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Searching4FUN

Workshop of the 34rd European Conference on Information Retrieval

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Preface

These proceedings contain the papers presented at the ECIR 2012 Searching4Fun Workshop, that took place on 1st April, 2012 in Barcelona, Spain.

People spend more and more time online, not just to find information, but with the goal of enjoying themselves and passing time. Research has begun to show that during casual-leisure search, peoples' intentions, their motivations, their criteria for success, and their querying behaviour all differ from typical web search, whilst potentially representing a significant portion of search queries. This workshop will investigate searching for fun, or casual-leisure search, and aims to understand this increasingly important type of searching, bring together relevant IR sub-communities (e.g. recommender systems, result diversity, multimedia retrieval) and related disciplines, discuss new and early research, and create a vision for future work in this area.

There are lots of other open questions relating to searching for fun and the papers presented at the workshop deal with issues such as:

- Understanding information needs and search behaviour in particular casual-leisure situations.
- How existing systems are used in casual-leisure searching scenarios.
- Use of Recommender Systems for Entertaining Content (books, movies, videos, music, websites).
- Interfaces for exploratory search for casual-leisure situations.
- Evaluation (methods, metrics) of Casual-leisure searching situations.
- The role of Emotion in Casual-leisure search

We would like to thank ECIR for hosting the workshop. Thanks also go to the programme committee and paper authors, without whom there would be no workshop.

April 2012

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Organisation

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Finding without Seeking, Retrieving without Searching

In information retrieval we tend to focus on the process from specific information need to desired solution that follows a lockstep path from start to finish. Yet a rich part of our information world is in the unfocused, accidental encounter with information that leads to novel findings, and enriched experiences that maybe more about the journey than the destination. This is very true of how we approach information spaces in our leisure activities and how we use our unplanned time in digital worlds. This talk will focus on the accidental encountering of people with information, how systems support (or not) the orienteering and foraging that people tend to do, and how information retrieval might provide more optimal solutions.