

Programming Experience 2019 Workshop



April 2 (Tue), 2019

Co-located with <Programming> 2019 in Genova, Italy

<https://2019.programming-conference.org/track/px-2019-papers/>

<http://programming-experience.org/px19/>

Abstract

Imagine a software development task: some sort of requirements and perhaps a platform and programming language. A group of developers head into a vast workroom. As they design, debate and program they discover they need learn more about the domain and the nature of potential solutions—they are *exploring via programming*.

The **Programming Experience (PX) Workshop** is about what happens in that room when programmers sit down in front of computers and produce code, especially in an exploratory way. Do they create text that is transformed into running behavior (the old way), or do they operate on behavior directly ("liveness"); are they exploring the live domain to understand the true nature of the requirements; are they like authors creating new worlds; does visualization matter; is the experience immediate, immersive, vivid and continuous; do fluency, literacy, and learning matter; do they build tools, meta-tools; are they creating languages to express new concepts quickly and easily; and curiously, is joy relevant to the experience?

Here is a list of topic areas to get you thinking:

- creating programs
- experience of programming
- exploratory programming
- liveness
- non-standard tools
- visual, auditory, tactile, and other non-textual languages
- text and more than text
- program understanding
- domain-specific languages
- psychology of programming
- error tolerance
- user studies

Correctness, performance, standard tools, foundations, and text-as-program are important traditional research areas, but the experience of programming and how to improve and evolve it are the focus of this workshop. In this edition we would like to focus on exploratory, live programming, but we also welcome a wide spectrum of contributions on programming experience.

Submissions

Submissions are solicited for Programming Experience 2018 (PX/19). The thrust of the workshop is to explore the human experience of programming—what it feels like to program, or more accurately, what it should feel like. The technical topics include exploratory programming, live programming, authoring, representation of active content, visualization, navigation, modularity mechanisms, immediacy, literacy, fluency, learning, tool building, and language engineering.

Submissions by academics, professional programmers, and non-professional programmer are welcome. Submissions can be in any form and format, including but not limited to papers, presentations, demos, videos, panels, debates, essays, writers' workshops, and art. Presentation slots will be between 30 minutes and one hour, depending on quality, form, and relevance to the workshop. Submissions directed toward publication should be so marked, and the program committee will engage in peer review for all such papers. Video publication will be arranged.

All artifacts are to be submitted via EasyChair (<https://easychair.org/conferences/?conf=px19>). Papers and essays must be written in English, provided as PDF documents, and follow the new ACM Master Article Template (<http://www.acm.org/publications/proceedings-template>) with the sigconf option.

There is no page limit on submitted papers and essays. It is, however, the responsibility of the authors to keep the reviewers interested and motivated to read the paper. Reviewers are under no obligation to read all or even a substantial portion of a paper or essay if they do not find the initial part of it interesting.

Review

Submissions labeled as publications will undergo standard peer review; other submissions will be reviewed for relevance and quality; shepherding will be available.

Important dates

Submissions: January 27, 2019 (anywhere in the world)

Notifications: February 18, 2019

Intermediate versions: March 15, 2019

PX/19: April 2, 2019

Final versions: April 21, 2019

Publication

Papers and essays accepted through peer review will be published as part of ACM's Digital Library; video publication on Vimeo or other streaming site; other publication on the PX workshop website.

Organizers

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