

Computers in Human Behavior

Special issue on

Attention aware systems

I. Call for papers

This forthcoming issue of the journal *Computers in Human Behaviour* (<http://authors.elsevier.com/JournalDetail.html?PubID=759&Precis=IF>) is dedicated to the exploration of "attention aware systems".

The special issue will include some of the most significant contributions to the workshop "Designing for attention" (<http://ac.aup.fr/~roda/attention/>) that took place at the annual conference of the British HCI group 2004 (<http://www.bcs-hci.org.uk/hci2004/>).

Along with these contributions we invite the submission of original unpublished work in the field of attention aware systems from several different perspectives including cognitive psychology, ethnography, digital arts, system design, and human computer interaction.

I.1 The theme

Much research has focussed on the design of systems enabling users to access and use information quickly and efficiently. However the capability of using this information is seriously limited by finite human cognitive resources. Although the role of attentional processes in allocating cognitive resources has been demonstrated to be crucial, the research relating attentional processes and human computer interaction has not been dealt with as a coherent body of knowledge.

We believe that publishing an interdisciplinary collection of current research in this area would encourage an inclusive approach to the design of "attention aware" systems, i.e. systems capable of adapting to, and supporting, human attentional processes. On the other hand, focus on "attention aware" system design would provide a framework for the integration of research on human attentional processes in fields as different as cognitive psychology, sociology/ethnography, aesthetics, and human communication.

Attention aware systems will be crucial for the development of applications in a wide variety of domains including education, life critical systems (e.g. air traffic control), support to monitor and diagnosis, knowledge management, simulation of human like characters, games, and e-commerce.

I.2 Indicative list of subjects

Subjects of interest include but are not limited to:

- Studies of cognitive / physical factors that may influence attention and their application to system design
- Rhetorical, cultural, and aesthetic aspects of attention
- High level cognitive processes - motivations, goals, interests - and attention
- Visual attention
- Awareness and notification systems
- Systems designed to exploit specific attentional mechanisms
- Systems capable of assessing users' attentional focus
- Eye tracking systems
- Simulations of human attentional mechanisms
- The design of transparent systems
- Systems capable of guiding / maintaining users' attentional focus
- The role of surprise in designing for attention: caveat or useful tool?

II. Submission information

Papers should be submitted by email to both the guest editors of the special issue: Claudia Roda (croda@ac.aup.fr) and Julie Thomas (Julie.Thomas@aup.edu).

II.1 Important dates

November 15 2004	paper submission
January 30 2005	notification to authors
February 28 2005	revised paper submission
March 28 2005	notification to authors
July/August 2005	publication

II.2 Formatting for first submission (final submission format will be different)

General: The corresponding author should be identified (include a Fax number and E-mail address). Paper length may vary but, as an indication, papers between 10 and 30 pages are appropriate. We recommend 12pt single spaced manuscripts. Authors should consult a recent issue of the journal for style if possible.

Abstracts: An abstract of no more than 200 words should accompany each paper.

References: All publications cited in the text should be present in a list of references following the text of the manuscript. In the text refer to the author's name (without initials) and year of publication, e.g. "Since Peterson (1993) has shown that..." or "This is in agreement with results obtained later (Kramer, 1994)". For 2-6 authors, all authors are to be listed at first citation, with "&" separating the last two authors. For more than six authors, use the first six authors followed by et al. In subsequent citations for three or more authors use author et al. in the text. The list of references should be arranged alphabetically by authors' names. The manuscript should be

carefully checked to ensure that the spelling of authors names and dates are exactly the same in the text as in the reference list.

References should be given in alphabetical order and in the following form:

Miller, D. (1981). The depth/breadth trade-off in hierarchical computer menus. *Proceedings of the Human Factors and Ergonomics Society 25th Annual Meeting* (pp. 140-200) Santa Monica, CA.

Paap, K.A., & Roske-Hofstrand, R.J. (1988). Design of menus. In M. Helander. *Handbook of human-computer interaction* (pp. 205-235). New York: Elsevier.

Wu, A.K.W., & Lee, M.C. (1998). Intelligent training systems as design. *Computers in Human Behavior* 14 (2), 209B220.

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III. Review process

Papers will be first reviewed by at least three reviewers of the special issue's reviewing panel. Reviewer's comments will be sent to all authors. Authors of accepted papers will be asked to revise their papers following the reviewers' comments and the revised version of the paper will be submitted to the journal editor.

IV. Information about the journal *Computers in human Behaviour* (Extract from the journal's Web page)

<http://authors.elsevier.com/JournalDetail.html?PubID=759&Precis=DESC>

Computers in Human Behavior is a scholarly journal dedicated to examining the use of computers from a psychological perspective. Original theoretical works, research reports, literature reviews, software reviews, book reviews and announcements are published. The journal addresses both the use of computers in psychology, psychiatry and related disciplines as well as the psychological impact of computer use on individuals, groups and society. The former category includes articles exploring the

use of computers for professional practice, training, research and theory development. The latter category includes articles dealing with the psychological effects of computers on phenomena such as human development, learning, cognition, personality, and social interactions. The journal addresses human interactions with computers, not computers per se. The computer is discussed only as a medium through which human behaviors are shaped and expressed. The primary message of most articles involves information about human behavior. Therefore, professionals with an interest in the psychological aspects of computer use, but with limited knowledge of computers, will find this journal of interest.

V. Guest Editors

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