Florian Alt, Andreas Bulling, Tanja Döring (Hrsg.)

# MENSCH UND COMPUTER 2019 - TAGUNGSBAND



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ACM ISBN: 978-1-4503-7198-8/19/09

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A Mixed Reality Environmental Simulation to Support Learning about Maritime Habitats  Andre Taulien, Anika Paulsen, Tim Streland, Benedikt Jessen, Stefan Wittke and Michael Teistler



Welcome to MuC '19, the Conference on Mensch und Computer 2019, held September 8 – 11 at the Universität Hamburg and the Hamburg University of Applied Sciences in Hamburg, Germany!

With over 700 participants, Mensch und Computer is one of the largest human-computer interaction conferences in Europe. Every year, the conference attracts participants from academia and industry. The scientific Symposium on Human-Computer Interaction (HCI) and the Symposium of the Usability Professionals (UPA) will join under the theme "New Digital Realities" this year.

The scientific program of MuC'19 includes full papers, short papers, demos, tutorials, workshops and a doctoral consortium. For the first time, full and short papers as well as the demos of the scientific tracks are published in the ACM Digital Library and hence receive substantial attention in the scientific community. Apart from this, all accepted contributions will be available as open access publications via the Digital Library of the GI Department Human-Computer Interaction.

This year's program includes a variety of topics, including, but not limited to, novel forms of human-computer interaction, multimodal and intelligent user interfaces, AR and VR, CSCW and social computing, digital humanities and UX, learning, sensing, and novel mobile applications.

Our three keynote speakers envision new ways to think about the future in digital realities. Aaron Quigley, professor at the University of St. Andrews in Scotland, will introduce the notion of "discreet computing". He will particularly point at research and development challenges in context-awareness and how this will allow us to afford subtle, discreet, unobtrusive and seamless interactions. Margaret Urban, Staff Interaction Designer on the Conversation Design team at Google, will share her insights on Conversation Design, integrating linguistic principles, research, and data into conversations with the Google Assistant. Mark Billinghurst, Professor at the University of South Australia and the University of Auckland in New Zealand, will discuss trends in AR that will have a significant effect in the next twenty years, and how the pace of innovation will continue to accelerate, creating even better AR experiences in the future.

MuC serves as a unique forum for presenting and exchanging ideas around innovative work through talks, demos, posters, videos, arts and a doctoral consortium in Germany also attracting many attendees from the industry. Hence, MuC is a great venue to not only present and discuss the latest research; MuC also offers great opportunities to start collaborations and to extend people's network beyond their community. Therefore, we are particularly inviting early-career researchers to the MuC community. This is a key asset because students do not only represent the future of our community, but they also bring in new energy, enthusiasm and ideas to develop the "New Digital Realities" of the future.

Regarding the statistics of the paper selection process: We received 104 paper submissions out of which 38 were accepted (overall acceptance rate: 36.5%). As for the other conference tracks, we were able to accept 73 out of 124 poster submissions and 19 out of 29 demo submissions.

Finally, MuC, the largest German event where HCI researchers and practitioners meet, is organized voluntarily by our community. As conference co-chairs, our primary role was to ask people to take on various jobs, which very often are quite significant in effort. We were very delighted how quickly we had built a great MuC '19 team. Over the last year, the team worked hard with enthusiasm and with impressive competent manner to make MuC '19 a successful event. The MuC organizers spend much effort and creativity to make MuC a great conference with high impact and high visibility, not only in Germany, but also in the international HCI community. It took charge of all the main things and small details that make conferences successful: managing the program (papers, posters, demos, workshops, doctoral colloquium); refereeing, selecting and arranging sessions; ensuring accessibility; organizing the workshops, poster & demo session, and doctoral colloquium; implementing local arrangements and publicity; ensuring publication logistics, handling student volunteers, and registering all participants so you could attend this conference. We are impressed by the effort of each single MuC organizer member and very grateful to all!

We hope you all enjoy MuC '19 in Hamburg!

Katrin Wolf and Frank Steinicke MuC '19 Conference Co-Chairs

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