Call for Participation

The home is increasingly being filled with entertainment technologies to allow for the watching of TV and movies, listening to music, and playing of games as well as novel technologies such as robotic pets and interactive furniture. As entertainment technologies continue to multiple, we need to consider how they are situated into existing households. The goal of this workshop is to discuss how the introduction of entertainment technologies into the home is changing the dynamics of family life, and the larger social effect.

We encourage participation from a wide range of HCI people, from home media designers to social science researchers. The workshop will be limited to 20 participants to give everyone opportunity to present and discuss their own work.

We invite people to submit a position paper of maximum of 3 pages ACM format describing one of the following:

- Ethnographic and other studies of new and existing entertainment technologies, or studies of home life that are applicable to entertainment technology
- Reviews of sociology and anthropology research looking at technology use and adoption terms of gender, family roles, as well as regional or racial differences
- Discussions of social and cultural implications of new media, including the consequences of time shifting, profiling, and individually tailored media
- Discussions of how these issue vary across cultures to ensure the output of this workshop is applicable to domestic technology researchers across the world
- Work relating to design for a piece of home entertainment media if grounded in discussion of social and cultural issues

More information can be found at xxx.ac.uk/homemedia