Call for Contributions: 2nd ACM SIGSPATIAL Workshop on MapInteraction 2014 - November 04, 2014
Dallas, TX, USA

MapInteract 2014

held in conjunction with ACM SIGSPATIAL 2014
www.mapinteract.org

CALL FOR CONTRIBUTIONS

Scope
Maps are rapidly becoming fully interactive interfaces to geographic information. We use them as tools to plan our journeys, to decide where we are going to live, to visualize data, or for gaming. We want to inspect relationships between entities, navigate through large result sets, and to quickly identify the best options amongst many alternatives. Whatever it is, we need to express our needs such that algorithms can provide the answer.

However, working with maps is still surprisingly awkward. Simple queries can require a lot of interaction and workarounds, formulating complex queries is sometimes not even possible. To transform maps into intelligent and interactive interfaces, we need to anticipate users, contexts, and tasks and adapt interaction and visualization towards their needs and capabilities.

With MapInteract 2014 we want to explore the future of maps as fully interactive interfaces. We are seeking contributions addressing different facets of interactivity with maps: from interaction design and user studies to algorithms enabling interaction with complex spatio-temporal data. The application areas of maps are very diverse but we aim to provide a forum for researchers and practitioners from many domains with an interest in map interaction.

We invite submissions of research papers, position statements as well as interactive demos to discuss and experience new map-based interaction techniques and modalities, algorithms involved in interaction and visualization, user studies, adaptation, research agendas, common challenges etc.

Topics of the Workshop
Submit your paper or demo to MapInteract 2014 if your research is concerned with one or more of the following topics:

Map Interaction Design
Algorithms for Interactive and Dynamic Maps
(Geo) Human-Computer Interaction
Mobile Maps
Interactive Maps
(Geo-)Visual Analytics
Cognitive Ergonomics

Map Gestures
Projected Maps
Dynamic Maps
Interacting with Multidimensionality
Interactive Schematic Maps
Designing for Map-based Collaboration
Designing for Situated Activity
Maps and Augmented Reality
Designing for Maps on Small, Large, Shared or Ambient Displays
Distributed Interaction Principles
Field Research and Design in map interaction
Novel Map-based User Interfaces and Interaction Techniques
Visualization Techniques
Multi-modal Interfaces
Multi-user Interaction & Cooperation
Maps on Shared Devices
Tangible Interfaces
Automated Construction, Selection, and Adaptation of Symbology
Adaptive Generalization

Format
Following the great success and interactive nature of MapInteract 2013, we again want to create space for exchanging ideas, discussion, and demonstrations between researchers and practitioners. We thus plan to create the same mixture of talks and hands-on experience with interactive demos. Are you developing novel interaction designs for specific tasks, users, or application areas? Are you designing new algorithms to compute map-based data so that users can more easily interact with it? Are you developing novel interactive visualizations to explore new knowledge? Whatever it is you can submit and present your work in two ways: paper&talk or paper&demo. We will have dedicated sessions for both, allowing theory, experience, and communication to come together for an inspiring workshop.

Organizers

Christian Kray, University of Muenster
Falko Schmid, University of Bremen
Holger Fritze, University of Muenster

Submission
We invite the submission of three types of contributions:
Research Papers of up to 6 pages describing original work or work-in-progress. Accepted papers will be presented as regular talks with or without a demo and published in the ACM-DL. Position papers of up to 2 pages elaborating on a topic related to the workshop theme can also be submitted.

Demontrations need a small accompanying paper of up to 2 pages. All proposed demos need to be fully available at submission time, either as a website, as a video, as an interactive prototype or as a an app. The

main focus is on ideas and their implementation, we do not expect polished products. If you are in doubt just contact us!

All papers (regular and demo papers) should be submitted as PDF file formatted in the style of the ACM Proceedings Format and not exceed 6 pages including text, figures and references.

For details on the ACM Proceedings Format see Author Instructions at:
http://www.acm.org/sigs/publications/proceedings-templates

All papers and demo proposals must be submitted via EasyChair using the following URL:
https://www.easychair.org/conferences/?conf=mapinteract2014

To ensure high quality, all submitted papers will be carefully peer-reviewed by 3 committee members. One author of an accepted paper or demo is required to register for the workshop and the conference, as well as attend the workshop to present the accepted submission.

Important Dates
Sep. 4, 2014   Submission Deadline
Sep. 23, 2014   Notification of Acceptance
Oct. 07, 2014   Camera-ready Version due
Nov. 04, 2014   Workshop at ACM SIGSPATIAL GIS 2014