Title: Playing the game: Doing fun HCI research and getting it published (or rejected) at top HCI venues.

Speaker: Prof. Ravin Balakrishnan
University of Toronto

Date/Time: 26 March 2014, Wednesday, 06:00 PM to 07:00 PM

Venue: IDEATION room, Keio-NUS CUTE Centre, IDMI
#02-01-01 I-Cube Building
21 Heng Mui Keng Terrace, Singapore 119613
(map: http://cutecenter.nus.edu.sg/page/contact)

Chaired by: Dr Zhao Shengdong, Assistant Professor, School of Computing
(zhaosd@comp.nus.edu.sg)

Abstract:
Ravin will share his valuable experiences about how to get papers published for HCI conferences. Ravin has 100+ CHI and UIST papers in about 5-6 years, so he is probably one of the most qualified people to discuss this topic. If you are interested in publishing papers in HCI venues, please don't miss this rare opportunity to hear from an expert.

Biodata:
Ravin Balakrishnan is a Professor of Computer Science at the University of Toronto. Ravin's research focuses on developing and evaluating novel interaction and visualization techniques and systems for a variety of devices and application scenarios. He is well known for his work on interfaces for new display formats such as 3D displays, surfaces, and ambient displays, enhancing and modeling target acquisition, adding physical simulation to the interface, and sketching interfaces. In addition to his primary appointment at the University of Toronto, Ravin has been a visiting researcher at Mitsubishi Electric Research Labs (MERL), INRIA and the University of Paris, Microsoft Research (Redmond, Beijing, Bangalore and Cambridge), and HP Labs (Bangalore). He has also actively pursued tech-transfer of his research to industry via several startups, and regularly serves on editorial boards and conference committees for the HCI and Graphics communities.