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Advancing Computing as a Science & Profession

ISS '23

Proceedings of the 2023 Conference on

Interactive Surfaces and Spaces

Edited by:

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Ideum, Toyota Research Institute, University of Pittsburgh, Carnegie Mellon University

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Welcome Message from the General Chairs

Welcome to the adjunct program of the ACM International Conference on Interactive Surfaces and Spaces. As an annual conference series starting in 2006, ACM ISS (formerly known as ACM ITS, International Conference on Interactive Tabletops and Surfaces) is the premier venue for research addressing the design, development, and use of new and emerging tabletop, digital surface, interactive spaces, and multi-surface technologies. Interactive Surfaces and Spaces increasingly pervade our everyday life, appearing in various sizes, shapes, and application contexts, offering a rich variety of ways to interact. ISS has been a venue for research and applications in these important areas of interactive surfaces as well as spaces.

ISS 2023 will take place from 5–8 November 2023 in Pittsburgh, PA (USA). The venue will be located in the Oakland neighborhood in the City of Pittsburgh. Oakland is the academic and cultural center of the city and is home to the main campuses of the University of Pittsburgh and Carnegie Mellon University, as well as the major University (UPMC) flagship hospitals, world-renowned museums, and the historic Carnegie Library.

We are excited to present this year's conference program. There are two keynote presentations:

- Jim Spadaccini, CEO and Creative Director of Ideum, will present Experience Design - Reshaping Public Spaces with Digital Tools
- Chris North, Professor of Computer Science at Virginia Tech, will present The Fundamental Role of Interactive Surfaces and Spaces in Human Sensemaking

The main conference is single-track with six paper sessions for presentations from the authors of 22 papers from the Proceedings of the ACM on Human-Computer Interaction (HCI) ISS Issues. There are 11 posters and seven demonstrations.
The adjunct proceedings presents papers from the poster, demonstrations, doctoral symposium, and the workshops:

- Augmented Reality for Exploring Social Spaces and Building Social Connections
- Framing Seamlessness - Enhancing Future Multimodal Interaction from Physical to Virtual Spaces

There is one tutorial:

- Collaborative Visualization, Analysis, and Storytelling with SAGE3

This conference was only possible because of the work from the many members of the organizing committee. We thank them for their dedication, generous contributions of their precious time and for being excellent to work with. The ISS community should thank them individually for their contributions to our community and building opportunities for researchers creating the future for interactive surfaces and spaces.

We would also like to thank our sponsors Ideum and Toyota Research Institute (TRI) for their important role in the conference. We also thank ACM SIGCHI and our venue sponsors, the University of Pittsburgh's School of Computing and Information and Carnegie Mellon University's Human Computer Interaction Institute.

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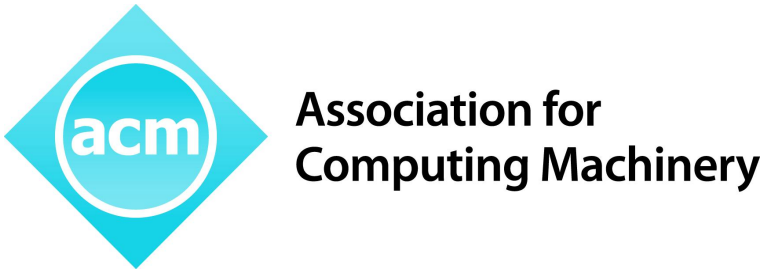

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