



Call for Papers

6th International Workshop on Pervasive Eye Tracking and Mobile Eye-based Interaction (PETMEI 2016)

<http://2016.petmei.org>

September 13th, 2016 in Heidelberg, Germany

Eye tracking technology is becoming increasingly available for mobile and pervasive settings. The availability of eye tracking beyond the desktop calls for new interaction concepts, novel applications, and an understanding of the broader implications of pervasive eye tracking on humans. PETMEI 2016 focuses on pervasive eye tracking as a trailblazer for mobile eye-based interaction. The goal of the workshop is to bring together researchers in HCI, ubiquitous computing, context-aware computing, computer vision, machine learning and eye tracking communities to exchange ideas and to discuss different methods and applications for pervasive eye tracking.

PETMEI 2016 will be a half-day workshop featuring presentations and a keynote. This year will be particularly interesting given that PETMEI and EyeWear 2016 (the first Workshop on Eye Wear Computing which will also be a half-day workshop) will have a joint group discussion session. This makes it possible for those who are joining the PETMEI workshop to share their ideas and discuss the implications of pervasive eye tracking for context-aware computing with other group of researchers who are more interested in AR and VR applications and interaction techniques with HMDs.

We solicit papers describing original research related to, or visionary of, pervasive eye tracking research addressing computational methods, new applications and use cases, as well as technology for pervasive eye tracking and mobile eye-based interaction.

Topics of Interest include:

Methods

- Tools for detecting, tracking, and analyzing the face, pupil, and eye movements
- Gaze-supported multimodal interaction techniques
- Methods and devices for eye Tracking on wearables (e.g. smart watches and smart glasses) and mobile devices (e.g. smartphones and tablets)
- Integration of pervasive eye tracking and context-aware computing
- Robust eye tracking for indoor/outdoor environments

Applications

- Pervasive eye-based interaction with displays, real and virtual environments

- Eye interaction with robots and virtual characters
- Mobile attentive user interfaces
- Eye-based activity and context recognition
- Cognition-aware systems and user interfaces
- Security & privacy for pervasive eye-tracking systems
- Eye tracking and gaze interaction in healthcare

Submission Guidelines

We accept submissions with a length of between 6 and 10 pages in the SIGCHI Extended Abstract format. Refer to the workshop website for Word and Latex templates. Submissions will be peer-viewed by at least two members of the technical program committee with respect to novelty, significance, technical quality, and their potential to spark interesting discussions. Please note that all submissions must be anonymized for double-blind review.

Accepted papers will be published in the UbiComp 2016 supplemental proceedings and in the ACM Digital Library. At least one author for each accepted paper is required to attend the workshop and present the paper.

Submit your paper via EasyChair: <https://easychair.org/conferences/?conf=petmei2016>

Important Dates

June 3, 2016 Paper submission
June 28, 2016 Notification of acceptance
July 5, 2016 Camera-ready due
September 13, 2016 Workshop

Organizers

Diako Mardanbegi, Lancaster University, U.K.
Shahram Jalaliniya, Technical University of Denmark, Denmark
Mohamed Khamis, LMU Munich, Germany
Päivi Majaranta, University of Tampere, Finland

Contact

petmei2016@gmail.com