About Demos at DIS 2014

The Demos Track at DIS 2014 invites artworks, interface or system demonstrations, novel gadgets, techno-craft, and other interactive experiences that creatively explore the conference themes. Demos should critically or creatively explore themes including the reemergence of craft in the design of interactive systems, the role of craft in democratizing design, historical reflection on the craft of design, craft as self exploration or documentation, hand skills, and the role of the maker in interactive technology designs. Demo installations should be inventive and thought provoking, exhibit high quality craftsmanship, and engage the audience to experience and reflect on technology, craft and design. The demos track welcomes work from a wide range of practitioners in areas such as HCI, design, digital media, art, or research, including submissions from students and independent practitioners.

Submissions will be judged by experienced researchers and designers according to the following criteria:

- **Concept**: Conceptual quality of the work. The demo must show evidence of or provoke critical or creative reflection on conference themes.
- **Technological**: The demo must involve well realized interactive computational technology in some aspect of its form or function, and can be in the form of an installation, object, computing artifact, or art piece that can be suitably exhibited at the DIS 2014 conference.
- **Interactivity:** The demo must give conference attendees a chance to interact in ways that challenge the audience to engage conceptually, emotionally, and/or physically.
- **Craftsmanship:** The demo must have an aesthetic element in terms of craftsmanship and communicate its message effectively through form and function.
- **Creative:** The demo must be inventive and creative in its concept, social or personal commentary, and/or technical, architectural or physical form.

DIS Demos can include, but are not limited to:

- Digital or interactive media systems, installations or experiences;
- Technology advances involving gadgets, sensors, or novel displays;
- "How to" demonstrations of novel ways of using rapid prototyping, extreme hacking, or new research methods;
- Art installations involving tactile, sonic, kinetic, and visually rich expositions;
- Inventions in robotics, sensing, toys, games and entertainment;
- Materially or textile enriched performative or experiential interactivity;
- Architectural prototypes experiences and installations.

Submission Instructions

Submissions must be anonymous. The two elements to the submissions are:

- a 4-page written description explaining the concept, references, rationale behind the project, and requirements (in terms of space, electrical, lighting, etc.) in ACM SIGCHI extended abstracts landscape format (i.e. the template below). This document must not exceed 10 MB in size.

- a video or other digital format explicating the concept, showing the look and feel of the work, and highlighting its interactive elements. If submitting video, the video must be no more than 5 minutes in length.

At the Conference

Demos will be presented during several sessions throughout the conference in dedicated spaces. It will be possible to exhibit a poster next to the demonstration. The written description of accepted submissions will be made available on the ACM digital library. There will be no opportunity to modify submitted material after acceptance.

Important Details

For more information, please send email to the Demos Chairs:
Alissa Antle and Steven Dow – demos@dis2014.org

Submission deadline: **March 20th, 4:59 pm PST 2014**

Acceptance notification: **April 10, 2014**

Final version due: **April 20, 2014**