

7th Latin American Conference on Human Computer Interaction

(CLIHC 2015)

November 18 – 21, 2015

Córdoba, Argentina

<http://isa.ixda.org/2015/>

The Latin American Conference on Human Computer Interaction (CLIHC) aims to provide a premier forum that brings together Latin American and International HCI communities to discuss and exchange ideas, methods, approaches and techniques for designing interactive user experiences. This conference has its origin in Rio de Janeiro 2003 (Brazil), following editions in Cuernavaca 2005 (Mexico), Rio de Janeiro 2007 (Brazil), Merida 2009 (Mexico), Porto de Galinhas 2011 (Brazil), and Guanacaste 2013 (Costa Rica). In consonance with previous editions, we believe that in the field of HCI we must come to a technology that not only can be used and appreciated by as many people as possible, but that also promotes intercultural exchange and cooperation between people with different backgrounds and needs.

Paper submission and publication

CLIHC invites high quality contributions describing significant, original, and unpublished results for submission in the following categories:

Full papers: original contributions that have not previously been published in another forum, nor be subject to review for other conferences or publications. Contributions should include academic research results of high quality, case studies or experiences that provide new evidence about the research or application regarding the topics of the conference. Full papers must not exceed 8 pages (including figures, tables, references, and appendices).

Short papers: work in progress with partial but significant results. Submissions must contain an original contribution that has not previously been published in another forum, nor be subject to review for other conferences or publications. Short papers must not exceed 4 pages (including figures, tables, references, and appendices).

Posters: work in progress that is exhibited in a poster session during the conference, providing an interaction opportunity for researchers and practitioners to present and demonstrate their new and innovative work. Authors must submit a manuscript written in English, Spanish or Portuguese that must not exceed 2 pages.

Vânia Paula de Almeida Neris, Brasil/UFSCar - <vania@dc.ufscar.br> &

Mario A. Moreno, México / Universidad de la Mixteca <sirpeto@gmail.com>

Doctoral Consortium: PhD students are invited to present the topic and progress of their research in order to obtain feedback from a panel of experts. Papers for doctoral consortium could be written in English, Spanish or Portuguese and must not exceed 2 pages.

Lucia Vilela Filgueiras Brasil/USP <lfilguei@gmail.com> &

Luis A. Castro - <luis.castro@acm.org>

Design competition: an opportunity for students to participate through a practical activity, create an exhibition space of solutions to a problem socially relevant, and foster greater interaction between industry representatives and students. Participants can be students or professionals in groups of up to 4 participants with 1 supervisor. Each team must submit a presentation in Portuguese, Spanish or English in PDF format with a maximum of 15 slides.

Sandra Murillo, México / UPAEP - <sandrarocio.murillo@upaep.mx> &

André Pimenta Freire Brasil/UFLA - <apfreire@dcc.ufla.br>

All contributions will be peer-reviewed by at least two PC members on the basis of technical quality, relevance, originality, significance and clarity.

Authors submitting a paper must:

- * Follow the official ACM Proceedings Format

(<http://www.acm.org/sigs/publications/proceedings-templates>) and

- * Submit their paper using the EasyChair platform

(<https://easychair.org/conferences/?conf=clihc2015>).

Accepted full and short papers written in English will be included in the conference proceedings and submitted for publication in the DL of the ACM (TBC). We are also exploring alternatives so that authors of selected outstanding papers are invited to submit extended versions of their papers for consideration of publication in an international journal.

Important dates:

Paper submission - **June 30, 2015**

Notification of acceptance: July 31, 2015

Camera-ready version: August 15, 2015

Conference dates: November 18 – 21, 2015

Topics of interest to CLIHC'2015 include but are not limited to:

- * Accessibility and therapeutic uses of interaction
- * Adaptive, adaptable, intelligent user interfaces
- * Affective computing
- * Augmented reality
- * Context-aware interaction

