CHItaly 2021 Joint Proceedings of Interactive Experiences and Doctoral Consortium

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Abstract

These joint proceedings contain the accepted papers to the Interactive Experiences (IEs) track and Doctoral Consortium (DC) of 14th Edition of the Biannual Conference of the Italian SIGCHI chapter (CHItaly). We received a total of 15 high-quality submissions to the IEs track and we accepted 11 of them. Three of the accepted IEs contained an accompanying research paper, which are included in this joint proceedings. As for the DC, 11 contributions, addressing different themes in the field of Human-Computer Interaction have been accepted and included in these proceedings.

Keywords

Human-Computer Interaction, Interactive Experiences, Doctoral Consortium, CHItaly

1. Preface

CHItaly is the Biannual Conference of the Italian Special Interest Group on Computer–Human Interaction (SIGCHI) chapter. In 2021, the conference theme was "Frontiers of HCI" and the call for participation especially welcomed submissions that challenged the disciplinary boundaries of computer-mediated interactions. These CEUR workshop proceedings present the accepted research submissions to the Interactive Experiences (IEs) track, which was chaired by Maria Menendez-Blanco, Secil Ugur Yavuz, and Jennifer Liesbeth Schubert, and to the Doctoral Consortium, which was chaired by Daniela Fogli and Fabio Paternò.

1.1. Interactive Experiences

The first edition of the IEs at CHItaly was aligned with the conference's main theme as this track sought to challenge, explore, and question the boundaries of HCI through interactive prototypes and installations. In an attempt to reach beyond the boundaries of academia, the IEs call for

participation was broadly distributed in mailing lists and social media. In addition, to allow for both academics and non-academics authors to contribute, the track welcomed an optional accompanying research paper where the authors could elaborate on the research background of their submission.

The response to the IEs CfP exceeded our expectations and a total of 15 works were submitted to the track. The submissions were peer-reviewed by the 11 members of the IEs committee following a single blind review process. After the reviewing process, a total of 11 works were accepted to be exhibited during the conference and three accompanying research papers were selected to be included in these CEUR workshop proceedings.

The selected academic papers address relevant themes to computer-mediated communication from different perspectives. More concretely, the paper "IoTgo+Arts" presents several design cases in which technology developers and artists collaborated through design processes involving physical computing. The submission on "messyBIM" discusses how Virtual Reality technologies can be instrumental in actively engaging participants in reflective design processes, and illustrates this argument with a case study in the context of collaborative architectural design. Finally, "A Critical Game for Collective Interactions around Money" presents a tool and case study that question and speculate on the boundaries of monetary interactions by following game dynamics. All in all, these submissions explore and challenge the boundaries of human-computer interaction in critical and playful ways.

1.2. Doctoral Consortium

The Doctoral Consortium (DC) was open to PhD students worldwide at any stage in their research in the field of Human-Computer Interaction. The goal of the DC was to provide a setting in which PhD students could present and receive feedback on their work.

Eleven contributions, with authors from three countries, have been selected for inclusion in this volume and for presentation at the Doctoral Consortium. PhD students have had the possibility to articulate and discuss their problem statement, goals, methods, and results, to obtain suggestions on various aspects of their research from established researchers and the other student attendees.

DC contributions included in this volume span over several research topics, often at the intersection between HCI and other areas, such as artificial intelligence, robotics, and formal languages. They explore several interesting topics: the use of natural language interaction in different application domains, the design of intelligent interfaces and smart things, the role of HCI methodologies and data visualization to foster engagement with the natural environment and support awareness of sustainability issues, the definition of user-oriented models for understandability and explainability. Serious games and the role of emotional aspects are topics considered in some proposals as well. Overall, DC contributions represent an interesting picture of how a new generation of young HCI researchers are exploring novel research paths in their work.

2. IEs Programme Committee

- Alexander Müller-Rakow - Department of Design and Culture - Communication and Interaction Design - HTW Berlin, Germany
- Bianca Elzenbaumer - Institute for Regional Development, Eurac Research, Italy
- Bianca Herlo - Weizenbaum Institute for Networked Society, UdK Berlin, Germany
- Davide Spallazzo - Department of Design - School of Design, Polytechnic University of Milan, Italy
- Eleonora Mencarini - Fondazione Bruno Kessler, Italy
- Massimo Menichinelli - RMIT University, Barcelona, Spain
- Matt Smith - The School of Design and Creative Arts at Loughborough University, UK
- Matteo Moretti - The University of the San Marino Republic, San Marino
- Michaela Honauer - HCI Group Bauhaus-Universitat Weimar, Germany
- Niels Hendriks - LUCA School of Arts, University of Leuven, Belgium
- Pelin Celik - Department of Design and Culture - Industrial Design - HTW Berlin, Germany

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