



The 10th Annual IsraHCI Research Conference

July 4, 2023

We welcome you to join our IsraHCI Research Conference which is an annual event that brings together researchers and practitioners in the field of human-computer interaction (HCI). The conference is designed to provide a forum for presenting, discussing, and experiencing innovative interactive systems from a research perspective. In its 10th year, the conference has become a premier destination for those interested in HCI, including professionals from industry and academia, as well as those working in design, engineering, computer science, psychology, education, and UX. The conference is an excellent opportunity for individuals from these diverse fields to come together, share their knowledge and experiences, and contribute to the growth of the Israeli HCI research community.

The objectives of the Israeli HCI Research Conference are to:

- To build a bridge between academic research in HCI and the Israeli industry
- To promote the growth of Israeli research in human-computer interaction.
- To create an inclusive community of Israeli researchers, providing a platform for students to present their work and enter the research field.
- To encourage interdisciplinary collaborations among researchers from different fields.

The 10th IsraHCI conference will be held on July 4th, 2023 at the Reichman university in Herzliya. It will include several sessions, each dedicated to highlighting research on different aspects of human-computer interaction, UI/UX, HRI and related areas.

Conference website: <http://israhci.org>

Facebook group: <https://www.facebook.com/groups/IsraHCI/>

LinkedIn group: <http://www.linkedin.com/groups?gid=4698270>



Important Dates

Submission deadline	March 24th, 2023
Notification of Acceptance	May 15th, 2023
Early tickets	May 20th, 2023
Presentations ready	June 29th, 2023

Submission

The conference is looking for five types of submissions:

- **Already-published research papers** - HCI papers that were published in leading international journals and conferences during the past year. Authors should submit their already accepted papers. No reviewing process will occur, papers will be selected by the paper chairs according to their relevance to the conference and to the overall balance of topics within the HCI community. Only a very limited number of papers will be selected due to time limitations. Authors of accepted papers will be invited to present their paper as a conference presentation in English.
- **Short papers** - Short papers that describe existing research projects, work-in-progress, case-studies, or student works. Short papers will be made available on the conference website if the authors approve their publication. Due to the tight schedule of the conference day, papers that have not been presented previously in any other forum may receive higher priority for presentation. Authors of accepted papers will be invited to present their paper as a conference presentation in English. Due to the schedule constraint some short papers will be invited to be presented as posters and not conference presentations.
- **Posters & Demos** - Working prototypes of interactive experiences or products, from academia or industry. Posters and Demo submissions should be described in a two-page document according to the guidelines below in English and will be presented in a special session.
- **Industry Case Studies** - Presentations of industry projects, highlighting one or more of the following aspects: design, development, research, or evaluation with users. Case study submissions should be described in a document according to the guidelines below, in English.



- **Students' Design projects** - proposals for user interfaces and interactive experiences that provide a novel, bold perspective on the future - or alternative now - of HCI. We invite the submission of insightful, compelling, critical, and innovative works that challenge or re-imagine human-computer interaction. We welcome submissions that could not fit other tracks due to reasons of methodology, style, or content, but provide a vision, and attention to details of the interaction, that can inspire the HCI community. We value novelty over evidence (you don't need a user study), and provocation over-generalization (you do not need to make everyone happy!). We invite submissions from disciplines outside HCI research - designers and other professionals dealing with interactive experiences.

Submission Guidelines:

All submissions should be submitted in English and should be formatted according to the ACM conference proceedings guidelines provided

- [Microsoft Word](#)
- [Overleaf](#) (or search for: ACM Conference Proceedings Primary Article)

To submit, please use the following link: <https://easychair.org/my/conference?conf=israhci2023>

See below specific instructions for each of the tracks.

Published Research Papers

Submit your previously published paper. You may submit it in its original form rather than copying it to the provided template, however, make sure to add to your file a sentence stating that this is a previously published paper, and the venue in which it was published (e.g., CHI'22).

Short Papers and Posters

The abstracts should be written in the template provided above with a limit of 8 pages.

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Demo Submission Guidelines

We invite demos of new interactions, interfaces, and research platforms for HCI. Demos will be presented in an open lab space near the conference auditorium, at a dedicated demo walk-through session.

- Demos should show a working prototype, not a video representation of the interaction.
- Physical aspects of demos are preferred to on-screen demos.
- Demos should not be promotional in nature.
- You will be provided with a table and electricity but you are responsible for all other equipment and staffing of your demo area.

Submit an abstract describing your demo. The abstracts should be written in the template provided above with a limit of 1 page.

Industry Case Study Submission Guidelines

Case Studies are informal presentations of industry projects, highlighting the design, development, research, or evaluation of UX and HCI products. Case Studies should highlight the problem definition, the design and development process, the challenges faced by the team and how they were addressed.

Case studies should be submitted as a one-page document including: team members names, affiliation, project overview, user/customer definition, the novelty in the projects from a UX/Interaction perspective, and a brief list of the main aspects the team would like to present (design process, development process, research process etc.). Submissions are encouraged to include visuals; however, the written description should stand alone, enabling a full understanding of the case study. The abstracts should be written in the template provided above with the limit of 1 page.

Students' Design Projects Submission Guidelines

Proposals should include a video of the proposed experience, along with a short description discussing the contribution in terms of research and/or design knowledge. and should give



background and context, along with a description of the work. The video should be self-explanatory for the audience and should include an opening slide with the creators' names and affiliation. In addition:

- Video content should not be promotional in nature
- Files should be finalized and ready to be played as-is, without revisions.
- Videos should not exceed 3 minutes in length. Titles and credits are recommended to last less than 3 seconds each.
- The video files can be in .AVI, .MOV or .MP4 file formats. They should play on standard PC and Macintosh computers without requiring third party codecs to be installed. Authors should verify that their submission is viewable using VLC (cross-platform).

The short paper should be written in the template provided above with the limit of 1 page. Make sure to include in the submission a link to your video (and make sure the link remains “live” throughout the review process).

Happy submitting!

The ISRAHCI 2023 committee