



Conference Reports

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This section features brief reports from recent events sponsored or run in cooperation with ACM SIGAI.

23rd ACM International Conference on Intelligent User Interfaces (IUI 2018)

Tokyo, Japan, March 7-11, 2018

<http://iui.acm.org/2018/>

This was the 23rd IUI conference, continuing the tradition of being the main forum for reporting outstanding research at the intersection of HCI and AI. The work that appears at IUI bridges these two fields and delves also into related fields, such as psychology, cognitive science, computer graphics, the arts, and others. The program of IUI 2018 reflected the growth of the Intelligent User Interfaces research community. The calls for contributions attracted 297 full and short paper submissions from all over the world (a record for IUI conferences), 127 submissions of posters and demos, and 22 submissions to the student consortium. The conference committee accepted 68 papers (43 long papers and 25 short papers), covering a diverse range of topics. The program also included 35 posters, 30 demos, and 11 student consortium papers. In addition, IUI 2018 featured 7 workshops on topics related to Intelligent User Interfaces. One of the main features of the conference were the 3 keynote talks. James Landay from Stanford University opened the conference with a keynote entitled “From On Body to Out of Body User Experience.” Following this, Masataka Goto from the National Institute of Advanced Industrial Science and Technology (AIST) presented his talk “Intelligent Music Interfaces.” Finally, Jennifer Golbeck from the University of Maryland presented her keynote “Surveillance or Support: When Personalization Turns Creepy.” IUI 2018 also feature the second edition of the Impact Award, celebrating an impactful paper presented at the past editions of IUI. A novel aspect of IUI 2018 was its co-location with IPSJ Interaction 2018, the leading domestic HCI con-

ference in Japan. The two conferences were held back-to-back in the Hitotsubashi Hall, allowing the participants of one conference to also take part in the other. The two conferences had a shared day feature a keynote talk and a shared interactive poster/demo session. Overall, this was the largest and one of the most successful IUI conferences, attracting close to 400 participants..

11th International Joint Conference on Biomedical Engineering Systems and Technologies (BIOSTEC 2018)

Funchal, Portugal, January 19-21, 2018

<http://www.biostec.org/?y=2018>

BIOSTEC received 340 paper submissions from 49 countries and was attended by 265 participants. The conference programme included paper presentations (acceptance rate 19.71%) as well as four invited talks by Anatole Lcuyer (Inria Rennes/IRISA, Hybrid Research Team, France), Corina Sas (Lancaster University, United Kingdom), Dinesh Kumar (RMIT University, Australia), and Maximiliano Romero (Università luav di Venezia, Italy). The BIOSTEC program also included a special session on Knowledge Acquisition and Learning in Semantic Interpretation of Medical Image Structures (BIOIMAGING) lecture by Piotr Szczepaniak, Piotr Grzelak and Arkadiusz Tomczyk, a Special Session on Assessing Human Cognitive State in Real-World Environments (BIOSIGNALS) lectured by Bethany Bracken and a Special Session on Neuro-electrostimulation in Neurorehabilitation Tasks (BIOSIGNALS) lectured by Vladimir Kublanov. Additionally, a “Best Paper Award”, a “Best Student Paper Award” and a “Best Poster Award” were conferred at the conference.

4th International Workshop on Sensor-Based Activity Recognition and Interaction (iWOAR 2017)

Rostock, Germany, September 21-22, 2017

<https://iwoar.org/2017/>

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iWOAR is an international workshop with conference character, which takes place at the Baltic Sea in the north of Germany. The event is initiated and organized by the Mobile Multimedia Information Systems Group at the University of Rostock and the Fraunhofer IGD in Rostock. It offers scientists, interested parties, and users in the field of sensor-based activity recognition and interaction the opportunity to exchange experiences and to present best-practice examples, as well as technical and scientific results. The workshop was attended by 32 participants, who attended the presentation, poster and discussion sessions, and two keynote talks, one by Jesse Hoey from the University of Waterloo and another by Ian Craddock from the University of Bristol. In this years edition of iWOAR there were 19 submissions, out which 12 papers were accepted, resulting in an overall acceptance rate of 63%.

9th International Joint Conference on Computational Intelligence (IJCCI 2017)

Funchal, Portugal, November 1-3, 2017
<http://www.ijcci.org/?y=2017>

Including four simultaneous tracks, IJCCI 2017 has been held covering different aspects of Computational Intelligence, namely evolutionary computation, fuzzy computation, neural computation and cognitive and hybrid systems. The connection of these areas in all their wide range of approaches and applications forms the International Joint Conference on Computational Intelligence. As its previous editions and since 2009, IJCCIs target audience involves both academic and industrial participants. In fact, establishing an effective connection between academic and industrial fields in Computational Intelligence is one of aims of IJCCI. Four keynotes were presented on various aspects of Computation Intelligence: António Dourado (University of Coimbra) presented a lecture dealing with “EEG Analysis and Classification for Diagnosis and Prognosis of Brain Disorders”. Emma Hart (Edinburgh Napier University) presented a lecture on “Lifelong Learning in Optimization Algorithms”. Paulo Novais (University of Minho) gave a lecture dealing with “Ambient Intelligent Systems and Role of Non-Intrusive and Sensitive Approaches”. Finally, Jonathan Garibaldi (University of Nottingham)

presented a lecture on “Type-2 Fuzzy Systems for Human Decision Making”.

