (<http://www.easychair.org/conferences/?conf=iseud2015>) until the deadline.

Important dates

- Proposal: January 26, 2015
- Notification: February 9, 2015
- Camera-ready: March 9, 2015
- Workshops date: May 26, 2015

DOCTORAL CONSORTIUM

The IS-EUD Doctoral Consortium is intended to bring together PhD students working on theory and application of EUD. We particularly encourage students that are somewhere in the middle of their research to submit to this workshop.

Submission

Applications to the Doctoral Consortium (up to 4 pages) must be carefully formatted the Springer LNCS format (<http://www.springer.com/computer/lncs?SGWID=0-164-6-793341-0>).

Authors may submit and update their submission through the EasyChair system (<http://www.easychair.org/conferences/?conf=iseud2015>) until the submission deadline.

Important dates

- Submission: January 15, 2015
- Notification: February 28, 2015
- Camera-ready: March 9, 2015

VENUE

The Symposium will take place at Media-Lab Prado and the Leganés Campus of Universidad Carlos III de Madrid.

The Workshops and the Doctoral Consortium will be held at the University Campus in Leganés, a city in the south of Madrid connected through public transportation to the city center (see location <http://goo.gl/maps/ePQLV>)

The main track of the conference including the Playground will take place at Media-Lab Prado in Madrid downtown (see location at <http://goo.gl/maps/OgFTF>).

ORGANIZERS

Conference chairs

- Paloma Diaz, Universidad Carlos III de Madrid, Spain
- Volkmar Pipek, Siegen University, Germany

Program chairs

Full Papers

- Carmelo Ardito, University of Bari, Italy
- Carlos Jensen, Oregon State University, US

Short Papers

- Ignacio Aedo, Universidad Carlos III de Madrid, Spain
- Alexander Boden, Fraunhofer FIT, Germany

EUD-Playground chairs

- Andrea Bellucci, Universidad Carlos III de Madrid, Spain
- Lily Diaz, Aalto University, Finland
- Monica Maceli, Drexel University, US

Industrial Liaison chairs

- Marcos García, MediaLab-Prado, Spain
- Alex Jaimes Larrate, Yahoo Labs, US/Spain/India
- Boris De Ruyter, Philips Research Europe, The Netherlands

Workshop chairs

- Daniela Fogli, University of Brescia, Italy
- Yvonne Dittrich, IT University of Copenhagen, Denmark

Doctoral Consortium chairs

- Clarisse de Souza, PUC-Rio, Brazil
- Panos Markopoulos, Eindhoven University of Technology, The Netherlands
- Simone Stumpf, City University London, UK

Publicity chairs

- Patrick Shih, Pennsylvania State University, US
- Teresa Onorati, Universidad Carlos III de Madrid, Spain

Local arrangement chair

- Telmo Zarraonandia, Universidad Carlos III de Madrid, Spain

STEERING COMMITTEE

- Margaret Burnett, Oregon State University, US
- Maria Francesca Costabile, University of Bari, Italy
- Boris De Ruyter, Philips Research Europe, The Netherlands
- Yvonne Dittrich, IT University of Copenhagen, Denmark
- Gerhard Fischer, University of Colorado, US
- Anders Mørch, University of Oslo, Norway
- Antonio Piccinno, University of Bari, Italy
- Volkmar Pipek, Siegen University, Germany
- Mary Beth Rosson, Pennsylvania State University, US
- David Redmiles, University of California, US
- Gunnar Stevens, Siegen University, Germany
- Volker Wulf, Siegen University, Germany

For more information, look at <http://www.iseud.net/>