

# SocialAR: Workshop on Social User-Generated Augmented and Mixed Reality

## About the SocialAR Workshop

This workshop will invite researchers and practitioners in the fields of AR, MR and social computing to convene and discuss issues, prospects, and opportunities of a Socially Enabled, Collaborative, and User Generated Augmented Reality.

Many AR applications have traditionally focused on highly specialised tasks, such as aircraft control, building augmentations, and medical visualisations. These tasks were engineered to solve specific problems or challenges, gave users very few interaction capabilities and provided minimal creative control or expression. As these applications often had very specific technical requirements, most early AR development was technology-driven, and focused less on the users themselves.

Advancements in a variety of technologies, such as low-cost cameras and real-time depth estimation and plane detection algorithms, is now allowing everyday users to use their mobile phone to run AR applications. Companies are now starting to take an interest in the potential social applications of mixed and augmented reality (e.g. Meta's *Metaverse*). This means that there is a clear and immediate need for research which explores the social, user-driven possibilities of mixed and augmented reality. Specifically, what type of social applications may people be interested in? How much control do they want to have over these experiences? What challenges may users experience? Are there any ethical considerations which researchers and developers should consider?

As a premiere conference targeting both AR researchers and industry professionals, we believe that ISMAR is an excellent venue to start timely and valuable discussion regarding the above questions and the possible future of social/user generated AR and how it may affect people in the future.

## Call for Participation

SocialAR will be held in-person in Singapore and invites research contributions which utilise AR technologies for social purposes, or focus on allowing users to create and/or share content with others. Relevant research areas include, but are not limited to, the following topics:

- Design methods for user-generated AR
  - Co-design approaches
  - Participatory design approaches and examples
  - Design frameworks and patterns
  - Dialogical methods, narratives, probes

- Interaction techniques for user-generated AR
  - Tangible and embodied interaction with AR
  - Gestures and other Natural Interactions in AR
  - Ad hoc interfaces and applications
  - Specific scenarios (e.g. while driving, biking, hiking)
- Design methods for multi-user experiences
  - Synchronisation techniques
  - Content manipulation etiquette
  - Content curation techniques and ethics
- Theories of agency in AR
  - The experience of augmenting reality
  - Living in an augmented reality
  - Ethics of augmented and diminished reality
- Application testing and user analysis
  - Analysis of popular social AR applications
  - User testing of social AR applications
  - Surveys, interviews and/or workshops with social AR users

## Important Dates

- Papers submission: July 14th, 2022
- Notification of Acceptance: August 8th, 2022
- Camera-ready papers due: August 31th, 2022
- Workshop: October 17th, 2022

Each deadline expires at 23:59:59 UTC-12 (AoE).

## Paper Submission Guidelines

Authors are invited to submit original contributions in English. All submissions will be peer reviewed by the program committee. The submission should be done via PCS. As part of the submission you will have to choose a topic area. Please use the template and follow the submission guidelines specified for ISMAR conference papers.

## Author Guidelines

**Research, review or position papers:** 4-6 pages excluding references. Paper quality versus length will be assessed according to a contribution-per-page judgment. All submissions will be accepted or rejected as workshop papers. An accompanying video is strongly encouraged.

**Demo / practical papers:** 2-4 pages excluding references plus a video showcasing the demo.

If accepted, at least one author on each paper must attend the conference to present the work.

## Organizing Committee Members

- Dr Joel Harman (Queensland University of Technology, Australia)
- Dr Alessandro Soro (Queensland University of Technology, Australia)
- Dr Callum Parker (University of Sydney, Australia)
- Dr Selen Turkay (Queensland University of Technology, Australia)
- A/Prof Ross Brown (Queensland University of Technology, Australia)

*See the bios for each organising committee member below.*

## Program Committee

The organisers will invite selected colleagues from their professional networks to serve as mentors and reviewers for submitted papers. The researchers are early to senior career researchers, with international recognition and 10+ years research experience in the field of interaction design for emerging technologies, virtual and augmented reality. We have served in the technical program committees of international conferences in the field of HCI and have successfully managed the peer review process for academic publications with international publishers.

## Special Issue

We plan to invite an extended version of high-quality papers to publish on a special issue about the workshop topic. The journal is still to be decided, based on discussions at the workshop, and will cater to the specific research areas of the workshop participants.

## Contact

Please forward your inquiries to [ja.harman@qut.edu.au](mailto:ja.harman@qut.edu.au).