

DAPI 2024

12TH INTERNATIONAL CONFERENCE ON DISTRIBUTED, AMBIENT AND PERVASIVE INTERACTIONS

Jointly held under one management and one registration with HCI International 2024

https://2024.hci.international/dapi

HCI International 2024

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Chairs

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The 12th International Conference on Distributed, Ambient and Pervasive Interactions (DAPI), an affiliated HCII 2024 conference, provides a forum for interaction and exchanges among researchers, academics, and practitioners. DAPI 2024 extends the scope from by now "traditional" configurations of one or several persons interacting with a limited number of smart devices, e.g., in a smart room, towards ubiquitous smart environments like smart cities and smart ecosystems. This implies the contributions of additional disciplines providing more comprehensive perspectives.

The related topics include, but are not limited to:

Objectives and Design Approaches for DAPI-Environments

- o Design Principles: Values, Goals and Guidelines
- Ethically Aligned Design of Algorithms and Autonomous Systems
- o Design Trade-offs (e.g., Human Control vs. Automation)
- o Human-/People-/Citizen-Centered Design
- o Human-Centered Artificial Intelligence
- o Humane, Sociable and Cooperative Cities
- o Impact of Ambient Intelligence and IoT on Society
- o Participatory Design
- Privacy, Security, and Trust in Ambient Intelligence Systems
- o Reconciling Humans and Technology
- Sensory Emotional Values (Aesthetics)
- Social Issues

Information/Interaction/Experience Design for DAPI-Environments

- o Adaptive and Responsive Environments
- o Crowd- and Swarm-based Interaction
- o Embedded and Embodied Interaction
- o Implicit versus Explicit Interaction
- o Multimodal and Multisensory Interaction
- o "More-than-Human" Interaction, Non-Human Entities
- Social Interfaces
- o Space-Time Dispersed Interaction
- Interaction in Hybrid Environments, e.g., symmetry in real and virtual worlds
- Tangible Interaction
- User Experience of Privacy, Security and Trust

Enabling Technologies, Methods, and Platforms for DAPI-Environments

- o Artificial Intelligence (AI) and Machine Learning (ML)
- o Ambient and Pervasive Displays
- o Architectures for Emergent and Collective Ambient Intelligence
- o Combining Multiple Devices and Multiple Users
- o Data Science and Recommendation Systems
- Diaital Twins
- Evaluation Methods and Techniques, Field Studies, Deployments
- o High Performance Computing
- Human Activity Modelling
- o Indoor vs. Outdoor Tracking
- o Interactive, Smart Materials and Physical Computing

- Internet of Things (IoT)
- Sensors and Actuators with their Dependencies
- Sensor Data: Reliability, Quality, and Combining Multiple Modalities
- Self-organization in Socially Aware Ambient Systems
- Spatial and Embodied Smartness
- Wearable Computing

Applications, Solutions, and Systems for DAPI-Environments

- o Affective Computing
- Ambient Assisted Living (AAL)
- o Ambient and Pervasive Games in Hybrid/Augmented Worlds
- o Groupware and Multi-User Ambient Environments
- o Healthcare, Tele-Monitoring, and Well-being
- o Intelligent Support for Life during and after Coronavirus Pandemic
- o Immersive Entertainment Environments
- o Industrial Internet / Industry 4.0
- loT and Logistics
- Lifelogging and Personal Informatics
- Product Memory, Transparency and Consumer Information
- Smart Artifacts in Smart Environments

Smart Cities, Smart Ecosystems, Smart Carbon-Neutral Cities

- o Beyond "smart-only" Cities
- Civic and Urban Computing
- Co-creation of Smart Cities
- Connected Cars and Automated Driving
- o Connected and Hybrid Cities
- Environmental Sensing
- o Living Labs, Context Laboratories, and Experiential Landscapes
- Location-based Smart Services
- Media Façades and Media Architectures
- Public and Transient Smart Spaces
- Smart Airports
- Smart Ecosystems including Learning Ecosystems
- Smart Regions and Smart Landscapes
- Smart Farming
- Smart Islands
- Smart Tourism
- Sustainability, Fair Trade, SDGs
- Urban Media Art

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