Preface: Joint Workshops at the International Conference on Mobile and Ubiquitous Multimedia 2023

Simone Kriglstein[1], Philipp Wintersberger[2,3]

[1]Masaryk University, Brno, Czechia
[2]University of Applied Sciences Upper Austria, Hagenberg, Austria
[3]TU Wien, Vienna, Austria

Abstract

This volume of CEUR-WS proceedings includes papers of the Workshop on Making A Real Connection: Pro-Social Collaborative Play in Extended Realities – Trends, Challenges and Potentials 2023 and the Workshop on Interruptions and Attention Management: Exploring the Potential of Generative AI 2023. The workshops were co-located with the ACM International Conference on Mobile and Ubiquitous Multimedia 2023 in Vienna, Austria.

Keywords

MUM, Workshop, Extended Realities, Generative AI, Attention Management, Interruptions, CEUR-WS

In the following, we describe the two workshops and provide a brief summary of the works presented.

1. Workshop: Making A Real Connection: Pro-Social Collaborative Play in Extended Realities – Trends, Challenges and Potentials

The "Making A Real Connection: Pro-Social Collaborative Play in Extended Realities – Trends, Challenges and Potentials" was a one-day workshop with the aim to bring together researchers, practitioners, and designers to promote interdisciplinary exchange in the field of human-computer interaction, XR games and collaborative approaches. The structure of the workshop was a combination of presentations, group work, and discussion sessions to identify possible trends, potentials, best practices, and challenges, especially with focus on pro-social and cooperative interactions.

The idea of the workshop was to serve as a starting point for mapping the design and research landscape in this area and to offer a discussion about challenges and trends for the future. The organizing team was a group of international experts who have different and complementary

Joint Workshops at the ACM International Conference on Mobile and Ubiquitous Multimedia (MUM 2023)
kriglstein@mail.muni.cz (S. Kriglstein); philipp.wintersberger@fh-hagenberg.at (P. Wintersberger)
http://wintersberger.info (P. Wintersberger)
0000-0001-7817-5589 (S. Kriglstein); 0000-0001-9287-3770 (P. Wintersberger)

experiences and expertise in human-computer interaction, psychology, games research, and game design:

- *Simone Kriglstein*is an associate professor at Masaryk University, as well as a scientist at the Austrian Institute of Technology. She specializes in designing and evaluating user interfaces and interaction methods in different fields, including games.
- *Gloria Mittmann* is a psychologist and researcher at the Karl Landsteiner University of Health Sciences. Her research interests are in social psychology and mental health with a focus on digitalisation and serious games.
- *Adam Barnard* is a playwright, theatre director and immersive experience designer.
- *Kate Woodcock* is a reader (associate professor) in the School of Psychology at the University of Birmingham. Her group's research focuses on supporting disadvantaged young people's mental health and well being.

The reviewing process of the papers for the workshop was supported by the following program committee members:

- Tamanna Malhotra – University of Birmingham
- Nyareso Mokaya – University of Birmingham
- Valeria Motta – University of Birmingham
- Vinaya Rajan Tawde – Masaryk University

Each paper was peer-reviewed by at least two of the workshop organizers/program committee members. The submitted papers were reviewed and selected based on their quality and relevance with respect to the workshop themes. Finally, four papers were accepted for the workshop.

2. Workshop: Interruptions and Attention Management: Exploring the Potential of Generative AI

This half-day workshop revisited a topic that once was widely researched but has lost some traction in the HCI community in recent years – interruptions, task switching, and attention management. We believe that the urgency of research in this area is still high, and we were particularly interested in the question of whether generative AI tools could help to build novel prototypes for attention management, and we invited authors to submit workshop papers addressing these topics. The workshop began with an introduction to the audience, which was followed by a series of position paper presentations. Afterward, we conducted group activities aimed at fostering future cooperation in this space. The organizing team of the workshop complemented expertise in various related fields:

- *Alexander Lingler and Dinara Talypova* are research assistants and Ph.D. students at the Digital Media Lab of the University of Applied Sciences Upper Austria, Hagenberg. Both are working on a publicly funded project evaluating the potential of AI tools for attention management.

- *Fiona Draxler* is an HCI researcher at LMU Munich. Her work focuses on the design of context-aware ubiquitous computing systems for learning technologies, including task resumption cues.
- *Christina Schneegass* an Assistant Professor at TU Delft. Her work focuses on the design of cues that support memory and task resumption.
- *Tilman Dingler* is an Associate Professor at TU Delf focusing on cognitionaware systems that sense, moderate, and adapt to users' information processing capabilties.
- *Philipp Wintersberger* is a Professor of Interactive Systems at the University of Applied Sciences Upper Austria in Hagenberg. He currently leads a project on Attention Management in real-time and safety-critical environments.

The workshop organizers composed a small program committee to judge the submitted position papers and contributions. Each paper received two reviews by dedicated experts regarding their content and connection to the workshop topics. In the end, three position papers were presented at the workshop. The paper by Dingler et al. discussed task resumption in the context of mobile reading. The work presented by Patrick Ebel addressed the topic of AI-generated resumption cues for Take-Over requests in automated vehicles. Finally, the position paper by Talypova et al. addressed the question of explainability in such systems, arguing that especially continuous AI systems such as attention management require better communication with their uses to inform them about potential consequences.

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