

HAAPIE

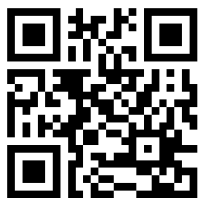
CALL FOR PAPERS

1st International Workshop on

Human Aspects in Adaptive and Personalized Interactive Environments – HAAPIE 2016

<http://haapie.cs.ucy.ac.cy>

to be held in conjunction with the 24th Conference on User Modeling, Adaptation and Personalization (ACM UMAP 2016), 13-17 July 2016 in Halifax, Nova Scotia, Canada



Important Dates

Submission: 7 May 2016
Notification: 1 June 2016
Camera-ready: 7 June 2016

Organizing Committee

Panagiotis Germanakos, SAP
SE, DE & University of Cyprus, CY
Marios Belk, University of
Cyprus, CY
George Samaras, University of
Cyprus, CY
Vania Dimitrova, University of
Leeds, UK

MOTIVATION & GOALS

State-of-the-art approaches in adaptation and personalization research consider user models that mostly maintain information regarding the “traditional” user characteristics (i.e., experience, knowledge, interests, context), and related contextual or technology aspects (i.e., displays, connectivity, processing power). While modeling these factors has shown significant improvements and benefits to the end-users in terms of usability and user experience, still the needs of today’s epoch signify the further engagement into research that will produce *more holistic human-centered practices*. The vision is to bring more inclusively the “human-in-the-loop”, considering intrinsic user characteristics and abilities, like perceptual, personality, visual, cognitive and emotional factors as expressed by the theories of individual differences. In addition, recent studies show the need of broadening the scope of diversity parameters to include characteristics such as motivation, self-actualization, and socio-cultural differences. The overarching goal of HAAPIE 2016 is to bring together researchers and practitioners working in the areas of human aspects in adaptation and personalization, and aims to:

- Explore state-of-the-art and new implicit and explicit methods and techniques of modeling a broad range of human factors of users and behaviors – both separately and in possible combinations (e.g., cognitive abilities and age; motivation and cultural differences);
- Explore personalization techniques, computational intelligence algorithms, recommendation models, and real-time paradigms that can improve the efficiency and effectiveness of user tasks and interventions;
- Compare challenges and experience in different real world contexts and applications (e.g., decision support, learning, wellbeing, security), where a holistic view on human aspects is needed to provide a positive user experience; and
- Identify theoretical and computational models for the design, development and evaluation of human aspects in adaptation and personalization.

The added value will be to shape new human-centered adaptive interactive environments and personalized platforms that can contribute towards long-term viable solutions.

TOPICS OF INTEREST

Topics of interest include, but are not limited to:

- Human-centered Modeling, Adaptation Methods and Techniques
- Influence of Human Factors on Interactive Systems for Personalization
- Usage of Human Factors for Personalization
- Implicit and Explicit Detection of Human Factors for Personalization
- Human-centered Algorithms for Content Recommendation and Delivery
- Novel Human-centered Interaction Concepts and User Interfaces
- Individual Differences (Personality, Cognition, etc.)
- Synergy of Affective and Human Cognitive Factors
- Modeling Groups and Communities of Diverse Users
- Evaluation of Human Aspects in Adaptation and Personalization
- Personalized Access to Services Content
- User Experience
- Cultural Diversity and Adaptation
- Age-specific Personalization and Adaptation
- Adaptation and Personalization for Users with Special Needs
- User Behavior and Behavior Change
- Context Awareness
- Human Aspects in Personalized Internet of Things Applications
- User-centric Cyber-Physical-Social Adaptive Systems
- Human Aspects in Social Adaptive Robots
- Adaptation and Personalization in Usable Privacy and Security
- Privacy Aspects of Modeling Human Factors in Personalization Systems

TYPES OF PAPERS

In HAAPIE 2016 we encourage original and relevant contributions focusing on

experiences and lessons learned from real-life applications, current state-of-the-art methodologies, challenges tackled and solutions adopted, tools, algorithms, and services in the academic, public or private sector, studies, theories, techniques, and evaluation procedures that could support human-centered adaptation and personalization issues in various levels of interactive environments.

All workshop papers must contain original, previously unpublished, research work adhering the two publication types:

- **Full research papers (8-10 pages)**, proposing new approaches, innovative methods and research findings. They should make substantial theoretical and empirical contributions to the research field.
- **Short research papers (4-6 pages)**, presenting work in progress, lessons learnt, positions, emerging or future research issues and directions on human aspect challenges in the area.

Manuscripts should be formatted using the camera-ready templates (<http://www.acm.org/publications/proceedings-template>) in the ACM proceedings double-column format.

SUBMISSION & PUBLICATION

All papers will undergo a peer review process by at least two expert reviewers to ensure a high standard of quality. Referees will consider originality, significance, technical soundness, clarity of exposition, and relevance to the workshop's topics.

Research papers should be submitted electronically as a single PDF file through the EasyChair submission system (<https://easychair.org/conferences/?conf=haapie2016>).

Accepted papers will be included in the workshop proceedings published in the ACM UMAP 2016 Extended Proceedings through the green open-access CEUR-WS.org.