Lecture Notes in Computer Science
Edited by G. Goos, J. Hartmanis, and J. van Leeuwen
Preface

Predictions about the booming future of mobile technologies and talk about the mobile revolution abound in every medium, from newspapers to Internet discussions, from TV shows to technical journals. It is given as granted that very soon the most common way to access the Internet will be through mobile devices and that everyone, even those who never wanted to use a computer, will embrace the use of mobile services. However, if human-computer interaction issues of mobile technologies are not properly addressed, the above mentioned scenario is not so likely to come true. Users (especially novice ones) will not enthusiastically adopt mobile computing devices if we are not able to prevent the pains and complexities of interacting through very limited input and output facilities. Mobile services will not be successful if we do not understand mobile users and design for their contexts, those are very different from ones which traditionally studied in HCI.

This volume contains the papers accepted for the Mobile HCI 2003 Symposium on Human-Computer Interaction with Mobile Devices and Services, the premier international conference where academics and practitioners meet to discuss the challenges and potential solutions for effective interaction with mobile devices and services. It covers the design, evaluation and application of HCI techniques and approaches for mobile computing devices and services. This strong focus and specialization on HCI aspects is what makes the symposium truly unique and differentiates it from the other conferences and workshops in Mobile, Ubiquitous and Pervasive computing, that either have a very broad scope or specialize in different aspects.

The 2003 edition of Mobile HCI was the fifth in a series. The first three editions were held as international workshops (in Glasgow in 1998, in Edinburgh at INTERACT 1999, in Lille at IHM-HCI-2001). Then, last year, Mobile HCI successfully expanded into a full symposium (held in Pisa).

In these years, Mobile HCI has kept growing, and this year is no exception. Paper submissions grew significantly with respect to last year (in particular, the number of full paper submissions grew by 60%). This led to a lower acceptance rate and a higher-quality program. In detail, we received 122 paper submissions, of which 63 were full papers and 59 were short papers. Very strict selection rules were applied, and only 21 full papers and 29 short papers were accepted (i.e., a 33% selection rate for full papers and a 49% selection rate for short papers). The Workshops and tutorials proposals also grew: a total of 9 proposals were received, and 6 of them reached the final stage, turning into Mobile HCI 2003 events (5 Workshops and 1 tutorial). The submissions also reflected a truly international spectrum of work, coming from 26 countries.

Many individuals helped in shaping and organizing Mobile HCI 2003, and I thank them all for spending their time, energy, and competence for the symposium. The members of the Program Committee and the additional reviewers
carefully read submissions and provided useful suggestions for their improvement. The members of the Local Organizing Committee helped me to carry out a long list of tasks needed to make everything run smoothly during the four symposium days in Udine. The sponsors helped reduce the participants’ registration fees, thanks to their donations.

As a whole, this volume shows how the spectrum of HCI methods (ranging from ethnographic studies to automatic interface generation) is being exploited and adapted in a wide range of mobile contexts and applications (ranging from healthcare to gaming), giving a clear picture of today’s state of the art in Mobile Human-Computer Interaction. I thus hope that both novices and experts in Mobile HCI will find it a useful source of reference and valuable information regarding the current state of research and practice in the field.

Udine, June 2003

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