



CALL FOR PARTICIPATION - IEEE Virtual Reality 2007 Workshop

## 2nd International Workshop on Mixed Reality User Interfaces: Specification, Authoring, Adaptation

### WORKSHOP DESCRIPTION

Current trends in high-performance, mobile computing devices suggest that Mixed Reality applications will not only be available for experts in predefined settings but also for everyday users in an often changing context. Mixed Reality applications could be run in different hardware setups, at different context conditions, and they will have to accommodate configuration and adaptation both at compile and run-time. Such new scenarios will require novel methods for specification, novel tools for application authoring, and novel ways to include adaptation into non-functional requirements of MR applications, among other key elements in this future software line. We believe, these issues are important features in the future of MR, and solutions to them will be essential to overcome the complexity of development in a world with several options for devices and levels of computational power, as well as with heterogeneous users possessing various levels of experiences, skills and personal preferences.

After our productive workshop on the "Specification of Mixed Reality User Interfaces: Approaches, Languages, Standardization" at IEEE VR 2006, we would like to invite researchers and practitioners alike to participate in this thematically related workshop and discuss suitable conceptual models, development approaches, and tools for context-aware MR applications of the future. Some questions we would like to discuss and which may be addressed in submissions include (but are not limited to) the following:

- Which methods can be used to specify, model, and build MRUIs, which adapt themselves to various contexts?
- How do varying contexts influence spatial interaction, i.e. interacting in different spatial contexts?
- How do we envision the production cycle of MR applications? Which novel tools or authoring systems are required to facilitate the work of MR developers?
- What type of compile time configuration issues and runtime changes should we take into consideration in the development of adaptive MRUIs?
- How can a MRUI be adapted to better support certain tasks in certain situations (e.g. switch from a 3D to a 2D interface; use audio input instead of gestures etc.)
- How can the rendering of MRUIs be adjusted to environmental influences (such as a closed Cave, a lab with good lighting conditions, an open space urban situation etc.)
- How can 3D interfaces be better integrated into our surroundings? How do they help us in supporting the idea of pervasive computing? How do they relate to other smart and intelligent items?
- Which concepts and tools exist for quickly building and testing adaptive MRUIs?
- What is the design space of novel MR applications? Which requirements should novel languages in MR development fulfill? Do we require standards for MR development?

### IMPORTANT DATES

**Submission deadline:** January 5th, 2007  
Notice of acceptance: January 19th, 2007  
Camera-ready papers: January 26th, 2007

### HOW TO SUBMIT PAPERS

Participants are invited to submit a research paper, experience report or position statement, which will be reviewed by the international program committee.

- Research papers should describe original and high quality research work within the scope of this workshop. Papers are expected to be 4-8 pages long.
- Experience reports shall describe experiences and lessons learned with modeling, implementing and maintaining MR applications. Submissions are expected to be papers of 2 pages.
- Position statements can describe research questions, practical problems, claims, novel ideas etc. and should be presented on a maximum of 2 pages.

Submissions should follow the IEEE Computer Society format described at <http://www.cs.sfu.ca/~vis/Tasks/camera.html>. Please include all author information in your submission. All papers must be submitted electronically using an online conference system (see [www.mrui2007.org](http://www.mrui2007.org)).

## **WORKSHOP FORMAT AND PARTICIPATION**

The workshop will be held as part of the IEEE Virtual Reality 2007 Conference in Charlotte, North Carolina, USA. The workshop will consist of a full day highly interactive format that will encourage group dialogue.

Accepted submissions will be presented in several sessions as a starting point for the plenary discussion. Group work on exchanging ideas and identifying future research directions will take place in the afternoon.

The workshop papers will be published as printed proceedings with an ISBN. Additionally, all workshop contributions (including supplementary material) will be available on the conference DVD and on the workshop homepage.

## **WORKSHOP CHAIRS**

Raimund Dachsel, TU Dresden, Germany  
Pablo Figueroa, Universidad de los Andes Bogota, Columbia  
Irma Lindt, Fraunhofer FIT, Germany  
Wolfgang Broll, Fraunhofer FIT, Germany

## **PROGRAM COMMITTEE**

Wolfgang Broll, Fraunhofer FIT  
Raimund Dachsel, Dresden University of Technology  
Steven Feiner, Columbia University  
Pablo Figueroa, Universidad de Los Andes, Bogota  
Christian Geiger, Duesseldorf University of Applied Sciences  
Michael Haller, Upper Austria University of Applied Sciences  
Ernst Kruijff, Graz University of Technology  
Irma Lindt, Fraunhofer FIT  
Dirk Reiners, University of Louisiana, Lafayette  
Dieter Schmalstieg, Graz University of Technology  
Ehud Sharlin, University of Calgary

## **WORKSHOP HOMEPAGE**

<http://www.mrui2007.org/>