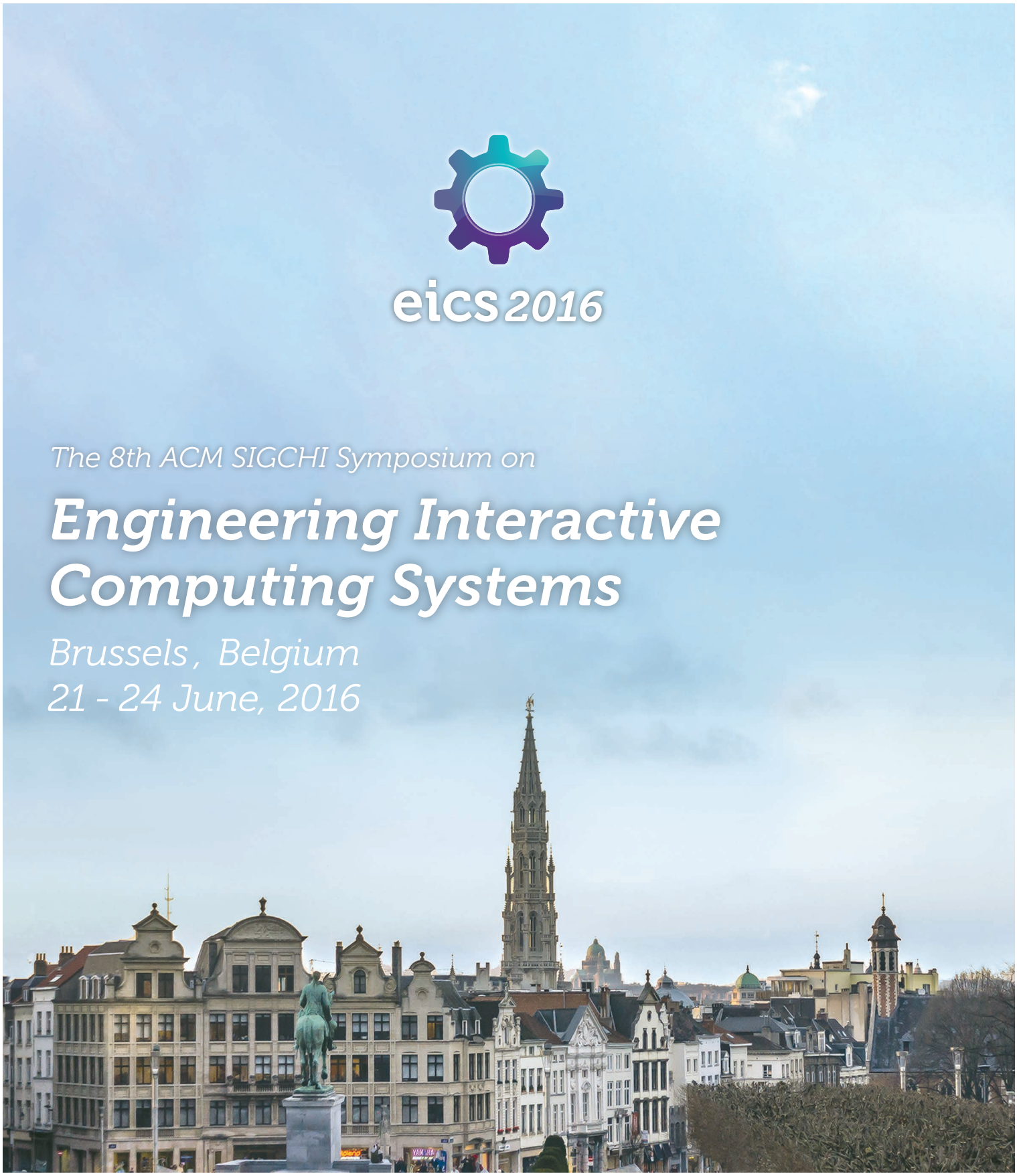

eics 2016

The 8th ACM SIGCHI Symposium on

Engineering Interactive Computing Systems

Brussels, Belgium
21 - 24 June, 2016

Sponsored by

Association for Computing Machinery

SIGCHI

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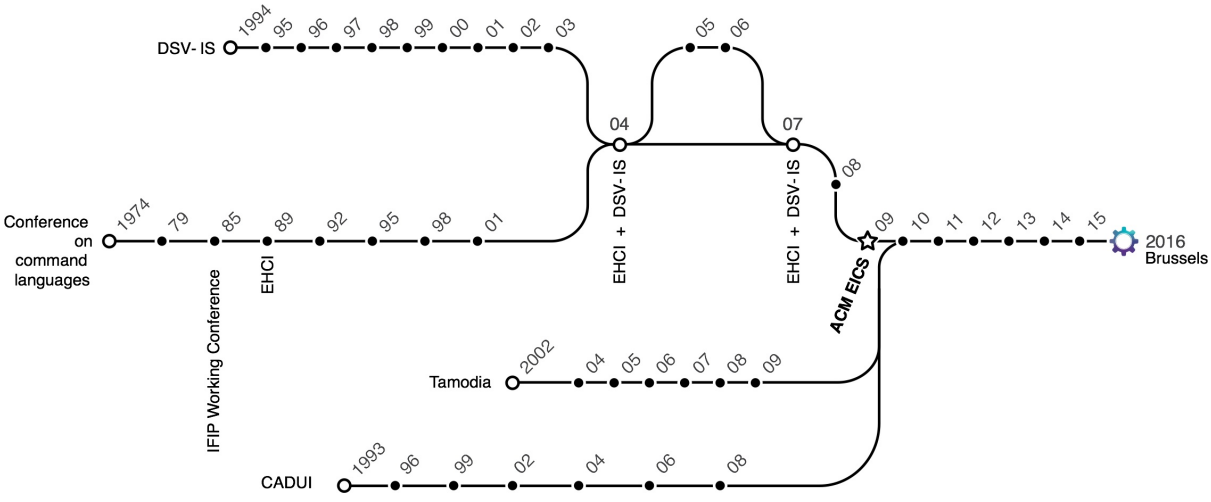
Welcome to EICS 2016

The ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS) is a yearly international conference devoted to engineering usable and reliable interactive computing systems. Research presented at EICS revolves around methods, processes, techniques and tools that support specifying, designing, developing, deploying and verifying interactive systems. This 8th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS'16) took place in Brussels, Belgium (21-24 June 2016) – at the heart of Europe.

EICS gathers researchers that aim to improve the ways we build interactive systems. Building interactive systems is a multi-faceted and challenging activity, involving a plethora of different actors and roles. This is particularly true in the domain of HCI, where we continuously push the edge of what is possible, where there is a crucial need for adequate processes, tools and methods to build reliable, useful and usable systems that help people cope with the ever increasing complexity of work and life. The primary goal of the EICS conference series is to provide a venue for novel and high quality contributions in this direction.

EICS is probably the longest running HCI conference in the field. Its starting point in history goes back as far as 1974. Although it only has been an ACM SIGCHI sponsored conference since 2009, EICS is a continuation and merge of a set of series of conferences, symposiums and workshops —most notably the IFIP WG 2.7/13.4 conference on Engineering HCI (EHCI)— that shared a common interest: the engineering aspects of HCI. The annual workshops on Design, Specification and Verification of Interactive Systems (DSV-IS) and on Task, Models and Diagrams for UI Design (TaMoDia) were also merged into the EICS conference series, as well as the International Conference on Computer-Aided Design of User Interfaces (CADUI).

The history of EICS



EICS 2016 received 64 full paper and 21 Late-Breaking Results and Demo (LBR) submissions. A revised reviewing process was put in place with 12 senior PC members selecting reviewers from a set of expert program committee members to ensure high quality and insightful reviews for all papers. A physical program committee meeting with the senior PC members and paper chairs to discuss the various submissions in

