Interaction Design & Architecture(s)
Aims

**IxD&A** AIMS TO OFFER AN INTERDISCIPLINARY ARENA WHERE EVERYBODY CAN PRESENT TOP LEVEL RESEARCHES AND DISCUSS IDEAS ON THE FUTURE OF TECHNOLOGY MEDIATED EXPERIENCES IN THE FIELDS OF: COMMUNICATION, LEARNING, WORKING, ENTERTAINMENT, HEALTHCARE, ETC.. A FUTURE THAT CAN BE MADE POSSIBLE BY A JOINT EFFORT IN RESEARCH AND EDUCATION

**IxD&A** IS AN IDEAL FORUM FOR MEETING AMONG FRONTIER RESEARCH, EDUCATION, CUTTING EDGE TECHNOLOGIES AND APPLICATIONS.

**IxD&A** INVITES INTERACTION DESIGNERS, TECHNOLOGY DEVELOPERS, COMPUTER SCIENTISTS, COGNITIVE SCIENTISTS, ANTHROPOLOGISTS DESIGNERS AND ARCHITECTS, EDUCATORS, RESEARCHERS AND PRACTITIONERS TO CONTRIBUTE TO THIS “THINK TANK” AND TO DESIGN FOR FUTURE LEARNING, WORKING, ENTERTAINMENT, WELL-GROWING, WELL-AGING ...

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**IxD&A • INFO & MEDIA Kit**
The evolution of network technologies and the miniaturization of electronics have promoted the rapid transition to completely new socio-environmental conditions:
- life takes place in more nomadic situations where individuals switch in a very natural manner from reality to "virtuality" as if they were both part of a continuum fluid;
- immaterial knowledge became "open" and "in progress";
- training became lifelong and frontiers between formal and informal learning blurred;
- the pervasiveness of the "machine" is reshaping physical environments and enabling individuals to interact in a more natural way using gestures, words and emotions; environments will perceive individual's feeling, co-evolve to satisfy personal needs, flexibly reconfigure to fit characteristic of the context and peculiarities of 'local' cultures and communities; in some sense they are becoming "Liquid Places"; all this will bring individuals to give less importance to functional aspects and more to the "experience qualities" and "experience styles" that define the one's personal experience.

The above features concur to draw a new era: the "organic era of interaction".

In this new era the Design is assuming a new centrality for learners, educators, practitioners ... for all, and we need to promote the dissemination of a design literacy in order to allow individuals to understand the nowadays complexity and to foresee the future of the physical and virtual interconnected places that we shall populate.

In this new era it is also natural to meditate on present and future weight of local cultures with respect to the globalization which tends to be favored by the massive spread of the media and the "machine".

Indeed, for several years now, the Designers engaged themselves in finding "glocal" concepts and solutions in which the peculiarities of the local culture could be combined with the universal characteristics of human behavior and, at the same time, with the requirements put forward by production processes on an industrial scale.
IxD&A is looking for authors that:

• WILL PRESENT DEVELOPMENTS AND USES OF TECHNOLOGIES ABLE TO INDUCE A FRUITFUL ENCOUNTER BETWEEN DISCIPLINES TO THE BENEFIT OF THE CENTRALITY OF THE EXPERIENCES AND THE EXPECTATIONS OF INDIVIDUALS

• STARTING FROM THE CURRENT STATE OF THE ART, ARE ABLE TO IMAGINE A REALISTIC FUTURE THAT SHOULD BE “APPLICABLE” IN REAL CONTEXTS
TOPICS CONSIDERED TO BE WITHIN THE SCOPE OF IxD&A:

- Computer mediated experiences
- Cooperative/collaborative environments for earning, working, entertainment, etc.
- Design for the experience
- Experience's dimensions (physical, cognitive, social, emotional, etc...)
- Experience styles, qualities and their monitoring
- From media literacy to design literacy: strategies, process, methodologies and tools
- Future visions, concepts and practical realizations anticipating them
- Interaction design and human computer interaction
- Aesthetics of interaction
- Balancing and supporting local culture, communities and personal Identities
- New design processes, methodologies and technologies for collaborative learning and working
- Perceptive, reactive and co-evolving virtual environments and architectures
- Perceptive, reactive and co-evolving physical environments and architectures
- System design, distributed environments and complexity
- Sustainability of the design
CONTENT SHOULD BE ORIGINAL, UNPUBLISHED AND NOT IN CONSIDERATION FOR PUBLICATION ELSEWHERE DURING REVIEW PROCESS

REGULAR PAPERS: 15-30 pages all included (title, affiliations, abstract, keywords, main body, references, appendices) -

SHORT PAPERS: 5-8 pages all included

POSITION PAPERS: 5-12 pages all included

INTERVIEWS: TO PROMINENT EXPERTS ON HOT TOPICS - 5 pages max

REVIEWS: ON BOOK & EVENTS - 5 pages max

ESSAYS: more than 60 pages

SPECIAL ISSUES: ON EMERGING TOPICS OR EVENTS

SOON: AUTHORS’ PROFILES, COMMENTS TO PAPERS, AUTHORS’ MINIBLOG, RSS, POST-IT, COMMUNITY & VIRTUAL BARCAMP, ...AND MORE
FORMAT: ALL CONTRIBUTIONS MUST SUBMITTED IN AN EDITABLE ELECTRONIC FORMAT: RTF, WORD OR PAGES (NO .PDF AND LATEX)

FIGURES: SHOULD BE PROVIDED AS SEPARATED FILES (.JPG, .PNG), BESIDE BEING EMBEDDED IN THE TEXT AT THE APPROPRIATE PLACES (NOT AT THE END);

SUBMISSION: PAPERS SHOULD BE SUBMITTED THROUGH THE PAPER MANAGEMENT SYSTEM LINKED BY THE WEBSITE OF IxD&A

PEER REVIEW: PAPERS WILL BE REFEREED IN DOUBLE BLIND PROCESS BY AT LEAST TWO INTERNATIONAL REVIEWERS WITH RELEVANT EXPERTISE

SPECIAL ISSUES: THE SUBMISSION PROCEDURE IS THE SAME FOR REGULAR ISSUES, BUT CORRESPONDANCE SHOULD BE ADDRESSED TO THE GUEST EDITORS
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