



**First Call for Papers**

## **5th International Workshop on Pervasive Eye Tracking and Mobile Eye-Based Interaction (PETMEI 2015)**

<http://2015.petmei.org/>

September 7, 2015 in Osaka, Japan

in conjunction with the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp 2015)

Eye tracking technology is becoming increasingly available for mobile and pervasive settings. The availability of eye tracking beyond the desktop calls for new interaction concepts, novel applications, and an understanding of the broader implications of pervasive eye tracking on humans. PETMEI 2015 focuses on pervasive eye tracking as a trailblazer for mobile eye-based interaction. The goal of the workshop is to bring together members in the ubiquitous computing, context-aware computing, computer vision, machine learning and eye tracking community to exchange ideas and to discuss different techniques and applications for pervasive eye tracking.

PETMEI 2015 will be a one-day workshop featuring presentations, interactive demos, and group discussions. We solicit papers describing original research related to, or visionary of, pervasive eye tracking research addressing computational methods, new applications and use cases, as well as technology for pervasive eye tracking and mobile eye-based interaction.

**Topics of interest** include, but are not limited to:

### Methods

- Tools for face, eye, and pupil detection as well as tracking
- Devices for wearable and ambient eye tracking
- Eye tracking technologies on mobile devices
- Head-mounted or remote gaze estimation
- Gaze and eye movement analysis methods
- Fusion of gaze with other modalities
- Integration of pervasive eye tracking and context-aware computing
- User studies on pervasive eye tracking

### Applications

- Pervasive eye-based interaction
- Mobile attentive user interfaces
- Eye-based activity and context recognition
- Security and privacy for pervasive eye-tracking systems
- Eye tracking for specialized application areas

- Cognition-aware systems and user interfaces
- Human factors in mobile eye-based interaction
- Eye tracking for pervasive displays
- Gaze-based interaction with outdoor spaces

### **Submission Guidelines**

We accept submissions with a length of between 6 and 10 pages in the SIGCHI Extended Abstract format. Refer to the workshop website for Word and Latex templates (<http://2015.petmei.org/submissions/>). In addition to research papers we explicitly invite submissions of position papers and papers that describe work-in-progress. Submissions will be peer-viewed by at least two members of the technical program committee with respect to novelty, significance, technical quality, and their potential to spark interesting discussions. Please note that all submissions must be anonymized for double-blind review.

Accepted papers will be published in the UbiComp 2015 supplemental proceedings and in the ACM Digital Library. At least one author for each accepted paper is required to attend the workshop and present the paper.

Submit your paper via EasyChair: <https://easychair.org/conferences/?conf=petmei2015>

### **Important Dates**

June 5, 2015      Paper submission  
July 3, 2015      Notification of acceptance  
July 10, 2015     Camera-ready due  
September 7, 2015 Workshop

### **Organizers**

Peter Kiefer, ETH Zürich, Switzerland  
Yanxia Zhang, Lancaster University, U.K.  
Andreas Bulling, Max Planck Institute for Informatics, Germany

### **Contact**

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