

Proceedings of the First International Workshop on Engineering Gestures for Multimodal Interfaces (EGMI 2014)

Co-located with the 6th ACM SIGCHI Symposium on
Engineering Interactive Computing Systems (EICS 2014)

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Preface

During the last five years, interest in multimodal user interfaces (MMUIs) has increased significantly in research as well as in a commercial context. Popular examples are smartphones which usually provide a multitouch screen, speech input and motion sensors, or the Microsoft Kinect, which enables full-body interaction with a game console. Nevertheless, the design of development tools and application programming interfaces (APIs) for gesture-based multimodal user interfaces has not kept pace with this new trend. Most widely used APIs such as the Android SDK or the Microsoft Surface SDK still follow the decades-old paradigm of triggering event-based callbacks and support a few hardwired gestures at best. While numerous research projects have attempted to address these issues, they have so far failed to gain widespread adoption, with the possible exception of the low-level TUIO protocol. Reasons for this low rate of adoption may include complex programming paradigms, lack of support for diverse input devices, inflexible GUI libraries or limited availability for popular operating systems.

The first international workshop on Engineering Gestures for Multimodal Interfaces (EGMI 2014) took place in Rome, Italy on June 17. The event was co-located with the 6th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS 2014). After a careful peer-reviewing process where each paper was reviewed by at least three programme committee members, a total of six papers were accepted to be presented and discussed during the EGMI 2014 workshop. The organisers would like to thank all programme committee members for their contribution by carefully reviewing the submissions and contributing to the overall quality of the EGMI 2014 workshop.

June 2014

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