Asian CHI Symposium:
Emerging HCI Research Collection

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CCS CONCEPTS

• **Human-centered computing** →
Human computer interaction (HCI);

KEYWORDS

User interfaces; interaction design;
interactive systems; interaction techniques;
Asia.

ABSTRACT

This symposium showcases the latest work from 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 academics (researchers and students) and practitioners and create a fresh research community from Asian region.

1 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 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 Japanese HCI symposia at CHI 2015 to 2018 to showcase the latest research that cover various topics related to HCI in Japan. Those were very successful to share unique research perspectives and foster researcher networks. Especially from the symposium at CHI 2017, we started to have a joint session with the Southeast Asia (SEA) HCI community to make the symposium more active. The joint session gave participants opportunity to have international exchanges.

Southeast Asia Computer Human Interaction (SEACHI) symposium is an annual event conducted as a part of CHI conference workshop and symposium SEACHI 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 APCHIUX 2015, CHIuXiD 2016, SEACHI 2015, SEACHI 2016, SEACHI 2017, and SEACHI 2018.

At CHI 2019, we plan to continue this positive momentum by organising a joint event with more leaders from Asian regions, i.e. Korea, India, Thailand, Philippines and China to conduct similar style of symposium at CHI 2019. The objectives 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.

We plan to invite esteemed speakers in the field of HCI or UX, especially those working in Asian regions or researching Asian-related topics, explore possibilities to have a wide showcase of works done by young and esteemed researchers in Asia.

2 SYMPOSIUM THEMES

We invite any type of HCI research that is originated from Asia or closely related to the Asiana 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 Asia; 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 researchers and practitioners in Asian communities (e.g., seasoned academics, recently-graduated Ph.Ds., graduate students, and even undergraduates who have strong interests in HCI).

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. In the plenary session, we will introduce activities of in Asian communities and presentations from esteemed speakers who work in Asian region or Asian-related projects. Each talk will be 20 – 30 minutes long including Q&A. We expect that the talks give participants opportunity to know recent activities of Asian researchers. The symposium will also jointly host the demonstration session. We plan to broadcast the plenary session so participations from different countries.

3 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 active researchers and practitioners in Asia and;
- Online group on social media to further promote the community (e.g., the symposium website and Facebook group).

4 SYMPOSIUM STRUCTURE

We will start the joint-plenary session with self-introduction and speed networking among participants. This icebreaking would help to create a friendly, interactive atmosphere during the symposium. After this, we will have a couple of presentation from the Asian Development Committee member to introduce recent SIGCHI activities in Asia as well as ACM SIGCHI Sponsored or In-Cooperation Conferences in Asia. After the first coffee break, we will kick off the demonstration session with demos and posters presentations from Asian symposium. 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 invited session by esteemed speakers to share their works about HCI and UX in Asia. The late-afternoon will also be used for an interactive group discussion about the career development of researchers and potential collaboration amongst Asian countries. We also expect them to serve as a social hub to connect young researchers with international research communities. We hope that social networks established through this symposium will stimulate interactional collaboration.

5 PRE-SYMPOSIUM PLANS

We plan to set up our symposium website (https://sigchi.jp/symposium/chi2019/). 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 journals and conferences.

6 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 explore the possibility to publish the extended abstract into ACM Digital Library as the previous years. We will also seek an opportunity to organize a follow-up workshop co-located with a domestic conference to maintain the community.

7 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.

8 ORGANIZERS AND SUPPORTERS

Dr. Kazuyuki Fujita is an Assistant Professor at Tohoku University. He received his Ph.D. in Information Science and Technology from Osaka University in 2013. His research interests are spatial user interface and virtual reality.

Dr. Eunice Sari is the CEO and Co-Founder of UX Indonesia. She is the University Fellow of Charles Darwin University Australia. Currently, she is the ACM SIGCHI VP for Chapters and Asian Development Committee for Southeast Asia. As a practitioner, Eunice is also a Google Developer Expert on Product Design and Global Mentor for Google Launchpad, where she leads a number of global UX projects.

Dr. Juho Kim is an Assistant Professor in the School of Computing at KAIST, and directs KIXLAB (the KAIST Interaction Lab). His lab builds interactive systems that support interaction at scale. He earned his Ph.D. from MIT, M.S. from Stanford University, and B.S. from Seoul National University.

Adi Tedjasaputra is the Director and Co-Founder of UX Indonesia. As one of the few UX experts in Indonesia, he is also a Google Developer Expert in Product Design and Strategy with 15+ year international experience in creating business strategy, disruptive technology, marketing, and branding of successful products and services in Europe and Asia Pacific.

