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In cooperation with

Browsers and User Interfaces Track
Call for Papers

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Submissions should present original reports of substantive new work and can be up to 10 pages in length. Papers should properly place the work within the field, cite related work, and clearly indicate the innovative aspects of the work and its contribution to the field. In addition to regular papers, we also solicit submissions of position papers articulating high-level architectural visions, describing challenging future directions, or critiquing current design wisdom.

Submissions due:
November 20, 2006

For further information:
http://www2007.org

The Web browser has become the face of cyberspace. As new uses of the Internet are invented and network bandwidth goes up, web user interfaces will need to become richer and more interactive. At the same time, the Web is moving off the desktop and into mobile phones, embedded devices, location-aware services, and large shared displays. Delivering a good experience across a variety of platforms and form factors remains a major challenge. Web users are also discovering new ways to communicate and interact (e.g., communities of trust, social networks, blogs), which present more design challenges and research opportunities. Will familiar paradigms be able to evolve to accommodate new devices, high bandwidth interaction, and new use cases, or is radical change needed in web interface design?

The Browsers and User Interfaces track at WWW2007 will provide a forum where both researchers and practitioners can share new approaches, applications, and experimental results about web user interfaces. We invite original papers describing theoretical or experimental research including (but not limited to) the following topics:

- Browsers and user experience on mobile devices
- Browser interoperability
- Novel client-side applications
- Multimodal web interfaces (e.g. speech and gestures)
- Information visualization on the Web
- Multilingual web content design
- Novel browsing and navigation paradigms
- Web interaction with the real world (e.g. robotics and sensor networks)
- Adaptive web interfaces and personalization
- Ubiquitous web access, shared displays, and wearable computing
- Web usability and user experience
- Web accessibility
- Web-based collaboration and collaborative web use
- Blogging and social networks