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| Collana                 | ACM international conference proceedings series  |
| Disciplina              | 005.1015113  |
| Soggetti                | Computer software<br>Interactive computer systems<br>User interfaces (Computer systems)  |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Note generali           | Includes index.  |
| 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.

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