

Call for Participation

CLIHC 2017 - Antigua Guatemala - November 8-10, 2017

<http://fce.ufm.edu/clihc2017/>

The VIII Latin American Conference on Human-Computer Interaction, CLIHC 2017, aims to provide a premier forum that brings together the Latin American and international HCI research communities to discuss and share ideas, methods, approaches and techniques for designing interactive user experiences. In consonance with previous editions, we believe that in the field of HCI we must foster the production of technology that can be used and appreciated by as many people as possible, enabling intercultural exchange and cooperation between people with different backgrounds and needs.

This year, CLIHC 2017 is hosted by the Computer Science Program at the School of Economic Sciences, Universidad Francisco Marroquín, in the beautiful city of Antigua Guatemala - a U.N.'s World Heritage Site - and is open to submissions in the following categories:

- Full papers
- Short papers
- Posters
- Workshops
- Tutorials
- Student Design Competition
- Postgrad consortium

Authors are invited to prepare and submit articles reporting on research projects, innovative designs, user studies, models of interaction, field studies, case studies, and others. Academics from universities all across Latin America, as well as researchers in public and private institutions, practitioners and professionals from the industry, undergraduate and postgraduate students, and the public in general are all welcome to participate in the peer-reviewed selection of the works that will be presented in Antigua Guatemala in November 8-10, 2017.

The general theme of this edition of the conference is HCI for Freedom, it is how computational technology helps people to achieve their own goals overcoming all kinds of obstacles, unfair coercion, impositions, constraints, and limitations. As is evident in Latin America, technology is playing a key role in the transformation of society at all levels: individuals, communities and states. Technology enhances the people's free will - the capacity to choose among different options. Thanks to modern telecommunications, the number of options available today are enormous and always increasing at all social strata, giving people new opportunities for development. At CLIHC 2017 we want to celebrate the freedom provided by Human-Computer Interaction.

Besides the general theme, topics of submissions may include, but are not limited to:

- Innovative user interfaces
- User modeling
- Natural user interfaces
- Multimodal interfaces
- Robot-human interaction
- Mobile interfaces
- Affective interfaces
- Interaction with smart objects and internet of things
- Brain computer interaction
- Interfaces for virtual, augmented and mixed reality
- Social computing
- Crowdsourcing
- Computer supported cooperative work - CSCW
- Health and HCI
- Perception and visualization
- Telepresence
- Security and access control
- HCI for Development - HCI4D
- Education and HCI
- Interfaces and interaction in games
- Interfacing with artificial intelligence
- Embodied interaction
- Usability of programming languages
- Child-computer interaction
- Older adults and computers

Submission and Important Dates

All submissions must be sent anonymized. Information about authors will be entered in a form in the submission system and must be removed from the text of the paper or extended abstract. Deadlines are at midnight AoE.

Submission deadlines

- Full and short papers: **July 15th, 2017**
extended from ~~June 30th, 2017~~
- Posters: July 30th, 2017
- Workshop and tutorial proposals: July 30th, 2017
- Student Design Competition: July 30th, 2017
- Postgrad consortium: TBD

Notification

- Full and short papers: August 5th, 2017
- Posters: August 15th, 2017
- Workshop and tutorial proposals: August 15th, 2017
- Student Design Competition: August 15th, 2017
- Postgrad consortium: TBD

Camera ready

- Full and short papers: August 20th, 2017
- Posters: August 30th, 2017
- Workshop and tutorial proposals: August 30th, 2017
- Student Design Competition: August 31th, 2017
- Postgrad consortium: TBD

Submission process

All submissions are to be made through EasyChair Conference System. Please use the following link: <https://easychair.org/conferences/?conf=clihc2017>

Submission format to be used for each category will follow the standard ACM Proceedings Format, see <https://fce.ufm.edu/clihc2017/#CLIHCSUBMISSION> for a list of available formats.

Submission Categories

Full papers

Research projects from individuals or teams in academia, industry, NGOs, government institutions, etc., that have achieved a mature stage and require a long format for reporting results, are welcome to submit in the full paper category. Submissions must contain an original contribution, relevant to the subject of the conference, and may not have been published already anywhere else nor be in the process to be reviewed or published in any other conference or journal. The maximum length for full papers is 8 pages including references. Articles accepted in this category will be published in the proceedings of the event and will be allocated 20-30 minutes for presentation and discussion at the conference. At least one author of the paper must attend the conference.

Short papers

Research projects at every stage wishing to report preliminary, partial, or complementary results may submit their papers to the short paper category which has a maximum length of 4 pages including references. Content must be original and relevant to the conference, and must not have been published anywhere else or be in the process of revision for another conference or journal, although, due to the preliminary, partial and complementary nature of short papers, publications from the same authors might be available already in the literature. Articles accepted in this category will be published in the proceedings of the event and will be allocated 15-20

minutes for presentation and discussion at the conference. At least one author of the paper must attend the conference.

