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   Sommario/riassunto Welcome to the 32nd Annual ACM Symposium on User Interface
                       Software and Technology (UIST), held from October 20th to October
                       23rd, 2019, in New Orleans, Louisiana, USA. UIST is the premier forum
                       for presenting innovative research on software and technology for
                       human-computer interfaces. Sponsored by ACM's special interest
                       groups on computer-human interaction (SIGCHI) and computer
                       graphics (SIGGRAPH), UIST brings together researchers and
                       practitioners from diverse areas, including input and output devices,
                       augmented/virtual reality, programming tools, mobile interaction,
                       haptic and tactile interfaces, human-robot interaction, AI and HCI,
                       fabrication, design and prototyping tools, creativity tools, ubiquitous
                       computing, accessibility, visualization, information management,
                       wearable computing, social computing, toolkits, education,
                       crowdsourcing, and computer-supported cooperative work. UIST 2019
                       received 381 technical paper submissions. After a thorough review
                       process, the program committee accepted 93 papers (24.4%). Each
                       anonymous submission that entered the full review process was first
                       reviewed by three external reviewers, and a meta-review was provided
                       by a program committee member. If, after these four reviews, the

submission was deemed to pass a rebuttal threshold, a second member of the program committee provided an additional review. We then asked the authors to submit a rebuttal addressing the reviewers' concerns. The program committee met in person at Stanford University in Palo Alto, CA, USA on June 20th and 21st, 2019, to select the papers to invite for the program. After conditional acceptance, authors provided a final revision addressing the committee's comments, which were reviewed by members of the program committee before final acceptance. Three papers were recognized by the reviewers and the program committee as Best Paper and three received an Honorable Mention. In addition to papers, our program includes 32 posters, 16 demonstrations, and 8 student presentations in the seventeenth annual Doctoral Symposium. Our program also features the eleventh annual Student Innovation Contest. In this year's contest, we are partnering with Google's Bio Interfaces team and Google's Coral team to enable teams from all over the world to push the boundaries of input and output technology under the theme Interactive Systems for Social Impact: See, Feel, Hear the Invisible.