Call for Submissions to MOCO 2018

28-30 June 2018, Genoa, Italy
Casa Paganini – InfoMus, DIBRIS – University of Genoa
http://moco18.movementcomputing.org

We would like to invite submissions to the 5th International Conference on Movement and Computing (MOCO'18), Genoa, Italy, June 28-30, 2018. Contributions can be submitted to three different tracks: Papers and Posters, Practice Works, and Doctoral Consortium.

MOCO is an interdisciplinary conference that explores how computer science and technology can contribute to a deeper understanding of human movement practice, to support and facilitate movement expression and communication, and to design and develop new paradigms for interacting with computers through movement (e.g., movement interfaces). This requires to tackle computational challenges, including modeling, representation, segmentation, recognition, classification, and generation of movement information. To this aim, an interdisciplinary approach to movement understanding, ranging from biomechanics to embodied cognition, to the phenomenology of bodily experience as well as contributions from the performing arts is needed. We invite submissions from a wide range of disciplines including, but not limited to: Human-Machine Interaction, Artificial Intelligence, Affective Computing, Social Signal Processing, Machine Learning, Cognitive Science, Neuroscience, Psychology, Philosophy, Anthropology, Sports Sciences, Dance, Music, Visual Arts, Games, Healthcare, and Animation.

Suggested Topics
We encourage submissions including, but not limited to the following topics:
- Theoretical approaches to movement understanding
- Philosophical perspectives on movement and computing
- Embodied cognition and movement
- Experimental methodologies
- Datasets of motion recordings
- Movement analysis and analytics
- Movement segmentation
- Movement representation
- Machine learning for movement
- Movement qualities and expressive movement
- Movement in social interaction
- Modeling and analyzing kinesthetic empathy
- Movement generation
- Expressive movement synthesis
- Movement expression in avatar, artificial agents, virtual humans or robots
- Full-body interaction
- Gesture interaction
- Expressive movement-based interaction
- Interactive sonification
- Movement visualization
- Dance and technology

- Music and movement
- Design for movement in digital art
- Biosensing, biocontrol and movement
- Sensory-motor learning with audio/visual feedback
- Mechatronics and creative robotics
- Movement computation for entertainment
- Movement computation in education
- Movement computation in ergonomics, sports, and health
- Movement Notation Systems (e.g. Laban or Eshkol-Wachman)

Tracks
MOCO is open to a wide range of ways of presenting your work. Besides papers for oral and poster presentation, we invite submission of practice works such as demos, performances, games, artistic works and movement workshops (in which participants take part in a guided movement activity).

Papers and Posters
The conference is an opportunity to present original research and details of collaborative work. Participants will have the opportunity to offer a presentation of the results of their research on one of the themes of the conference and to interact with their scientific/artistic peers, in a friendly and constructive environment. We encourage submission of a wide range of formats. The submission categories are:
- Long paper with oral presentation (8 pages maximum)⸸SEP⸸
- Short paper with oral presentation (4 pages maximum)⸸SEP⸸
- Extended abstract with poster presentation
  (6 pages maximum in the extended abstract format)

Authors of papers and posters may submit an accompanying demonstration proposal in addition to their regular paper or poster submission, by completing the proposal form for practice works (see items 2 and 3 in the next section) and sending it along with their submission. Together with the form, authors have to provide a link to a video about their work. The proposal form for practice works is mandatory for all paper and poster submissions including an accompanying demonstration and must include details about technical set-up and space requirements.

Practice Works
We deliberately use a very open term – "practice work" – to encourage diverse ideas of what practice in movement and computing is and how such practice can be presented. We suggest the following as examples of what a practice work might be, but also stress that the list is not exhaustive and any types of presentation can be considered, the only criteria being excellence of the work and whether it is possible to stage the work given the resources, time and space available to the conference:
- Technology demos
- Performances (e.g., dance, physical performance, music)
- Artworks
- Interactive Installations
- Movement workshops
  (i.e., a session in which participants engage in movement based activity)

- Games
- Video presentations

Submissions consist of:
1. An extended abstract (2 pages maximum).
2. The proposal form for practice work, including detailed technical requirements and possible additional information. The form is available on the conference website.
3. Supporting media (videos, pictures, audio, and so on), which should provide an overview of the practical work and details of the practical and technical requirements for putting the work on (this is very important to ensure that we can accommodate the work within the resources of our conference).

Please note that we are an academic conference with a low fee, which means we cannot pay for commissioned performances and artworks. In addition, we cannot guarantee facilities and technical support for all possible sessions, so please give us full details of your needs in the proposal form so that we can judge whether it is feasible.

Doctoral Consortium
Doctoral papers are an opportunity for PhD students to present their work in progress on their doctorate, share and develop their research ideas in a supportive environment and with the participation of experts in the field. Students will have the opportunity to establish a community, together with other doctoral students at a similar stage of their research. Accepted papers will have an oral presentation in a dedicated session. We encourage students to submit a paper even if they are early in their doctoral work.

Papers should not be longer than 4 pages including the references. The first author must be an actual PhD student. Doctoral Consortium papers will be indexed and published in the ACM digital library. Videos and other supplementary materials are highly welcomed. Students accepted to present their work at the Doctoral Consortium must plan to attend it.

Submission Format and Procedure
All submissions must be written in English. Submissions must be in pdf format and they have to be prepared using the ACM proceedings template:
http://www.acm.org/publications/proceedings-template

Detailed instructions on templates and how to submit can be found on the conference website:
http://moco18.movementcomputing.org/instructions.html

All contributions must be submitted online through EasyChair:
https://easychair.org/conferences/?conf=moco2018

All submissions must be anonymous and will be peer-reviewed.
The MOCO proceedings will be indexed and published in the ACM digital library.

Important Dates
Abstract and metadata submission: 22 January 2018
Submission deadline: 29 January 2018
Notification: 26 March 2018
Camera-ready papers: 16 April 2018

Contact Information

If you have any questions please contact us on moco2018@infomus.org

Updated information will be posted on the conference website:
http://moco18.movementcomputing.org

Committees

Conference Chairs
Gualtiero Volpe, University of Genoa
Antonio Camurri, University of Genoa

Program Chair
Maurizio Mancini, University of Genoa

Doctoral Consortium Chair
Radoslaw Niewiadomski, University of Genoa

Practice Works Chair
Stefano Piana, University of Genoa

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Connected events: the 6th EyesWeb Week
This year the MOCO Conference will be connected with the *6th EyesWeb Week*, held at Casa Paganini – InfoMus, Genoa, Italy, just after the conference, on July 2-6, 2018.

The EyesWeb Week is an intensive tutorial aiming at sharing with participants the experience of the Casa Paganini – InfoMus Research Centre in the EyesWeb project. The main focus is on the EyesWeb XMI open software platform (freely available at www.casapaganini.org) for scientific and technological research and development of innovative multimodal interfaces, systems, and applications (including distributed and mobile apps) in a growing number of fields, such as therapy and rehabilitation, independent living, artistic production, active experience of cultural heritage, and education.

The EyesWeb Week aims at providing scientists, engineers, psychologists, therapists, musicians, dancers, artists, and other professionals with the opportunity to master and explore in detail the EyesWeb project and open software platform. The program encompasses lectures, hands-on, and special sessions on selected topics. Participation is free.