



Personal and Ubiquitous Computing

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Call for Papers

Theme issue on **Pervasive Displays**

Digital displays are pervasive in our everyday lives, ranging from media façades in urban environments and traditional public displays, to new forms of embedded displays and multi-touch surfaces. Recent work in areas including human-computer interaction and ubiquitous computing has also

explored unconventional forms of displays, such as flying (on-drone) displays, wearable and flexible displays, and head-mounted AR/VR displays.

Such variegated nature of pervasive displays represents a rich resource for receiving ambient information, complementing our personal mobile devices, or providing in-situ feedback in a plethora of different domains. However, designing visionary deployments that go beyond traditional digital signage, and understanding user's behaviour in such diverse contexts, is far from trivial.

Topics

The aim of this theme issue is to explore new technologies, methodologies, and applications that relate to all aspects of pervasive displays. Contributions may come from diverse fields such as media architecture, art, computer science, design, engineering, and social sciences, and the guest editors invite original and high-quality submissions addressing all aspects of this field, as long as the connection to the focus topic is clear and emphasized. Review or summary articles — for example a critical evaluation of the state of the art, or an insightful analysis of established and upcoming technologies — may be accepted if they demonstrate academic rigor and relevance.

Relevant topics for this theme issue include, but are not limited to, the following:

- Novel technologies and new forms of pervasive displays
- Interfaces and interaction techniques
- Media façades and architecture
- Content design and information visualisation
- Research methods for pervasive displays
- Art installations
- Evaluations, case studies, deployments, and experience reports
- Audience behaviour
- Usable privacy for public displays
- System architectures and infrastructure
- Frameworks and toolkits for developing pervasive display applications

Guest Editors

- Jessica Cauchard, Ben Gurion University of the Negev, Israel
- Nigel Davies, Lancaster University, UK
- Vito Gentile, Università degli Studi di Palermo, Italy
- Mohamed Khamis, University of Glasgow, UK
- Salvatore Sorce, Università degli Studi di Palermo, Italy

Important dates

- Manuscript submission deadline: ~~12 July 2019~~ 16 August 2019
- First round review notification: ~~31 August 2019~~ 2 October 2019
- Revised manuscript submission deadline: ~~4 October 2019~~ 29 November 2019
- Final decision notification: ~~4 November 2019~~ 20 December 2019
- Expected publication: early 2020

Submissions

Submissions should be original papers and should not be under consideration in other publications. Extended versions of high quality conference papers that are already published at relevant venues (e.g., CHI) may also be considered as long as the additional contribution is substantial (at least 30% of new content). A selection of papers published in the proceedings of the 8th ACM International Symposium on Pervasive Displays (<http://pervasivedisplays.org/2019/>) will be invited to submit extended versions to the theme issue. All manuscripts will be peer reviewed.

All submitted manuscripts must be formatted according to the instructions for authors, which are available at <https://www.springer.com/779>.

We will accept both LaTeX manuscripts (which must use the Springer templates at Instructions for Authors/Text/Text Formatting) and Word manuscripts (for which no templates are available).

Authors should submit an electronic copy of their complete manuscript through the Editorial Manager system (<http://www.editorialmanager.com/pauc>) ensuring that the paper is identified as being submitted for this theme issue.