

Workshop Submission

The participants will be selected on the basis of a submitted position paper of 2-3 pages, which will be reviewed by the workshop organizers. Papers might report on own research or on specific artistic perspectives on the workshop topic. We will accept also descriptions of art works and demonstrators.

- **Deadline for submissions:** 20 June 2008
- **Notification of acceptance by:** 26 June 2008
- **Print ready by:** 30 June 2008

Submissions should follow the ACM SIG Proceedings style guidelines. Templates can be found at:

<http://www.acm.org/sigs/pubs/proceed/template.html>

Submissions should be send to the workshop organizers:

divitini@idi.ntnu.no and mavrommati@cti.gr

Accepted papers will be published in the DIMEA08 conference proceedings.

Workshop Specifics

Process: The workshop will consist of a half day of presentations, and a half day hands-on exercise and discussion.

Intended Audience: This workshop aims to bring together people interested in investigating issues at the intersection between pervasive computing and art from different perspectives, (art,

Workshop Organizers

Monica Divitini – is professor of Cooperation Technologies at the Norwegian University of Science and Technology (NTNU). She holds a MSc. in Information Science from the University of Milano, Italy, and a PhD in Computer Science from the University of Aalborg, Denmark. Her research interests lie primarily in the area of CSCW and mobile technology in learning communities - Email: divitini@idi.ntnu.no

Irene Mavrommati – has a background in Experience and Interaction Design. She currently cooperates with Research Academic Computer Technology Institute and with the Hellenic Open University. In the past she has worked for Philips Design, and has thought courses in the University of the Aegean, and the University of Patras. For the past 10 years, she has been investigating Interaction Design in Pervasive Environments, and has been actively supporting the perspective of end-user development of Ubiquitous applications. - Email: mavrommati@cti.gr



Pervasive Awareness applications: addressing Aesthetic and Ludic aspects

A workshop at
DIMEA2008
3rd ACM Conference on
Digital Interactive
Media in Entertainment
and Arts

Date: 11 Sept 2008
(tentative)

Athens, Greece

The proposed workshop will address the **Aesthetic and Ludic aspects of Pervasive Awareness applications**. It invites a mix of position papers, including demos and presentations.

The aim of this workshop is to bring together researchers, artists, and students, working on pervasive and/or awareness systems to discuss possible directions and aspects of Aesthetic, Creative, and Ludic experiences, achieved via mediated communication between people in ubiquitous environments.

The workshop will bring together a limited number of participants for a full day. The participants will be selected on the basis of a submitted position paper of 2-3 pages, which will be reviewed by the workshop organizers. Position papers might report on own research or on specific artistic perspectives on the workshop topic. We will accept also descriptions of art work and demonstrator. Different perspectives in the submitted proposals will be encouraged.

Our goal is to create opportunities for synergies and cross disciplinary insights.

Pervasive awareness systems are awareness systems where awareness information is generated from ubiquitous devices in one's environment. These are sensor (or actuator) types of artefacts that capture (or display) information about the context of activities within a home, in a semi-autonomous manner.

Awareness systems can be defined as systems whose purpose is to help connected individuals or groups to maintain a peripheral awareness of the activities and the situation of each other, e.g., their well-being, their availability for interactions, or an overview of their activities. Research in awareness systems has grown quite significantly in the last 10 years with several works on the topic being presented at CHI and CSCW conferences. Such research has examined awareness systems at work, at home and on the move and has provided explorations from a design perspective, several working realizations of such systems and reports on the experiences of their use. A growing number of applications, such as IM, Skype, Facebook to mention only a few, are currently widely used by people not only to perform common tasks, but also to stay in touch and to help the members of distributed social networks to feel connected.

The aim of this workshop is to increase the potential of awareness systems as a driver for connecting people, in a rich set of pervasive awareness scenario by focusing on ludic, creative, and aesthetic aspects.

Some of the questions that we intend to address include, but are not limited to:

- How can we create Aesthetic, Creative, and Ludic experiences through mediated communication?
- Can art help to design pervasive awareness systems that better integrates into people's everyday life through novel interfaces?
- How to design pervasive awareness systems that are aesthetically pleasant and/or fun to use?
- In which scenario type are artistic, aesthetic, or ludic aspects more important?
- Can art challenge mainstream assumptions on this type of systems? For example, awareness research has pointed out that it is important that this type of awareness is provided effortlessly and stay at the periphery of attention. This claim can be challenged by artistic, aesthetic or lucid applications that may specifically aim to be intrusive. .
- Can we leverage on ludic and aesthetic aspects of pervasive awareness applications to promote system adoption and appropriation?