person was organized on March 23 in Toulouse. 20 full papers and 12 LBR papers were accepted, resulting in respectively ~30% acceptance rate for full papers and ~57% for LBR papers. Some authors were given the opportunity to rework and improve parts of their full paper submission in a "revise and resubmit" phase, for which they received shepherding and guidance by a senior PC member. This shows the commitment of the EICS community to not only ensure high quality contributions at the conference, but also to educate and enable authers to write down and present their best work for this conference.

In addition to the 32 papers, the EICS'16 program includes three pre-conference workshops and a doctoral consortium. The workshops provide a more focused venue on a topic of interest for engineering interactive computing systems. This year the workshops cover SCXML, recommender systems and end-user development for cross-device user interfaces.

EICS'16 features two keynote speakers that can challenge the EICS community with their perspectives on engineering interactive computing systems. Prof. dr. Antti Oulasvirta is a cognitive scientist researching human-computer interaction and will tackle the question on whether computers can design interaction. Prof. dr. Richard Paige researches the theory and application of modelling and agile methods in software and systems engineering, and will talk about the challenges, opportunities and potential disasters of language engineering for interactive systems.

We would like to thank all who contributed to EICS'16, PC and senior PC members, chairs of the various conference tracks, the local organization, our sponsors; especially ACM SIGCHI for their continuous support, and iMinds and Hasselt University for contributing to the organization of EICS'16.

Finally, we would like to invite you to submit your work for EICS 2017, and attend the conference that will be held in Lisbon (Portugal) at the end of June 2017.

Kris Luyten and Philippe Palanque, general conference chairs
José Creissac Campos and Albrecht Schmidt, full paper chairs
Beat Signer and Nicolas Roussel, Late-Breaking Results and Demo chairs

EICS 2016 Organization

General conference chairs
Kris Luyten (EDM, Hasselt University - iMinds, Belgium)
Philippe Palanque (IRIT, University Paul Sabatier, France)

Full paper chairs
José Creissac Campos (HASLab/INESC TEC & University of Minho, Portugal)
Albrecht Schmidt (Universität Stuttgart, Germany)

Late-Breaking Results and Demo chairs
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Beat Signer (Vrije Universiteit Brussel, Belgium)

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