



## Call for Papers

# 2005 IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC'05)

Dallas, Texas, USA, 21-24 September 2005

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Visual languages (VLs) have long been a means of effective communication between human and machine. Today, they are successfully employed for end-user programming, modeling, rapid prototyping, and design activities by people of many disciplines including architects, artists, children, engineers, and scientists. In addition, visual languages and technologies are increasingly being used to facilitate human-human communication through the Internet Web technology, and electronic mobile devices.

The *IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC)* is the premier international forum for researchers and industrial practitioners to discuss the state-of-the-art in visual languages and their applications. This year, VL/HCC'05 will feature **keynote** speeches by Allen Cypher from IBM Almaden Research Center and Henry Fuchs from University of North Carolina-Chapel Hill. The conference together with several satellite events will be held in Dallas, Texas, USA, in the heart of the complex of over 600 major multinational technology corporations known as the Telecom Corridor®.

### STUDENT EVENT

VL/HCC is anticipating a fully funded graduate student consortium for graduate students working on research relevant to VL/HCC. As in prior years, funding to provide transportation, housing, and registration for graduate student participants is anticipated. The application process details should be similar to that of prior years; details will become available later this year or early in 2005.

### SCOPE AND TOPICS

We solicit original, unpublished research papers that focus on some aspect of visual language or human-centric computing technology, whether it be visual technology, text, sound, taste, virtual reality, the Web, or other multimedia technologies. Research papers may address cognitive and design aspects, underlying theories, taxonomies, implementation work, tool support, and case studies. Topics of interest include but are not limited to the following:

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| <ul style="list-style-type: none"> <li>• End-User and Domain-Specific Languages</li> <li>• Empirical Studies of Visual Languages and End-User Programming</li> <li>• Human-centric Software Development</li> <li>• Multimedia Authoring Languages</li> <li>• Multi-Modal Interaction</li> <li>• Software Visualization and Animation</li> <li>• Theory of Visual Languages</li> </ul> | <ul style="list-style-type: none"> <li>• Visual Languages for Design</li> <li>• Visual Languages for Education</li> <li>• Visual Languages in Software Engineering</li> <li>• Visual Modeling and Specification Languages</li> <li>• Visual Programming Environments</li> <li>• Visual Query Languages and Databases</li> <li>• Visual Techniques for Business Processes and Workflow</li> </ul> |
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### PAPER SUBMISSION

Submissions that address research and development, as well as experience reports and tool demonstration proposals on the above and other related topics are strongly encouraged. All the submitted papers will be reviewed by the international Program Committee members. Accepted papers will be published in the Proceedings of VL-HCC'2005 by the IEEE Computer Society. A selection of the best papers will be invited for subsequent publication in a special issue of the *Journal of Visual Languages and Computing*. Research papers and experience reports of up to **eight (8)** and tool demonstrations of up to **two (2)** IEEE double-column pages should be submitted **electronically**. Detailed information on electronic submission can be found at the VL-HCC'2005 Web site: <http://viscomp.utdallas.edu/vlhcc05>.

### IMPORTANT DATES

Workshop/Tutorial proposals: *20 February 2005*  
Workshop/Tutorial decision: *6 March 2005*  
Paper submission: *30 March 2005*  
Notification of decision: *22 May 2005*  
Camera-ready copy: *19 June 2005*

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