

# Proceedings of the 12<sup>th</sup> Biannual Conference of the Italian SIGCHI Chapter

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In cooperation with:



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# Foreword

*Carmelo Ardito, Carmen Santoro, Fabio Paternò, Lucio Davide Spano, Fabio Sorrentino*

User Interfaces have become pervasive in many scenarios: from learning to entertainment, from mobile and personal interaction to the smart environments shared among different people. This wide spectrum of applications requires different interaction techniques and design solutions, involving various types of devices and approaches: common desktop or mobile interfaces, augmented and virtual reality, gestures, tangibles, physical objects etc. The user's experience depends not only on the usability of a single application or device, but also on the integration of ecosystems composed of people, interfaces, systems and devices dynamically connected in the environment.

The twelfth Edition of CHIItaly addresses such themes, bringing together various innovative research contributions that will stimulate the growth of the Human-Computer Interaction field. CHIItaly is the biannual conference organised by the Italian Chapter of the ACM SIGCHI. The theme of this edition was "Towards the Mediterranean", because we wanted to encourage participation from countries in this geographical area. It took place in a wonderful Mediterranean island, Sardinia.

The proceedings include 15 full papers and 11 short papers. We received 77 submissions, 49 long and 28 short papers. Their authors come from 17 countries: Austria, Bangladesh, Chile, Denmark, Finland, France, Germany, Greece, India, Italy, South Korea, Norway, Portugal, Spain, Switzerland, United States of America, United Kingdom. This demonstrates how this event has become recognised by the international HCI community.

The program was structured into a number of sessions that addressed important HCI topics such as recognition of activities and emotions, personalisation, contextual interaction, smart environments, assistive interfaces, augmented and virtual reality, innovative interactive experiences, games, learning, making and information visualisation. Two invited speakers provided interesting talks: Michel Beaudouin-Lafon, from the Université Paris-Sud, France, spoke about "*Towards Unified Principles of Interaction*"; while Marianna Obrist, from the University of Sussex, United Kingdom, presented "*Mastering the Senses in HCI: Towards Multisensory Interfaces*".

The Conference program also featured a Poster and Demo session (co-chairs Paolo Bottoni and Samuel Iacolina) with 12 presented works, the Doctoral Consortium (co-chairs Andrea Giachetti and Cristina Gena). In addition, it hosted three co-located workshops (co-chairs Giuseppe Ghiani and Sebastiano Bagnara) with different topics: games ("*CHIItaly '17: First Workshop on Game-Human Interaction*," organised by Maria De Marsico, Laura Anna Ripamonti, Davide Gadia, Dario Maggiorini and Ilaria Marian), mid-air gestures and speech-based interaction ("*Designing, Implementing and Evaluating Mid-Air Gestures and Speech-Based Interaction*", organised by Michela Ferron, Nadia Mana, Ornella Mich, Leonardo Badino and Ryad Benosman) and HCI education ("*HCI and education in a changing world: from school to public engagement*", organised by Fabio Pittarello, Gualtiero Volpe and Massimo Zancanaro). The editorials describing the workshop aims and contributions are included in these proceedings.

We thank the 81 members of the Program Committee that helped with the reviews of the high number of submissions, the companies that supported the event (Abinsula, Inpeco, Money Farm, ShopFully), the Interaction Design Foundation that offered prizes for the best papers and all the participants in the conference that contributed to creating such an interesting program.

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