- * Effects of ageing on interacting with computers
- * End user programming and development
- * Ergonomics
- * HCI and citizenship
- * HCI design - methods, tools and perspectives
- * HCI education
- * HCI evaluation methods, tools and perspectives
- * HCI impacts on society
- * HCI theories and theoretical approaches
- * Human-robot interaction
- * Integrating HCI and Software Engineering
- * Interacting with information visualizations
- * Interacting with new devices
- * Interaction and information processing
- * Interfaces for mobile and ambient systems
- * Internationalization and cultural aspects of HCI
- * Interaction and entertainment
- * Legal issues in HCI
- * Multimodal interfaces
- * Natural interaction
- * Semiotic engineering
- * Social interaction
- * Speech interfaces
- * Tactile interfaces
- * Task and user analysis
- * Usable privacy and security tools
- * Usability engineering
- * Web engineering

Program Committee

Alberto Raposo, Catholic University of Rio de Janeiro
 Alex Sandro Gomes, Universidade Federal de Pernambuco
 Andre Freire, Universidade Federal de Lavras
 Andreia Sampaio, Universidade Federal do Ceara
 Arnulfo Alanis Garza, Instituto Tecnológico de Tijuana
 Benjamin Weyers, RWTH Aachen
 Christian Sturm Hamm-Lippstadt University of Applied Sciences
 Clarisse de Souza, PUC-Rio
 Cleotilde Gonzalez, Carnegie Mellon University
 Clodis Boscarioli, UNIOESTE
 Cuauhtemoc Rivera, Universidad Michoacana
 Dagoberto Salas, Universidad Autónoma de Nuevo León
 Eduardo Calvillo Gamez, City of San Luis Potosí
 Erick Lopez-Ornelas, UAM-Cuajimalpa
 Fatima Boujarwah, Kuwait University
 Francisco Luis Gutiérrez Vela, Universidad de Granada
 J. Alfredo Sánchez, UDLAP
 Jaime Muñoz-Arteaga, Universidad Autónoma de Aguascalientes

Jaime Sánchez, .University of Chile, Chile
 José Antonio Macías Iglesias, Universidad Autónoma de Madrid
 José Antonio Pow-Sang, Pontificia Universidad Católica del Perú
 José Creissac Campos, Universidade do Minho
 Leonel Vinicio Morales Díaz, Universidad Francisco Marroquín
 Lorena Paz
 Lucia Filgueiras, Universidade de São Paulo
 Luis Castro, Instituto Tecnológico de Sonora
 Luis-Felipe Rodríguez, ITSON
 Marc Jansen, University of Applied Sciences Ruhr West
 María Del Rosario Peralta Calvo, Universidad de la Cañada
 María Ines Laitano, CIFASIS/ LABORATORIO PARAGRAPH, Universidad Paris 8
 Mario Alberto Moreno Rocha, Universidad Tecnológica de la Mixteca
 Miguel A. Garcia-Ruiz, Algoma University, Department of Computer Science and
 Mathematics
 Monica Tentori, CICESE
 Omar Sosa Tzec, Indiana University
 Pedro César Santana Mancilla, Universidad de Colima
 Philippe Palanque, ICS-IRIT, University Toulouse 3
 Ramón René Palacio Cinco, ITSON
 Renata Fortes, ICMC- Universidade de São Paulo
 Rene F. Navarro, Universidad de Sonora
 Roberto Muñoz, Universidad de Valparaíso
 Rocío Abascal-Mena. Universidad Autonoma Metropolitana - Cuajimalpa
 Sandra Murillo, UPAEP
 Sandra Nava-Muñoz, UASLP
 Simone Bacellar Leal Ferreira, UNIRIO
 Vania Neris, Universidade Federal de São Carlos
 Victor M. Gonzalez, Instituto Tecnológico Autónomo de México
 Yazmín Magallanes

Should you have any question regarding any type of submission, please contact the Program Chairs.

Program Chairs

* Luis-Felipe Rodríguez, Instituto Tecnológico de Sonora, ITSON (México) -

luis.rodriguez@itson.edu.mx

* Renata Fortes, University of Sao Paulo (Brasil) - renata@icmc.usp.br

.....

Publishing Fees

Authors must pay a publishing fee of USD 449.- This fee must be paid before August 15th to ensure the paper is included. This fee includes a one-person admittance ticket to the 4 days of the conference.