

## Announcement and Call for Participation

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# Workshop on Perceptual User Interfaces (PUI'98)

November 5-6, 1998

Mark Hopkins Inter-Continental Hotel, San Francisco

<http://research.microsoft.com/PUIWorkshop/>

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### Workshop Chair

Matthew Turk  
*Microsoft Research*

### Program Committee

Matthew Brand

*MERL*

Phil Cohen

*OGI*

Joelle Coutaz

*CLIPS-IMAG*

Jim Crowley

*INPG*

Trevor Darrell

*Interval Research*

Eric Horvitz

*Microsoft Research*

Javier Movellan

*UCSD*

Sharon Oviatt

*OGI*

Alex Pentland

*MIT Media Lab*

Byron Reeves

*Stanford Univ.*

George Robertson

*Microsoft Research*

Steven Shafer

*Microsoft Research*

Chris Schmandt

*MIT Media Lab*

Yoichi Takebayashi

*Toshiba R&D Center*

Alex Waibel

*CMU*

### Invited Speakers:

Rosalind Picard

*MIT Media Lab*

George Robertson

*Microsoft Research*

Human-computer interaction has not fundamentally changed for nearly two decades: most users are still limited to interacting with computers via keyboards and pointing devices. However an increasing number of researchers in various areas of computer science are developing technologies to add perceptual capabilities to the human-computer interface. Such *perceptual user interfaces* are likely to be the next major paradigm in human-computer interaction.

Last October, the first Workshop on Perceptual User Interfaces (PUI'97) was held in Banff, Canada. This meeting began a dialog which will continue this year with the 1998 Workshop on Perceptual User Interfaces (PUI'98), to be held at the Mark Hopkins Inter-Continental Hotel in San Francisco, California, immediately following the ACM UIST'98 conference (held at a nearby hotel).

The purpose of this workshop is to bring together researchers from academia and industry with common interests in making human-computer interaction more natural and compelling by integrating perceptual capabilities into the user interface. The intimate size, focus on discussion, and comfortable surroundings will make this workshop an excellent opportunity to exchange ideas, share research results and learn about issues and technologies driving the next generation of user interfaces.

The two-day workshop will be structured to facilitate a high degree of interaction. There will be oral and poster presentations of current research, invited talks, focused discussion or break-out sessions, panel discussions, and open discussion time. The format is intended to emphasize the interdisciplinary nature of perceptual user interfaces, and to expose the participants to the main issues and challenges in each of the related research areas.

Topics of interest include speech and sound recognition, vision-based interfaces, haptics, multimodal interfaces, learning and user modeling, cognitive studies, integrating multiple sources of information, and systems issues associated with perceptual user interfaces.

There are three categories of submissions, due by **July 10, 1998**:

- (1) FULL PAPER describing original research in areas related to perceptual user interfaces. Accepted papers will be presented orally at the workshop.
- (2) RESEARCH NOTE describing ongoing research and/or demonstrations. Accepted research notes will be presented at a poster/demo session.
- (3) WORKSHOP PROPOSAL describing a panel, break-out session, or mini-workshop, intending to promote and provoke relevant discussion.

See the workshop's web site for more detailed submission instructions.

For more details and updated information concerning the workshop, submissions, registration, and the San Francisco area, visit the web site: <http://research.microsoft.com/PUIWorkshop/>.