

ANNOUNCEMENT & CALL FOR PAPERS



HSI '09

Conference on Human System Interactions

May 21-23, 2009 University of Catania, ITALY

Organizer: University of Catania - Faculty of Engineering

Technical Co-Sponsors: IEEE - Industrial Electronics Society - University of Information Technology and Management in Rzeszow

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Session s6: Positive Technology

Session Abstract

Information and communication technologies are becoming more ubiquitous and pervasive, shaping the ways we communicate, collaborate and make new relationships. However, the massive proliferation of digital devices and services raises an important question: are computers making us happy? Are new technologies actually improving the quality of our life, by enhancing our opportunities for growth and self-expression, making us feel safer and more connected? Are they rather enhancing automation, constraints on personal initiative, and compulsive consumption of information? The recent and growing interest towards these issues is paving the way for a new research area, called "Positive Technology". The main objective of this approach is the identification of design principles for computer-based applications and services that promote positive growth at the individual, social and cultural levels. Interdisciplinary in nature, Positive Technology lies at the intersection of three fields: Positive Psychology, Interaction Design and Cognitive Neuroscience.

- **Positive Psychology** is a discipline whose broad goals are to understand the human strengths and virtues, and to promote these strengths to allow individuals, communities, and societies to flourish. In its current conception, Positive Psychology has three levels of analysis: the subjective, the individual and the group. The *subjective level* is concerned with people positive subjective experiences (i.e. life satisfaction, positive emotions, optimism). The *individual level* focuses on positive personality traits, which include among others: courage, wisdom, perseverance, creativity, interpersonal skills, spirituality and high talent. Finally, the *group level* of analysis explores the civic virtues and institutions such as civility, responsibility, altruism, nurturance, tolerance and work ethics, which promote better citizenship.
- **Interaction design** focuses on the development of interfaces that are easy and enjoyable to use. The incorporation of positive psychology principles in the ID process should allow the development of novel interaction models, which are able to promote positive aspects of user's behaviour, such as curiosity and creativity, as well as fostering positive emotions and deep engagement
- **Cognitive neuroscience** the contribution of this discipline to Positive Technology is three-fold: a) to identify the neural underpinnings of positive emotions, and discover the long-lasting effects of optimal experiences on brain processes; b) to examine the neuropsychological correlates of users' satisfaction, the most used dependent variable in HCI research (as well as the hardest to measure); c) to identify strategies and mechanisms (i.e. neurogenesis and neuroplasticity) that promote an efficient use of brain resources.

The objective of this special session on Positive Technology is to provide an opportunity for interested researchers and developers to explore common ground, share current experiences and discuss future developments of this emerging research field. Case studies describing current applications or prototypes are strongly encouraged.

Topics

- Computer-based interventions for well-being
- Role of positive affect and happiness in HCI
- Information technology effects on well-being
- Technology-based applications and services for stress management
- Models of optimal experience in HCI
- Designing for creativity and self-improvement
- Spirituality and computing
- Cognitive enhancement/assisted cognition
- Web 2.0 and positive social change

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Authors' Schedule:

Authors should contact the Special Session Organizers as soon as possible

Deadline for submission: **January 09, 2009**

Notification of papers acceptance: **February 09, 2009**

Final manuscripts due: **April 06, 2009**

Submission of Papers:

Papers must to be submitted electronically through the electronic submission system. For further details please consult the conference web pages.

Please note that only IEEE style papers in pdf format are acceptable for submission.