Foundations of Digital Games 2017 (FDG17)

Cape Cod, USA, August 14-17, 2017
fdg2017.org/

FDG17 was the 12th instantiation of the Foundations of Digital Games conference, promoting the exchange of information on the foundations of digital games, technology used to develop digital games, and the study of digital games and their design. Organized by the Society for the Advancement of the Study of Digital Games (SASDG), the goal of the conference is the advancement of the study of digital games, including but not limited to new game technologies, critical analysis, innovative designs, theories on play, empirical studies, and data analysis. FDG17 focused on Celebrating the Player. FDG18 received a total of 89 regular paper submissions to its seven tracks: game analytics and visualization, game AI, game criticism and analysis, game design and development, games for a purpose, game technology and development, player experience. Of these, we accepted 36 (acceptance rate 40%). We also accepted 24 of 31 submitted posters (acceptance rate 77%). Finally, we co-hosted three workshops with a total of 28 submitted and 19 accepted papers (acceptance rate 67%), some of which have become part and parcel of the FDG community, like the International Workshop on Procedural Content Generation, now in its 8th year.

Data Institute Conference (DSCO17)

San Francisco, CA, October 15th-17th, 2017
<http://www.sfdainstitute.org/conference.html>

The Data Institute at the University of San Francisco hosted its inaugural Data Institute Conference (DSCO17) in downtown San Francisco in October 2017. The conference included over 75 invited sessions from data science experts in industry and academia. The first day of the conference offered tutorial workshop sessions in deep learning, network analysis, and experimental design. The conference also held a poster session, a panel that discussed the state of the art in data science in industry, and three plenary speakers, including Michael Jordan from

UC Berkeley, Anima Anandkumar from Amazon Web Services and Caltech, as well as JP Onnela from the School of Public Health from Harvard University. DSCO17 had over 225 attendees from data science, ranging from current Ph.D students, new and expert academic researchers, as well as data scientists from technology companies, including Google, Eventbrite, Airbnb, and Microsoft. In addition to the highlights already mentioned, one event that we the organizers were particularly proud of was the mentor lunch on the second day of the conference. The purpose of this was to pair mentors - who are considered further along in their career such as being tenured professors and senior data scientists with young and underrepresented mentees who are at the beginning of their data science career. A total of twelve mentees and thirteen mentors were present, and the lunch was a big success.

14th International Conference on Informatics in Control, Automation and Robotics (ICINCO 2017)

Madrid, Spain, July 26-28, 2017

<http://www.icinco.org/?y=2017>

ICINCO 2017 was held in Madrid this year and was sponsored by the Institute for Systems and Technologies of Information, Control and Communication (INSTICC), co-organized by Universidad Rey Juan Carlos as a local partner. This edition of the conference received 214 paper submissions from 46 countries, out of which 25.7% were published and presented as full papers. Four invited talks were delivered by internationally distinguished speakers, namely Andre Rosendo (ShanghaiTech University), Vitor Santos (Universidade de Aveiro, Portugal), Wolfram Burgard (University of Freiburg, Germany), and Carme Torras (CSIC-UPC, Spain). Additionally, a "Best Paper Award" and a "Best Student Paper Award" were conferred at the conference venue.

9th International Joint Conference on Knowledge Discovery, Knowledge Engineering and Knowledge Management (IC3K 2017)

Funchal, Portugal, November 1-3, 2017

<http://www.ic3k.org/?y=2017>

The main objective of IC3K is to provide a point of contact for scientists, engineers and practitioners interested on the areas of Knowledge Discovery, Knowledge Engineering and Knowledge Management. To enhance exchange opportunities, we have organized an European Project Space that aims at presenting case-studies and developing partnerships between conference participants around projects in IC3K topic areas, that are financially supported by the European Community. This year, IC3K received 157 paper submissions from 47 countries. To evaluate each submission, a double blind paper review was performed by the Program Committee. After a stringent selection process, 20% of the papers were published and presented as full papers. The IC3K program also included a special session on Information Sharing Environments to foster crosssectorial and cross-border collaboration between public authorities – ISE (KMIS) and two tutorials: "How to Mine Enterprise Ontologies" lectured by Linda Terlouw and Jan Dietz and "Traceability and Structuring Knowledge from Cooperative Activity" lectured by Nada Matta. Additionally, a "Best Paper Award" and a "Best Student Paper Award" were conferred at the conference.



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