

IEEE 9th International Symposium on Wearable Computers



October 18-21, 2005
Business Innovation Center Osaka, Osaka, JAPAN
<http://www.iswc.net>

ISWC2005, IEEE 9th *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 attend ISWC 2005 and submit to one or more of the following categories: papers, posters, demonstrations, tutorials, and exhibits.

Important Dates:

Submissions for all categories to ISWC2005 are due on **May 8th** at <http://www.iswc.net/>

Organizers:

General Chairs:	Masatsugu Kidode (NAIST) Eiji Shimizu (Takarazuka U. of Art & Design)	iswc05-general-chair@is.naist.jp
Program Chairs:	Kenji Mase (ATR/Nagoya U.) Bradley Rhodes (Ricoh Innovations)	iswc05-pc-chair@is.naist.jp
Tutorials and Workshops:	Satoshi Nakamura (NiCT)	iswc05-tutorial@is.naist.jp
Research Demonstrations:	Tobias Hollerer (UC Santa Barbara) Haruo Noma (ATR)	iswc05-demo@is.naist.jp
Exhibits:	Zary Segall (U. Maryland) Masahiko Tsukamoto (Kobe U.)	iswc05-exhibits@is.naist.jp
Local Arrangements:	Naoki Saiwaki (Nara Women's U.)	iswc05-local@is.naist.jp
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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, health issues and interfaces for combining wearable and ubiquitous computing.
- Networks, including wireless networks, on-body networks, and support for interaction with other wearables, ubiquitous-computing systems or the Internet.
- Formal evaluation of wearable computer technologies for example performance of wearable computer technologies or comparisons of existing technologies.
- Wearable sensors or networks of sensors for context-awareness or sensing cognitive state.
- Wearable communities and wearable technology for social-network computation, visualization and augmentation.
- 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.



Submission

Papers, posters, demonstrations, tutorials, and workshops must be submitted electronically through the submission web site, which will be linked off of the main web site at iswc.net. Papers and posters will be fully reviewed. Authors of accepted submissions will have the opportunity to update their submissions based on the reviews before the final electronic copy is due.

ISWC 2005 requires electronic submission. Reviewers will be instructed to maintain the confidentiality of all materials for submitted papers throughout the entire reviewing process. Submissions should contain no information that will be proprietary or confidential at the time of publication.

Papers:

Papers may be submitted as short papers (up to four pages in length) or full papers (up to eight pages in length). Each paper must be submitted as a single PDF file in IEEE Computer Science Press format (described at <http://www.computer.org/cspress/instruct.htm>). Accepted short papers and full papers will be included in the printed conference proceedings and presented in the paper sessions. Paper authors are strongly encouraged to upload a supporting video of at most 5 minutes in length along with their paper submission.

Papers submitted to ISWC2005 must not be under review by any other conference or publication during the ISWC review cycle, and must not be previously published or accepted for publication elsewhere. Please address any questions about paper submissions to the program committee co-chairs, Kenji Mase and Bradley Rhodes (iswc05-pc-chair@is.naist.jp).

Posters:

Posters are submitted in the form of a summary of up to two pages in length. Each poster summary must be submitted as a single PDF file in IEEE Computer Science Press format (described at <http://www.computer.org/cspress/instruct.htm>). Accepted poster summaries will be published in the conference proceedings and the poster will be presented at the conference poster and demonstration session. Please address any questions about poster submissions to the program committee co-chairs, Kenji Mase and Bradley Rhodes (iswc05-pc-chair@is.naist.jp).

Demonstrations:

Demonstrations provide an opportunity to show research prototypes and works in progress to colleagues for comment in a relaxed atmosphere. Paper and poster presenters are also highly encouraged to demonstrate their work. Accommodations (power, space, etc.) will be limited, so participants should plan to be mobile and self-supported. To apply to perform a demonstration, please prepare a one-page summary that describes what you plan to demonstrate; presentation method and requirement for space, power, lighting, sound, network and so on. Include pictures and diagrams, so that your proposed demonstration can be clearly understood, and provide a clear description of the power and space requirements. Accepted demonstrations will be presented at the conference poster and demonstration session; however, they will not be published in the conference proceedings. Please address any questions about demonstration submissions to the Demonstrations Chair, Haruo Noma or Tobias Hollerer (iswc05-demo@is.naist.jp).

Tutorials and Workshops:

We invite you to share your wearable-related knowledge with other conference attendees in a tutorial or workshop format. A tutorial is an intensive course on a special topic. Half-day tutorials and advanced tutorials will be held on Tuesday, October 18. Tutorials are intended to enhance the skills and broaden the perspective of their attendees. They should be designed to introduce a rigorous framework for learning a new area or to provide advanced technical training in an area. Workshops differ from tutorials in that they may include a wider range of activities, such as working position groups, hands-on experiences with hardware/software provided, or standards efforts.

A two-page tutorial or workshop proposal should include a clear description of the topic area, objectives, and the intended audience (experience level and prerequisites). Tutorial proposals should also include a 200-word abstract, a topical outline of the content, and a summary of the qualifications of the instructor(s). Be sure to include the contact name, affiliation, address, telephone number, electronic mail address, and associated URL for each instructor or organizer. Please address any questions about tutorial submissions to the Tutorials and Workshops Chair, Satoshi Nakamura (iswc05-tutorial@is.naist.jp).

Exhibits:

We invite you to exhibit your products, designs, services, or research projects during the conference. Exhibits will be available continuously in a venue near the meeting room. Exhibitors will show their products and distribute promotional literature to interested conference attendees.

The number of exhibitors that are accepted for the conference will be limited by available space. To apply to be an exhibitor, write a summary of the product, service, or research project that you hope to exhibit, describing why it will interest the conference attendees. The summary should not exceed 500 words (one page) in length. Be sure to include in the summary the exhibitor names, affiliations, addresses, telephone numbers, electronic mail addresses, and URL. Also, identify the contact person for the exhibition. Applications to exhibit at ISWC 2005, and any questions should exhibiting, should be submitted by email directly to the exhibits co-chairs, Zary Segall and Masahiko Tsukamoto (iswc05-exhibits@is.naist.jp).

Fashion Show (Exhibition) :

The fashion aspect of wearable computing is important in practical uses of wearable computers. At the same time, it is also important from the fashion point of view since it can enlarge the expressiveness of (normal) fashion. This fashion aspect can be most attractively demonstrated by a fashion show, which we will have in this conference as a part of an exhibition. In the fashion show, a presentation using a PC projector can be given by participants while their models' walk (in a few minutes). To apply to the fashion show, please prepare one-page summary that includes the description of the concept and the functionalities, the design drawings with explanations on devices, and a description of the stage requirements (light or sound environments). Accepted designs should be implemented as "really wearable" wears to be presented in the fashion show; however, they will not be published in the conference proceedings. Please address any questions about fashion show submissions to an Exhibition Co-Chair, Masahiko Tsukamoto or Zary Segall (iswc05-exhibits@is.naist.jp).

Gadget Show:

We will be having the traditional lightning-fast Gadget Show again this year. Come to the conference with your best toys for an informal show-and-tell.