INTERACCIÓN 2018 -- SPECIAL TRACK

HUMAN-AGENT SOCIAL INTERACTION - DESIGN PRINCIPLES AND PRACTICES

Special track organizers:
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Pere Ponsa (Universitat Politècnica Catalunya Barcelona Tech, Spain)

Brief Description
During the last decades technology has evolved in a way that interaction between humans and machines has become a very personal one. The level of trust that users have for their devices has increased to the point that many of them rely solely on applications that remind them of their next appointment, indicate how to get to certain place, or explain the meaning of a word.
In a social context, the use of virtual agents has been the quintessential method to perform assistive and communication tasks. In the past, agents were often designed with anthropomorphic characteristics. However, nowadays we see a change in the appearance and functionality that are expected from them.

Objectives
This special track aims to establish a space where the latest trends and technologies for designing interactive agents, and its applications in social scenarios can be presented and discussed. In this way, we can open the path to novel ideas and practices to improve the relationship between technology and humans.

Topics of interest
 We invite submissions that deal with issues including, but not limited to:
-   Modeling of Human Behavior in agents, in order to establish a closer relationship between user and technology.
-   Emerging technologies and their role in the design and implementation of applications that can help to the positive communication between human and machine.
-   Affective Computing, to recognize and generate emotions and other affective traits in the user and the agent.
-   Rationality
-   Smart environments (e.g. how are agents represented in different scenarios?)
-   Quality of life and social aging
-   Virtual assistants and the design principles that are used nowadays to come up with a believable and trustworthy agent.
-   Social robots
-   Machine learning
-   Virtual and Augmented Reality for people with disabilities
-   User Acceptance, which is measured through questionnaires and other evaluation instruments to assess the level of trusty and acceptance on the user's side.
-   Voice interactive home assistants

Expected audience and outcomes
A broad audience is warmly invited to attend and contribute with their knowledge and experience to the Special Track. The invitation is extended, but not limited to academics, researchers, practitioners, artists and professionals working with interactive assistant systems.

Important Dates
Submission Deadline: April 15
Author Notification: May 28
Camera-ready papers due: June 13
Date of the special track: To be confirmed
Conferences dates: September 12-14, 2018

Program Committee
Diana Arellano. Filmakademie Baden-Württember, Germany
Pere Ponsa. Universitat Politècnica Catalunya Barcelona Tech, Spain
Francisco Rodríguez-Sedano. Robotics Group, University of León, Spain
Cristina Manresa-Yee. University of Balearic Islands, Spain
Eva Cerezo. University of Zaragoza, Spain
Marta Díaz, Universitat Politècnica Catalunya Barcelona Tech, Spain
Sandra Baldassarri. Universidad de Zaragoza, Spain
Birgit Lugrin, Universität Würzburg, Germany
James Berrett, Swinburne University of Technology, Australia

Submission Guidelines
All paper submissions will be peer-reviewed by an international panel of experts. All submissions must follow the conference ACM template. Papers not strictly following the templates will be excluded from the conference proceedings. The first version must be submitted in PDF. Authors should submit an original paper written in English in any of the following submission categories:

- Full Papers: Full papers should describe original work that have not previously been published and provide significant results of scientific research. Presentation time for full papers will be 15 minutes plus 5 minutes for questions. Full papers have a maximum of 8 pages.

- Short Papers: Short papers should describe innovative work in progress, without significant results yet, that contribute to well-founded research. Presentation time for short papers will be 10 minutes plus 5 minutes for questions. Short papers have a maximum of 4 pages.

Publications
All papers accepted for the conference will be published in the conference proceedings under ISBN, on CD-ROM support, as long as the camera-ready submission, registration and copyright document have been received.

Accepted full and short papers written in English will be published entirely in the ACM Digital Library.

Conferences Submission System
Papers should be submitted electronically via the Easychair web based submission system. Inside EasyChair the topic "Special Track Human-agent social interaction" must be selected.

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