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IUI is where the community of people interested in Human-Computer Interaction (HCI) meets the Artificial Intelligence (AI) community. We are very interested in contributions that bridge these two fields and also related fields, such as psychology, cognitive science, computer graphics, the arts, etc. IUI researchers are interested in improving the symbiosis between humans and computers, so that interface design and interactive experiences yield higher performance outcomes. This may involve designing interfaces that incorporate intelligent automated capabilities, if the net impact is a human-computer interaction that improves performance or usability in critical ways. It may also involve designing an interface that effectively leverages human skills and capabilities, so that human performance with an application excels. In other cases, such as educational interface design, it may involve exercising judgment in when not to automate a function so that humans are encouraged to exert themselves as they acquire new skills or domain knowledge.

Submission Venues

Papers

We invite original paper submissions that describe novel user interfaces, applications, interactive and intelligent technologies, empirical studies, or design techniques. Accepted papers will be published in the ACM Digital Library. IUI 2013 especially encourages submissions on innovative and visionary new concepts or directions for interface design. We do not require evaluations with users, but we do expect papers to include an appropriate evaluation for their stated contribution.

Posters

Posters provide an opportunity for sharing valuable ideas, eliciting useful feedback on early-stage work and fostering discussions and collaborations among colleagues. We invite submissions on all topics of the conference. All submissions should convey a scientific result or work in progress that is not yet ready to be published as a full length research paper at a refereed conference.

Demonstrations

The demonstrations track complements the overall program of the conference. Demonstrations show implementations of novel, interesting, and important intelligent user interface concepts or systems. We invite submissions relevant to intelligent user interfaces and which address, but are not limited to, the topics of the conference. All submissions are intended to convey a scientific result or work in progress and should not be advertisements for commercial software packages.

Workshops

Workshops will be held on the first day of the conference. We invite submissions of full-day (6 hours) and half-day (3 hours) workshop proposals on any of the conference topics.

Student Consortium

The IUI 2013 Student Consortium provides an opportunity for Masters and Doctoral students to present and receive feedback about their research work in an interdisciplinary workshop, under the guidance of a panel of mentors, selected from senior people in the field. We invite students who feel they would benefit from this kind of feedback on their dissertation to apply for this unique opportunity to share their work with students in a similar situation as well as senior researchers in the field. The strongest candidates will be those who have a clear topic and research approach, and have made some progress, but who are not so far along with their thesis that they can no longer make changes.

Important Dates

Papers: (abstracts)	October 15, 2012
(final papers)	October 22, 2012
Posters:	January 9, 2013
Demonstrations:	January 9, 2013
Workshops:	October 22, 2012
Student Consortium:	November 16, 2012

Topics

User input

Processing of multi-modal input
Natural language and speech processing
Gestures, face recognition

Generation of system output

Intelligent visualization tools
Intelligent generation of user-consumable content

Ubiquitous computing

Intelligent interfaces for ubiquitous computing
Smart environments and tangible computing

Help

Intelligent assistants for complex tasks
Support for collaboration in multiuser environments
Intelligent information and knowledge management

Personalization

User-adaptivity in interactive systems
Recommender systems
Modeling and prediction of user behavior

AI Techniques

Planning and plan recognition
Reasoning in interfaces
Knowledge-based systems

Social Computing

Affective, social and aesthetic interfaces
Social networks and collaboration

IUI Design

Knowledge-based approaches to user interface design and generation
Proactive and agent-based paradigms for user interaction
Example- and demonstration-based interfaces

User studies

User studies concerning intelligent interfaces
Evaluations of implemented intelligent user interfaces

Semantic Web

Query interfaces and novel interfaces for Linked Data
Consuming Linked Data
Interfaces for creating and using large ontologies

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