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CoPDA 2016

4th International Workshop on
Cultures of Participation in the Digital Age:
From "Have to" to "Want to" Participate
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Proceedings

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Preface

This volume includes the proceedings of the fourth edition of the International Workshop on Cultures of Participation in the Digital Age (CoPDA). Cultures of participation are fundamental to shift the design focus toward solutions more oriented to human-domain problems, thus enabling designers to understand challenging subjects and offering solutions that empower users to develop critical thinking skills, grow their ideas, and make their own artifact adaptations and creations. The workshop series has the aim to involve researchers and practitioners in discussing these topics, by presenting and sharing ideas about their research, with a focus on each edition main theme. The selection of the papers is based on the maturity of the described research and its potential impact, and on quality of writing and presentation. Each submission is reviewed by at least 2 program committee members.

The CoPDA series started with a first edition in 2013, co-located with the Fourth International Symposium on End-User Development (IS-EUD 2013) held in Copenhagen (Denmark). The main theme of the first edition was "Empowering End Users to Improve their Quality of Life" [1]. The most interesting papers of that edition have been included in a special issue of the Interaction Design & Architectures (IxD&A) Journal [2]. The second edition of the workshop was held on May 27, 2014 in Como (Italy), co-located with the International Working Conference on Advanced Visual Interfaces (AVI 2014) and the main theme was "Social computing for Working, Learning, and Living" [3]. The third edition of the CoPDA workshop was focused on "Coping with Information, Participation, and Collaboration Overload" [4] and was held on May 26, 2015 in Madrid, co-located with the Fifth International Symposium on End-User Development (IS-EUD 2015). Proceedings of third and fourth editions have been published with CEUR Workshop Proceedings (CEUR-WS.org) [5], [6].

This volume collects papers accepted and presented at the Fourth edition of the workshop, held on October 23, 2016 in Gothenburg (Sweden), co-located with the Ninth Nordic Conference on Human-Computer Interaction (NordiCHI 2016). The main theme of this edition was "From 'Have to' to 'Want to' Participate", related to the man conference theme, namely "Game-Changing design". A description of the workshop is in the main conference volume [7]. After a careful review process, we finally selected 15 papers for presentation at the workshop. In this proceedings volume, the improved versions of 10 papers are included.

We are immensely grateful to the Program Committee members, who provided careful reviews, supportive feedbacks, and insights for the workshop discussion. We also deeply thank all the attendees for contributing their ideas and for their participation in the discussions and group works carried out during the workshop. We finally wish to thank the NordiCHI 2016 Conference Chairs for giving us the possibility of organizing the workshop. The support of EasyChair system for managing submission, review and proceedings production is gratefully acknowledged.

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