



ANNOUNCING THE THIRD INTERNATIONAL CONFERENCE ON TANGIBLE AND EMBEDDED INTERACTION

16-18 February 2009, Cambridge, UK

<http://tei-conf.org>

DATES AND LOCATION

Paper submission deadline	31 st Oct 08
Reviews due	27 th Nov 08
Author notification deadline	30 th Nov 08
Camera-ready copy deadline	15 th Dec 08
Early registration deadline	7 th Jan 09

Conference dates February 16-18, 2009, Cambridge, UK

DESCRIPTION

Computing is progressively moving beyond the desktop into new physical and social contexts. One key area of innovation has been around *tangible computing*, which pushes the user interface beyond the digital into the physical world. This includes work on tangible interfaces, graspable interfaces, physical computing, and interactive surfaces. A closely related topic is that of *embedded interaction* where the everyday objects and environments we interact with are computationally augmented in new ways. Designing such systems requires interdisciplinary thinking. Their creation must not only encompass software, electronics, and mechanics, but also the system's physical form and behaviour, as well as its social impacts.

After the big success of TEI'07 and TEI'08 we are pleased to announce the third international conference dedicated to presenting the latest results in tangible and embedded interaction. We invite submissions of work addressing HCI issues, design, user experience, tools and technologies, as well as interactive art in the broad area of tangible computing and embedded interactive systems. The intimate size of this single-track conference provides a unique forum for exchange of ideas through talks, interactive exhibits, demos, posters, art installations and performances. All accepted submissions will be included in the conference proceedings, which will be published through the ACM Digital Library.

TOPICS FOR SUBMISSION

Authors are invited to submit high-quality original work to advance the field. Appropriate topics include but are not limited to:

- Examples of novel tangible interfaces or embedded interactive systems
- Case studies and evaluations of working deployments
- Relation of tangible and embedded interaction to other paradigms
- Programming paradigms and tools, toolkits, software architectures
- Novel enabling technologies
- Interactive uses of sensors and actuators, and electronics and mechatronics
- Design guidelines and methods
- Applied design in the form of concept sketches, prototypes and products
- Novel applications
- Theoretical foundations, frameworks, and concepts
- Philosophical, ethical and social implications
- Usability
- Provocative design work and interactive art

SUBMISSION DETAILS

Authors are invited to submit papers that are **2, 4, 6 or 8 pages long**, formatted to follow the [two column ACM SIGCHI format](#). We are happy to consider a variety of styles for inclusion in the proceedings, such as academic papers, design sketches and descriptions of art pieces or installations. All accepted submissions will be included in the conference proceedings, which will be published through the ACM Digital Library.

At the time of submission, authors will be able to specify their preferred format for presenting the work, which includes:

- 15 minute talk
- 5 minute talk
- Poster
- Interactive demo
- Exhibit
- Installation

We anticipate a large volume of submissions this year, but the timeslots available for talks (and space available for demos and exhibits) will be limited by necessity. In order to help the program committee to include as much interesting work as possible, authors will also be able to specify whether they would be happy to present their work in a format other than their preferred format.

Submissions will be peer reviewed in a double-blind process: please anonymize your submission. In case of acceptance, at least one author must register before the early registration deadline for the conference in order for the final paper version to be published in the conference proceedings.

ORGANIZING COMMITTEE

CONFERENCE CHAIRS

Nicolas Villar Microsoft Research Cambridge, UK
Shahram Izadi Microsoft Research Cambridge, UK

PROGRAM CHAIRS

Mike Fraser University of Bristol, UK
Steve Benford University of Nottingham, UK

PUBLICITY CHAIRS

Jamie Zigelbaum MIT Media Lab, USA
Florian Block Lancaster University, UK
Nicolai Marquadt University of Calgary, Canada
Takashi Matsumoto Pileus LLC, Japan

PUBLICATION CHAIRS

Dagmar Kern University of Duisburg-Essen, Germany
Alireza Sahami University of Duisburg-Essen, Germany

SPONSORSHIP CHAIR

Sriram Subramanian University of Bristol, UK

STERING COMMITTEE

Eva Hornecker Open University, UK
Caroline Hummels Eindhoven University of Technology, NL
Robert Jacob Tufts University, USA
Brygg Ullmer Louisiana State University, USA
Albrecht Schmidt University of Duisburg-Essen, Germany

DESIGN

Bart Hengenveld Eindhoven University of Technology, NL

WEBMASTER

Nicolai Marquadt University of Calgary, Canada

PROGRAM COMMITTEE

Please check the conference website for updates