

ACII 2017 – First Call for Tutorial Proposals

October 23-26, 2017, San Antonio, Texas, US

<http://www.acii2017.org/>

The Association for the Advancement of Affective Computing (AAAC) is organising the 7th biannual International Conference on Affective Computing and Intelligent Interaction (ACII) in San Antonio, Texas, on October 23-26, 2017.

The ACII Conference Series is an excellent international platform for interdisciplinary research on and discussions of topics related to affective phenomena. The interdisciplinary character of the ACII offers an optimal environment to cover the various aspects of affective computing. Interdisciplinarity is an important prerequisite in order to obtain well-founded research on designing systems which are able to detect, recognise, interpret, simulate, express, and adapt to emotions and affective states of humans. The theme of the 2017 edition of the conference is "*Affective Computing in Action*", thereby, focusing on applications of affective computing.

The conference is attended by both researchers with a long-term and established track-record and early-stage researchers in the fields of affective computing, psychology, artificial intelligence, or intelligent interaction. Following the nature of ACII participants we encourage tutorial proposals which addresses topics of affective computing and intelligent interaction in introductory or advanced levels to complement the conference's program.

In general, tutorials may introduce an uprising issue to the related research discussed at ACII 2017, or reflect an overview of an important, but already established topic, both presented in an illustrative fashion. For this, we expect that the tutors focus on the state-of-the-art or the main ideas of the proposed topic rather than primary on the presenters' own research interests. The tutorials can be organised as either half-day (preferred) or full-day events and will take place at the same venue as the main conference. The proposals will be evaluated based on the impact, quality, interdisciplinary character, presentation format as well as the theme and relevance to the conference.

Proposal Submission Instructions

Tutorial proposals should not exceed 4 pages and have to be emailed to Rafael Calvo [Rafael.Calvo@sydney.edu.au] and Georgios N. Yannakakis [georgios.yannakakis@um.edu.mt]. Please use "[ACII2017] Tutorial Proposal" in the subject line. All proposals should be prepared in PDF providing the following information:

- Tutorial Title
- Duration: half-day, full-day
Note: Half-day (3h) tutorials are preferred and are the common ACII tutorial format; Full-day (6h) tutorial proposals have to justify for the additional value
- Presenter(s) Name and Affiliation
- Contact Information of the Tutorial Organiser
- Description of the Proposal (including a few relevant references and links to material useful for review)
- Explanation of Relevance of the Proposed Tutorial

- Description of Presentation Format and Style (several presenters, video conferencing, specific media, etc.)
- Equipment required for the Tutorial
- CV of Presenter(s)
- Key Publications of Presenter(s) (especially on the Tutorial Topic)
- Target Audience (e.g. early-stage or advanced researchers in the field, students, etc.)
- Provided accompanying Material (specific requirements)
- Other Considerations/Comments related to the Proposal or the Reviewing

The tutorial organisers will take care of any specific requirements which are related to the tutorial such as specific handouts, mass storages, rights of distribution (material, handouts, etc.), copyrights, etc.

Important Dates

Tutorial Proposal Deadline: April 21, 2017

Tutorial Acceptance Notification: May 19, 2017

Tutorial Day: October 23, 2017

Tutorial Chairs

Rafael Calvo, University of Sydney [Rafael.Calvo@sydney.edu.au]

Georgios N. Yannakakis, Institute of Digital Games, University of Malta
[georgios.yannakakis@um.edu.mt]