

Supple Interfaces: Designing and evaluating for richer human connections and experiences

This workshop aims to create a common language for discussing research challenges and progress made in designing and evaluating “supple” interfaces—interfaces that build richer connections and a wider range of emotional experience, through an emphasis on quality of experience and on subtle dynamics. Examples include affective interactive systems, games, and relationship-building systems. Through hands-on experiences, presentations, and discussion, we hope to start creating a coherent working framework for this area to share with the larger CHI community.

2-4 page submissions should indicate:

- Experience in designing/evaluating interfaces that could be categorized as supple.
- Stance at workshop—what you’ll contribute, e.g. presenting an example system in some form, an evaluation or design method, or relevant theoretical context.
- Goals in attending—what you hope to leave with, whether it’s new techniques for evaluation or design, more coherent grounding in theory that can help shape decision-making, resources for tackling specific sub-problems you have been facing, or other outcome goals.

Submissions will be selected to create a mix of researchers and practitioners who can help to elucidate key challenges and considerations in designing and evaluating supple interfaces, for the larger CHI community.

Participants will be notified by February 1. At least one author of accepted submissions will need to register for the workshop and for one day of the conference itself. Fees in 2007 are estimated to be \$150 for a one-day workshop.

Send to Katherine Isbister (isbisk@rpi.edu) by January 12th, 2007.