
Asian CHI symposium: Emerging HCI Research Collection

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Abstract

This symposium showcases the latest work from Japan and Southeast Asia on interactive systems and user interfaces that address under-explored problems and demonstrate unique approaches. In addition to circulating ideas and sharing a vision of future research in human-computer interaction, this symposium aims to foster social networks among young researchers and students and create a fresh research community.

Author Keywords

User interfaces, interaction design, interactive systems, interaction techniques, Japan, Asia.

ACM Classification Keywords

H.5.2. Information interfaces and presentation (e.g., HCI): Input devices and strategies, Interaction styles, Prototyping.

Background

Human-Computer Interaction (HCI) becomes very interdisciplinary and diverse. In order to develop the entire landscape of future interactive system design, the research community should shed more light on work from various fields and cultural backgrounds.

Japan is an interesting field to seek unique research directions in interaction techniques and interactive

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systems. The Japanese HCI research community has already established well-regarded conferences ("*IPSJ Interaction*" and "*JSSST Workshop on Interactive Systems and Software (WISS)*") as well as journals, accepting very intriguing work with creative solutions on hard problems. However, Japanese researchers are often unable to have opportunities to present their work at international venues because publication criteria are quite different. This is even a larger barrier for young researchers as they may not have sufficient experience on publishing and presenting their work at international conferences. Thus, providing an opportunity of presenting latest research outcomes from Japan at CHI will benefit the whole HCI research community as well as Japanese researchers who otherwise would not attend the conference.

To this end, we organized a symposium at CHI 2015 and 2016 to showcase the latest research that cover various topics related to HCI in Japan. This was very successful to share unique research perspectives and foster researcher networks. To continue this positive momentum, we plan to organize similar style of symposium at CHI 2017. One objective of this symposium is to promote their unique problems and approaches to a wider research community. This symposium is also intended to be a place for young researchers and students to interact with other senior and junior colleagues. In this year, as a new attempt, we plan to have joint sessions with the South East Asia (SEA) to make the symposiums more active. We expect the joint sessions will give participants opportunity to have international exchanges.

SEACHI symposium is an annual event conducted as a part of CHI conference workshop and symposium by

the SEACHI (Southeast Asia Computer Human Interaction) community. While the symposium is open to any HCI and UX researchers and practitioners from the West and East, SEACHI focuses more on bridging the gap between academia and industry particularly from Southeast Asian region and Asia in general. Previous similar events related to SEACHI conducted in the last three years include SEACHI 2016, ASEAN CHI 2015, CHIuXiD 2016, CHIuXiD 2015, OzCHI 2014 workshop, APCHIUX 2015. This year our theme for the symposium is Experience for All, where we aim to address inclusivity in design to create a great experience for people regardless their races, genders, physical limitations and situations. We expect to receive many position papers to explore various relevant HCI and UX issues from Southeast Asia and around the world

Symposium Themes

We invite any type of HCI research that is originated from Japan, SEA, or closely related to the cultures and societies, such as:

- Novel interactive systems and interaction techniques;
- Novel hardware and software enabling new forms of interaction with computers;
- Studies for understanding human capabilities related to interaction with computers;
- Theories that explain human behaviors around computer systems;
- Systems and services that address issues prominent in Japan or SEA; and
- Input and output systems to support creative activities and expressions.

The work must be original though it does not have to be complete; work with preliminary results is welcome. Work already published in an archival form at another journal or conference may be considered as a valid submission if the same authors submit and the organizers see strong value for this symposium. A submission of such work should clearly state the existence of related prior publications. We also welcome work that can be considered controversial or unconventional unless it could pose strong ethical concerns. This work also aims to broaden participation of young researchers in Japan and SEA (e.g., recently-graduated Ph.Ds., graduate students, and even undergraduates who have strong interests in HCI). Preferences will be given to such participants though we welcome submissions from anyone.

