Workshop on
"The Many Faces of Consistency in Cross-platform Design"
http://www.multipleui.org

in adjunction with
ACM International Conference on Human Factors in Computing Systems
—> CHI 2006 <—

April 22 - 23, 2006
Montreal, Canada

Position papers due (2-4 pages): January 13, 2006

SCOPE

The growing variety of computing devices has changed our digital lifestyles dramatically. Tasks are no longer bound to one device but can be performed on whatever device is at hand, depending on situation or availability.

The challenge for user interface design is to ensure that users can move seamlessly between devices and continue to accomplish their tasks, even when interaction styles and physical forms change. Consistency, as a key criterion of usability, seems to be particularly important in this context, as it can allow users to transfer existing application knowledge between devices.

At the workshop, participants will discuss the following questions:

- What aspects of consistency matter in cross-platform design? What evidence has been gathered to inform us? What are the biggest unknowns?
- What are the unique problems for ensuring consistency in application interfaces that span multiple platforms?
- What are the limits for consistency? When does it help or hinder inter-device usability?
- How can consistency be evaluated in the multi-device context and how can such measures integrate into the design process?

By the end, we hope to have identified areas of consensus, developed a preliminary set of guidelines for cross-platform design, and identified future directions for research.

FORMAT AND SUBMISSION

The workshop will be held as as a two-day event, and we plan to bring together 15-20 people with a strong interest in the areas addressed by the workshop. The workshop will be focusing on discussion rather than on technical presentations. All accepted position papers will be published on the workshop web site in order to enable participants to read all submissions prior to the workshop. The workshop itself will combine discussion in small break-out groups and plenary discussions. The main goal of the workshop is to gain new insights into the topics discussed and to gather and incubate research in the area of consistency in the design of cross-device user interfaces.

The workshop invites researchers and practitioners from all fields involved in user interface design such as designers, usability professionals, psychologists, and engineers and others. Submissions from all domains are requested.

Interested individuals should submit a 2-4 page position paper in the CHI publication format (http://www.chi2006.org/cppf.php) to Kai Richter (kai.richter@zgdv.de) by January 13th. The paper should address the author's previous work in this area and express thoughts on one or more of
the four outlined questions.

More information can be found at http://www.multipleui.org

All workshop participants will have to register for the main conference (CHI 2006, http://www.chi2006.org) in order to attend the workshop.

ORGANIZATION

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IMPORTANT DATES

January 13, 2006   Deadline for paper submission
February 6, 2006   Notification of acceptance
April 22-23, 2006   Workshop
April 24-27, 2006   CHI main conference

CONTACT DETAILS

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