Call for Papers
1st International Workshop on Model-based Interactive Ubiquitous Systems
- MODIQUITOUS -

|| http://modiquitous.net

|| In conjunction with the ACM EICS Symposium 2011, 13.-16.06.2011, Pisa, Italy.

Overview
Ubiquitous systems are introducing a new quality of interaction both into our lives and into software engineering. Software becomes increasingly dynamic making frequent changes to system structures, distribution, and behavior necessary. Also, the constant adaptation to new user needs and contexts as well as new modalities and communication channels make these systems differ strongly from what has been standard over the last decades.

Models and model-based interaction at runtime and design-time form a promising approach for coping with the dynamics and uncertainties inherent to interactive ubiquitous systems (IUS). Hence, this workshop discusses how model-based approaches can be used to cope with these challenges. Therefore, it covers the range from design-time to runtime models and from interaction to software engineering, addressing issues of interaction with and engineering of interactive ubiquitous systems.

The MODIQUITOUS workshop is intended to discuss challenges and possible solutions of the EICS community to design and runtime aspects of interactive ubiquitous systems with a focus on model-based approaches. It aims to bring together researchers and practitioners focused on different problems of IUS. Planned as a half-day workshop, it will provide a forum for discussing new ideas, issues and solutions.

Topics of Interest
The topics of particular interest to MODIQUITOUS include (but are not limited to):

- Model-driven architecture (MDA) in the context of IUS
- Advantages and potential problems of using MDA in the IUS domain
- Meta models for IUS, specifically for IUS-related aspects like interaction, different modalities, dynamic distribution, context-awareness, etc.
- Domain-specific models for IUS
- Model-driven generation of (intelligent) IUS
- Model-to-model and model-to-code transformations for IUS development
- Model-driven development and execution architectures, i.e., runtime systems for IUS
- Tools and frameworks for supporting the model-driven development of IUS
- Concepts for context-awareness and self-adaptation of IUS on the model and runtime level
- Software Engineering aspects of IUS
- Human Computer Interaction aspects of IUS
- Innovative ideas and novel application solutions for new interactive ubiquitous settings, e.g., from the fields of mobile computing, pervasive computing and social software.
- Studies on interaction concepts on IUS
- Requirements, insights and experiences from existing mobile and pervasive settings
Important dates
Due to several requests the submission deadlines have been updated:

- **Submission deadline:** February 10, 2011  March 13, 2011
- **Review notification:** March 16, 2011  April 04, 2011
- **Final submissions:** April 10, 2011  April 29, 2011
- **Workshop date:** June 13, 2011

Paper Submission
Authors are invited to submit full research and position papers (up to 6 pages) addressing one or more of the topics of interest. Further, we encourage the submission of demonstration papers (up to 2 pages) as one aspect of achieving an interactive workshop atmosphere. Generally, both academic and industrial experience papers are solicited.

All submitted papers must be in English, formatted according to the SIGCHI Conference Proceedings Format. Templates are available at [http://www.sigchi.org/chipubform](http://www.sigchi.org/chipubform). Papers can be submitted by using the EasyChair conference management system.

To submit a paper please log in to EasyChair at: [http://www.easychair.org/conferences/?conf=modiquitous2011](http://www.easychair.org/conferences/?conf=modiquitous2011)

Submitted papers will be reviewed by members of the program committee. Papers will be evaluated according to their significance, originality, technical content, style, clarity, and relevance to the workshop.

At least one author of each accepted paper is expected to attend the workshop. All accepted papers will be published online. If enough papers of high quality are received for the workshop, we plan to publish them in the frame of a special issue in VIMation Journal ([http://journal.vimation.eu](http://journal.vimation.eu)) – in a reworked and possibly extended version, including the results of the workshop. In any case, the contributions will be published in a publicly accessible way as workshop proceedings, including the result of the workshop.

Workshop Chairs
- Thomas Schlegel, Technical University Dresden, Germany
- Stefan Pietschmann, Technical University Dresden, Germany

Please contact us via chairs@modiquitous.net

Programme Committee
To see the list of PC members please have a look at our workshop webpage: [http://modiquitous.net](http://modiquitous.net)