Like the previous year, we accept a different submission format for this symposium from a conventional conference. In addition to a paper submission that follows the extended abstract format, we will accept submissions of websites or systems that describe the research. While we do not limit the file size nor the file format, the website or system submissions should be playable on common computers such as Windows or Mac OS X. More importantly, they must contain academic content comparable to the ordinary paper submissions such as introductions, citations to related work and precise descriptions of the proposed methods. We strongly encourage the authors to submit accompanying videos. The videos can illustrate a future form of interactive technologies (more like a vision video) or demonstrating research prototypes and art exhibitions created by the authors. A vision video does not need to show a demonstration of any working prototype, but must illustrate a clear, stimulating vision

of how interactive technologies could flourish people's life in the future.

All authors with accepted submissions are expected to give poster presentations with demonstrations at the symposium. Demonstrations do not have to be fully developed and can be informal and ad-hoc; even playing demo videos with mobile/tablet devices would suffice. Due to the constraints of the venue, we are not able to accommodate demonstrations that require large space or external special equipment. Demonstrations that will not produce large noise or anything that could potentially affect other symposia and workshops running in parallel will not be accepted. Our intention to have demonstrations is to encourage active discussions with other participants.

We plan to have joint plenary and demonstration sessions with the SEA symposium. In the plenary session, we will introduce activities of both Japan and SEA HCI communities. The Japan and SEA symposiums will also jointly host the demonstration session.

We also plan to have invited talks by young Japanese researchers who are actively working on HCI and related fields. Each talk will be 20 – 30 minutes long including Q&A. We expect that the talks give participants opportunity to know recent activities of world-class Japanese researchers.

Expected Outcomes

We expect to have the following intellectual outcomes:

- A set of papers illustrating recent work that demonstrates unique research perspectives (most

of the papers will be expected to have accompanying demonstration videos);

- A summary poster and online article of our discussions about emerging HCI research topics related;
- A research community consisting of young, active researchers in Japan and SEA; and
- Online group on social media to further promote the community (e.g., the symposium website and Facebook group).

Symposium Structure

We will start the joint-plenary session with self-introduction and speed networking among participants of both Japan and SEA symposiums. This icebreaking would help to create a friendly, interactive atmosphere during the symposium. After this, we will kick off the demonstration session with demos and posters presentations from Japan and SEA symposiums. The organizers will set “prime time” for each demo/poster in which its authors are expected to be in front of their poster and demo to present the work to the audience. At the rest of the sessions, authors can freely choose either to continue their presentation or interact with other presenters.

In the afternoon, we will have the invited talk session by young researchers to introduce recent activities. We will invite Japanese researchers who have substantial experience on working outside Japan. The late-afternoon will be used for an interactive group discussion about the career development of researchers. We also expect them to serve as a social hub to connect Japanese young researchers with international research communities. We hope that social networks

established through this symposium will stimulate interactional collaboration.

All attendees are expected to speak in English at the symposium as this is a great opportunity for junior participants to accumulate international experiences at an international venue. Mentoring might be offered for those who would be at such a meeting for the first time.

Pre-symposium Plans

We plan to set up our symposium website (<http://hci.tokyo/chi2017/>). We are actively using social network media, such as Facebook and Twitter, to communicate with prospective participants and researchers. We will also proactively advertise this symposium at Japanese journals and conferences.

Post-symposium Plans

In addition to normal disclosure of our outcomes (e.g., free access to papers and a poster presentation at the main conference), we will prepare a website to archive accompanying videos submitted to the symposium and presentation materials. We will also seek an opportunity to organize a follow-up workshop co-located with a Japanese conference to maintain the community.

Symposium Supporters

We are strongly grateful that IPSJ has confirmed to be able to support us for this event. They will provide financial support for organizers and attendees. We will continue to seek more supporters to make this symposium successful.

Organizers

Dr. Keita Higuchi is a project research associate at The University of Tokyo. He received a Ph.D. in Applied Computer Science from The University of Tokyo in 2015.