Professor Ellen Yi-Luen Do is a Professor at the ATLAS Institute, and the Department of Computer Science, at the University of Colorado, Boulder. She co-direct the Keio-NUS CUTE Center, at the National University of Singapore (since 2013).

Professor Zhengjie Liu is a Professor at Dalian Maritime University, China, has been working in HCI since 1989 and founded Sino European Usability Center in 2000. His area is user experience design focusing on the intersection of research and practice. He is awardee of ACM SIGCHI Lifetime Service Award (2017) and IFIP TC13 Pioneers Award (2013).

Dr. Uichin Lee is an Associate Professor in the Department of Industrial and Systems Engineering, and in the Graduate School of Knowledge Service Engineering at Korea Advanced Institute of Science and Technology (KAIST). He received his Ph.D. degree in computer science from UCLA in 2008. His research interests include Social Computing Systems and Mobile Pervasive Computing.

Toni-Jan Keith Monserrat is an Assistant Professor at the University of the Philippines Los Banos. His research is on Pedagogy and Interactive Platforms on Learning. He has also served the ACM SIGCHI Community as a Data Chair and Web master for CHI 2018 - present. He is also Google Developer Expert on the Web specialized on how to create performant web apps for users as part of a better user experience.

Mr. Akihiro Matsufuji is a Master's student in System Design at the Tokyo Metropolitan University. His research interests include human robot interaction and neural networks.

Ms. Shio Miyafuji is a Ph.D. candidate at Tokyo Institute of Technology and a research fellow of the Japan Society for the Promotion of Science (JSPS). Her research interests are spatial user interface and augmented/virtual reality.

Mr. Ryosuke Takada is a Ph.D. candidate at University of Tsukuba and a research fellow of the Japan Society for the Promotion of Science (JSPS). His research interests include human sensing.

Dr Chat Wacharamanotham is an Assistant Professor at the University of Zurich. He studies how scientists use statistics, both in conducting statistical analysis and in consuming statistical reports. He develops and study interactive tools for conducting statistical analysis and learn statistics. His work can be found online at: http://zpac.ch/chat

Dr Masitah Ghazali is a member of VirtualCube Lab and a senior lecturer at the Faculty of Computing, Universiti Teknologi Malaysia (UTM). She is currently an IT Academic Fellow at Centre of ICT UTM.

Ms. Xiyue Wang is a Ph.D. candidate in Interactive Content Design Lab at Tohoku University. Her research interests include tangible user interfaces and affective computing.

Dr. Thippaya Chintakovid is an Assistant Professor at Faculty of Information Technology, King Mongkut's University of Technology North Bangkok in Thailand. In 2009, she earned Ph.D. in Information Science & Technology from Drexel University in Philadelphia, USA. Her research works are mainly related to designing technologies for the elderly.

Dr. Kyoungwon Seo is an interdisciplinary researcher at the University of British Columbia (UBC). His research interests are "how to promote the user's psychological, emotional and behavioral well-being" by using user experience design methods, data science skills, and the capacity to create virtual reality prototypes to test assumptions.

Professor Jinwoo Kim is an Associate Professor and Director of Human Computer Interaction Lab at Yonsei University Korea.

Professor Yoshifumi Kitamura is Professor at Tohoku University. He is active in academic and professional communities, and serves in positions such as the Japan Liaison of IFIP TC-13 and ACM SIGCHI Asian Development Committee, ACM SIGCHI Conferences Board Member, Chair of Japan ACM SIGCHI Chapter, Steering Committee Chair of ACM VRST, and Member of SACAG (SIGGRAPH Asia Conference Advisory Group, as 2015 Conference Chair).

9 SYMPOSIUM WEBSITE

We set up our symposium website (https://sigchi.jp/symposium/chi2019/). 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.

10 CALL FOR PARTICIPATION

This symposium would like to invite position and research papers about latest HCI research. This symposium aims to collect work originated from each Asian country or closely related to the Asian culture and society, and promote its unique problems and approaches to a wider community. This symposium 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.

10.1 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, and setup information of demo/poster presentations. Accompanying videos are highly encouraged. All materials should only be submitted online.

10.2 Paper Selection

Each submission will be reviewed under the following criteria: originality; significance; and validity.

10.3 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.

10.4 Conference Website

For further information, we set up our symposium website (https://sigchi.jp/symposium/chi2019/).