Posters

The poster category enables projects at early stages of development, to display and discuss their ideas, proposals, findings and approaches with conference attendees in order to collect feedback, make connections, and spread the word about their work. Authors wanting to set a poster at the conference must submit a 2 pages abstract in the extended abstracts format. Accepted posters will be allocated a special space at the conference venue to display and discuss their work with other participants. A special session for poster presentation will also be scheduled. At least one author of the poster must attend the conference. For more information see the Poster Call for Participation:

https://fce.ufm.edu/wp-content/uploads/2017/05/CFP_Posters_CLIHC2017.pdf

Workshops

The workshops category provides an opportunity for researchers with similar interests to get together and discuss state of the art theories and methods in their fields, and work in proposals for joint collaboration in research projects. Those interested in organizing a workshop during the conference must submit a 2 pages abstract in the extended abstracts format describing the goals of the workshop, intended audience, a plan for promoting participation and an outline of the activities of the workshop. Accepted workshops will be scheduled during the dates of the conference and will be assigned a meeting room. At least one organizer must attend the conference. For details see the Workshops Call for Participation:

<https://fce.ufm.edu/wp-content/uploads/2017/05/CLIHC-2017-CPF-Workshop.pdf>

Tutorials

Tutorials are short courses intended to provide an opportunity for attendees to learn new techniques and methods in the field of HCI and Interactions Design. To propose a tutorial, those interested must communicate directly with tutorial chairs and submit a description of the course, planned duration, intended audience, an outline of the contents, materials and equipment needed and a short description of the qualifications of instructor. Accepted tutorials will be included in the program of the conference and advertised to all participants. The room or lab needed for the course will be arranged in coordination with the organization of the event.

Student Design Competition

The Student Design Competition is open to both graduate and undergraduate students from programs related to interactive design, technology design, engineering, information systems,

and similar. The challenge is to design the solution to a problem stated in the specific call for participation. Please refer to it for more information:

<https://fce.ufm.edu/wp-content/uploads/2017/05/CLIH2017-SDC.pdf>

Postgrad consortium

Students in postgraduate programs, master's or doctoral, working in their thesis or dissertations, may present their advances at the conference to gather input and feedback. In the postgrad consortium students whose proposal has been submitted and accepted, will have the opportunity to present their work in front of a doctoral panel and respond their questions and listen to their recommendations. In addition, they will have the chance to include a poster about their work in the poster session. To submit a proposal for the postgrad consortium students must write a 2 page maximum extended abstract, with the description of their research, the advances they have had and why they consider they are at a stage where input and feedback from a doctoral panel is valuable.

CLIH2017 History at a Glance

The Latin American Conference on Human-Computer Interaction, CLIH2017, series of conferences has been held biannually since 2003 thanks to the enthusiasm and initiative of researchers and practitioners in the field of HCI in Latin America with the support of the Special Interest Group on Computer-Human Interaction ACM SIGCHI, local universities, public and private institutions. The list of previous editions include:

- Rio de Janeiro 2003, Brazil - <https://goo.gl/W26Sfn>
- Cuernavaca 2005, México - <https://goo.gl/OxsVgA>
- Rio de Janeiro 2007, Brazil - <https://goo.gl/RnPKcV>
- Merida 2009, Mexico - <https://goo.gl/sxxunZ>
- Porto de Galinhas 2011, Brazil - <https://goo.gl/H4L39A>
- Guanacaste 2013, Costa Rica - <https://goo.gl/sqomdN>
- Córdoba 2015, Argentina - <https://goo.gl/94UJ9I>

In 2012 the Latin American HCI Community - LAIHC - was founded and has since then been associated with the organization and promotion of CLIH2017 conferences. You can join LAIHC at:

<http://www.sigchi.org/communities/laihc>

CLIHHC 2017 organizers

General chairs

- Laura Sanely Gaytán-Lugo, Universidad de Colima, México
- Leonel Morales Díaz, Universidad Francisco Marroquín, Guatemala

Program chairs

- Lizbeth Escobedo Bravo, University of California San Diego, USA
- Raymundo Cornejo, CONACYT Research Fellow - UACH, Mexico

Posters chairs

- Yasmín Magallanes, Universidad de las Américas Puebla, México
- Soraia Silva Prietch, Universidade Federal de Mato Grosso, Brazil

Workshops chairs

- Yenny Alexandra Méndez Alegría, Universidad Nacional Abierta y a Distancia, Colombia
- David Nemer, University of Kentucky, USA

Tutorials chairs

- Maia Naftali, Universidad de Buenos Aires, Argentina
- Natalia Vivas, Usaria, Colombia

Student Design Competition chairs

- Zayira Jordan, Universidad Politécnica de Puerto Rico, Puerto Rico
- Pedro C. Santana Mancilla, Universidad de Colima, México

Postgrad consortium chairs

- Laura Pina, University of Washington, USA
- Luis Castro Quiroa, ITSON, Sonora, México

Publicity chairs

- Cesar Alberto Collazos, Universidad del Cauca, Colombia
- Erick Esquivel, Universidad Francisco Marroquin, Guatemala

Contact

- Laura Sanely Gaytán-Lugo, sane.gaytan@gmail.com
- Leonel Morales Díaz, litomd@gmail.com
- CLIHC chairs email: chairs.clihc2017@gmail.com
- Twitter: [@clihc_2017](https://twitter.com/clihc_2017)