Dr. Eunice Sari is the CEO and Co-Founder of UX Indonesia. With more than 15+ years of experience working in both academia and industries, she has pioneered many forward-thinking and innovative HCI and UX projects in USA, Europe, Australia and Asia.

Dr. Taku Hachisu is a researcher at the University of Tsukuba. He received his Ph.D. in Engineering from the University of Electro-Communications in 2015. His research interests are augmented/virtual reality, haptics, and wearable device.

Adi Tedjasaputra has more than 15 years of experience helping companies, education and non-profit organizations in Europe and Asia Pacific to achieve their business goals and make the best investment in technology.

Dr. Masa Ogata is a human-computer Interaction researcher at AIST, where he works on human interface applying embodiment. He received a Ph.D. in Computer Science from Keio University in March, 2016.

Dr. Masitah Ghazali is a member of VirtualCube Lab and a senior lecturer at the Faculty of Computing, Universiti Teknologi Malaysia and. She has been in the academia since 2007.

Dr. Hiromi Nakamura is a Post-doctoral fellow at the University of Tokyo and research Fellow at Japan Society for the Promotion of Science (JSPS). She

received a Ph.D. in Engineering from Meiji University in 2014.

Ellen Yi Luen Do is a Professor in the School of Industrial Design and the School of Interactive Computing, in the College of Architecture, and the College of Computing, at Georgia Institute of Technology (since 2006).

Dr. Jun Kato is a human-computer researcher at National Institute of Advanced Industrial Science and Technology (AIST), where he works on designing tools for programming interactive media content. He received a Ph.D. in Computer Science from The University of Tokyo in 2014.

Ms. Saki Sakaguchi is a Ph.D. candidate at Graduate School of Informatics, Kansai University. Her research interests are human-computer interaction and augmented reality.

Dr. Takeshi Nishida is an Associate Professor at Kobe University. He received his Ph.D. in Information Science from The University of Tokyo in 2009. His research interests are human-computer interaction and computer-mediated communication.

Dr. Kohei Matsumura is an Assistant Professor at Ritsumeikan University. He received his Ph.D. in Knowledge Science from Japan Advanced Institute of Science and Technology in 2010.

Dr. Daisuke Sakamoto is a Project Lecturer at the University of Tokyo. He received his M.Sc. and Ph.D. in Systems Information Science from Future University-Hakodate in 2006 and 2008, respectively.

Dr. Yoshifumi Kitamura is a Professor at Tohoku University. He received the B.Sc., M.Sc. and Ph.D. in Engineering from Osaka University in 1985, 1987 and 1996, respectively. Prior to Tohoku University, he was an Associate Professor at Graduate School of Engineering and Graduate School of Information Science and Technology, Osaka University.

Symposium Website

We set up our symposium website (<http://hci.tokyo/chi2017/>). The website will give information include symposium theme, call for participation, schedules and about the organizers to prospective participants of the symposium. After the symposium, the website will provide papers and accompanying materials as open access.

Call for Participation

This workshop would like to invite position and research papers about latest HCI research. This workshop aims to collect work originated from Japan or closely related to the Japanese culture and society, and promote its unique problems and approaches to a wider community. This workshop is also intended to promote social exchange among young researchers, more specifically, researchers who recently received their doctorates and Ph.D. candidates who are 1 – 2 years away from graduation.

Submission

We will accept both submissions of traditional extended abstract format and websites or systems that describe the research. All submissions should include key

references to publicly-accessible resources on prior work, and setup information of demo/poster presentations.

Accompanying videos are highly encouraged. All materials should only be submitted online. Details are given on our website (<http://hci.tokyo/chi2017/>).

Paper Selection

Each submission will be reviewed under the following criteria:

- Originality;
- Significance; and
- Validity.

Since the symposium aims to broaden participation of young researchers, preferences will be given to such participants though we welcome submissions from anyone.

Conference Registration

At least one author of each accepted position paper must attend the workshop and that all participants must register for both the workshop and for at least one day of the conference.

Conference Website

For further information, we plan to set up our symposium website (<http://hci.tokyo/chi2017>)