



7th IEEE International Symposium on Wearable Computers

October 21–23, 2003

Crowne Plaza Hotel, White Plains, NY 10601

<http://www.iswc.net>

ISWC 2003, the 7th IEEE International Symposium on Wearable Computers, will bring together researchers, product vendors, fashion designers, textile manufacturers, users, and all other interested parties to share information and advances in wearable computing. We invite you to join us!

Conference Committee Chairs

General: Chandra Narayanaswami, IBM TJ Watson Research (chandras@us.ibm.com)

Program: Steve Feiner, Columbia University (feiner@cs.columbia.edu)

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Local Arrangements: MT Raghunath, IBM TJ Watson Research (mtr@us.ibm.com)

Tutorials and Workshops: Brad Rhodes, Ricoh Innovations(rhodes@rii.ricoh.com)

Exhibits: Michael Olsen, IBM TJ Watson Research Center (cmolsen@us.ibm.com)

Demonstrations: Yohan Baillot, NRL (baillot@ait.nrl.navy.mil)

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Publications: Edward Ishak, Columbia University (ishak@cs.columbia.edu)

Topics

- Applications of wearable systems in consumer, industrial, medical, educational, and military domains.
- Use of wearable computers as components of larger systems, such as augmented reality systems, training systems, or systems designed to support collaborative work.
- Hardware, including wearable system design, input devices, wearable displays, batteries, techniques for power management and heat dissipation, industrial design, and manufacturing issues.
- Software architectures, including ones that allow wearable computers to exploit surrounding infrastructure.
- Human interfaces, including hands-free approaches, speech-based interaction, sensory augmentation, human-centered robotics, user modeling, user evaluation, and health issues.
- Networks, including wireless networks, on-body networks, and support for interaction with other wearables and the Internet.
- Experimental research that rigorously compares using wearables to other methods or technologies for performing the same task, such as traditional methods or handheld computers.
- Operating systems, including such issues as scheduling, security, and power management.
- Social implications and privacy issues.
- Wearable computing for people with disabilities.
- Fashion design, smart clothes, and electronic textiles.