Submission

Important Dates:

Submission deadline:	Apr 7th, 2008
Notification of results:	May 15th, 2008
Camera ready copy:	June 12th, 2008
Symposium in Rennes:	Aug. 27-29 2008

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8th International Symposium on SMART GRAPHICS

August, 27-29 2008 Rennes, France

http://www.smartgraphics.org

Optimization • Art & Graphics Design • Computer Graphics • Artificial Intelligence • Visualization • Cognitive Psychology • HCI • Visual Media • Entertainment • Interaction • Planning • Evaluation • Reasoning

Submission: April the 7th, 2008

The Smart Graphics Experience

The International Symposium on Smart Graphics will bring together researchers from Computer Graphics, Visualization, Art & Graphics Design, Cognitive Psychology and Artificial Intelligence, all working on different aspects of computer-generated graphics and the user experiences they enable. This year's meeting will be held in Rennes, France.

Advances in computer graphics have made visual media the heart of the user interface, and it is clear that graphics will play a dominant role in knowledge work, entertainment, and the home. Indeed, as computers become more and more pervasive, and display sizes both increase and decrease, new and challenging problems arise for the effective use and generation of computer graphics.

Graphics become "Smart Graphics" when:

- Their design incorporates (and sometimes informs) a deeper understanding of human perception, cognition, and action in the form of design praxis and/or cognitive science.
- Artificial intelligence drives the creation and interaction with graphics, often incorporating principles from graphic design and the cognitive science of visual representations.
- Graphics are designed to effectively support human cognition, communication, and collaboration, for example in the new field of visual analytics.

Smart Graphics is grounded in a deep understanding of human abilities, activities, and desires. This understanding arises through the integration of fields such as art, design, and the social, cognitive, and perceptual sciences. Insights are realized in the form of novel methods for producing and interacting with rich graphical displays often utilizing established techniques from Computer Graphics, Artificial Intelligence, and Computer Science in general. Such interfaces present content that:

- Engages the user and is aesthetically satisfying
- Participates in human cognition as external or distributed representations
- Is sensitive to the real-time demands of the interaction in the context of the available computational resources and
- Adapts the form of the output according to a wider set of constraints such as an individual's perceptual, attentive, and motor abilities and the nature of the presentation media and available interaction devices.

Symposium Scope

Smart Graphics research can be loosely divided into principles, methods and systems based research, and the symposium will encourage submissions in all these areas, based on the following characterization:

- Principles: theories of graphics design and visual aesthetics, and Theories of graphical representations and interaction, Design and testing of graphical systems, Constraints on technological, computational and human (perceptual, cognitive and motor) resources, Conceptualizations of graphics and interactive systems, Representation and reasoning requirements for Smart Graphics, Interaction between resource restrictions, design, requirements capture and evaluation methodologies, systems that make people smart.

- Methods: new approaches to the design and testing of graphical generation, presentation and interaction for both conventional desk-top systems and new devices and media, Acquisition and representation of design knowledge for Smart Graphics generation, Empirical methods in the characterization of interaction, Dealing with heterogeneous target media, Application of planning, decision theory, optimization, constraint satisfaction, machine learning and other AI techniques to Smart Graphics, Attentive systems, Evaluation methods.

- Systems: the application of Smart Graphics to visualization, virtual reality, augmented reality, mobile communications, wearable computing, graphical hypermedia, web-based systems, novel interaction techniques (e.g. attentive systems, haptic and natural language interaction), and advisory & tutoring systems.

Come and Join the Smart Graphics Experience!

Smart Graphics 2008 welcomes submissions from researchers and practitioners, as well as artists and graphic designers interested in an interdisciplinary approach to the design of smart interactive visual auditory, and haptic displays.
Submission categories are divided into:

* Full papers: these will encompass comprehensive descriptions of original work within the scope of the symposium (limited to 12 pages in Springer LNCS format).
* Posters: tentative or preliminary results of research or design work with emphasis on the interdisciplinary evaluation of the ideas (limited to 4 pages in Springer LNCS format). Poster papers will be included in the proceedings.
* System demonstrations: short descriptions of research or design work that the authors intend to show and discuss in a demo session at the symposium (limited to 2 pages in Springer LNCS format). System demonstration papers will be included in the proceedings.

Smartgraphics specially encourages young researchers to submit their ideas and results. The best full paper and best poster paper, which first authors are students, will both receive a 500 Euros prize donated by the Métivier Foundation. As in previous conferences, proceedings will be published in the Springer Lecture Note in Computer Science (LNCS) series.