

## **Interactivity Supplement CHI 2014**

You can use this supplement to demonstrate the practical requirements of showcasing your interactivity submission at CHI and provide an informal overview of what CHI attendees can expect from your submission. It is intended to give as rich a picture of your project and presentation requirements as possible. **This document is for the purposes of review only and will not be published.**

To explain how your project works, you should provide a short usage scenario, a storyboard sketch, screenshots, illustrations, and/or photos.

The supplement should also describe the practical requirements of your submission such as preferred setting, space, power, networking, lighting, acoustical, and other special equipment.

It is important to remember that the reviewers of Interactivity submissions can only make decisions based on the knowledge contained in this document, your extended abstract, still image and your video. You should use this supplement to provide as clear and concise an overview of the experience you are hoping to create and the practical requirements of making that happen.

## CONTACT INFO

<b>First Name</b>	
<b>Last Name</b>	
<b>Organization</b>	
<b>Street Address</b>	
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## DESCRIPTION

**Title:**

**Project Description:**

## **PRESENTATION HISTORY**

Here you can list previous public presentations of this work and work related to it, such as conference papers, exhibitions, demonstrations, etc. (if any).

Please explain briefly how the proposed exhibit expands on these presentations. Alternatively, briefly motivate why you believe the demo is worthwhile for the CHI attendees even if it has been presented in the same form somewhere else.

Is this extended abstract associated with a submitted Note or Paper? If so, please provide the submission ID here.

## **ENVISIONED INTERACTION**

Here, you could describe how visitors will interact with your work. This section is important to give the reviewers a “feel” for how well your demo will work when you present it at the conference. This is the most important part of the supplement for the reviewers, because it is the only way for you to communicate what the demo experience will actually be like.

*Example questions:*

How do you plan to get the main points across? How will you create a flow of people through the demo? What do you do if too many people crowd your demo at the same time? What is the optimum time to spend at the demo?

Please illustrate the envisioned interaction in any way you can – photos, sketches, etc.

## **TECHNICAL REQUIREMENTS**

In this section, we would like to learn about the requirements of your submission. We include several categories and questions below. These questions are examples of the types of information you might like to give us. It is not necessary to answer questions that do not apply to you. Please feel free to add additional requirement information as needed.

While we cannot make guarantees about what we will be able to provide, we want to work with every accepted author to bring their envisioned interaction to all conference attendees. However, please note that it is your responsibility to provide all necessary technical equipment for the demo. The CHI conference is a volunteer-run non-profit event and has only very limited resources to support exhibits.

(Note: If your project requires you to ship a large amount of material, talk to us if your submission is accepted: we can accommodate shipping expenses for a small number of selected projects.)

## **EQUIPMENT**

*Example questions:*

What are the physical elements of your submission (displays/ tangibles/ furniture/ machines)?

Please be clear which of these items you will provide and which will need to be provided by the Interactivity chairs.

## **FLOOR PLAN**

We have a standard booth size, however, if you have different space requirements, please provide a sketch of a floor plan with metric measurements that shows how you would best like your demo to be laid out at the conference. Be realistic and include all the important components that will affect the success of your exhibit – power sources, projectors, availability of walls or other surfaces, furniture, etc. As space is limited, please provide your best-case scenario as well as your minimal requirements. We will try to accommodate your best-case scenario as much as possible.

*Example questions:*

How much space will your exhibit require (length/height/width)?

Should it operate in two separate locations? Should it be presented against a wall? In a doorway? At a table? In a kitchen?

Does your exhibit need a special table, chair, carpet, sandbox, etc.?

What is your minimum space requirement that would still provide a good interactivity experience?

Do you have special requirements for when/how to set up and take down your exhibit?

## **ACOUSTICAL**

*Example questions:*

Are there special acoustical needs? Does the exhibit need a quiet space?

## **LIGHTING**

*Example questions:*

Does the demo require special lighting?

Does it require a dark area? We have an area with reduced lighting, but maybe you need complete darkness?

## **TIMING**

*Example questions:*

Does your exhibit work best with a single person at a time? A group?

Does the exhibit evolve over the course of the conference or is it self-contained, for example, within a 30 sec interaction?

## **COMPUTATIONAL EQUIPMENT**

Note: We strongly recommend you bring your own hardware and test your complete demo with the exact same hardware before leaving for CHI. Bring replacement parts such as batteries and anything else that might break, and bring Kensington locks to secure your equipment.

### *Example questions:*

Will you be using PC's? How many?

Will you use a projector? A monitor? Do you require front- or rear projection, if any?

What other equipment is needed?

What equipment will you be bringing to the conference yourself?

Is there any technical equipment that you would expect CHI to provide?

Is there any equipment you intend to rent locally during the conference?

## **NETWORKING**

### *Example questions:*

Do you need to be connected to the Internet? Wired? Wireless?

How many connections will you need?

What is your demonstration's typical bandwidth usage?

Latency issues?

## **RADIO FREQUENCIES**

### *Example questions:*

Does your demonstration use, produce, or require any radio frequencies? Wireless cameras, microphones?

Attendees will have their own Bluetooth devices, and previously we had troubles using Bluetooth due to the many thousands of other Bluetooth devices they bring with them. So please try to avoid Bluetooth connections if possible.

## **POWER**

### *Example questions:*

How many power sockets will you need, for what kind of devices? Do you have the necessary power converters and plug adapters?

## **SAFETY**

### *Example questions:*

Are there any safety hazards for participants interacting with your demo?

How are you making sure that no one can get hurt by your system?