



The 3rd COGAIN Annual Conference on  
Communication by Gaze Interaction

## **COGAIN 2007: Gaze-based creativity, interacting with games and on-line communities**

3-4 September 2007  
Centre for Excellence in Performance Arts  
De Montfort University  
Leicester, UK

### **Overview**

The conference is the third COGAIN conference. It is dedicated to gaze-based communication with computer systems by anyone, but primarily by people who have different types of disability.

Paper submissions are invited on all aspects of gaze-based communications. This year's special theme, however, is using gaze to interact with games and virtual on-line communities, as well as with applications to express creativity. Gaze can add considerable interaction bandwidth for able-bodied or mainstream users, if measuring gaze position is not intrusive. Profoundly disabled people may find great enjoyment from participation in virtual communities as their disability need no longer be a barrier between them and the able-bodied world. Gaze-based interaction techniques can enable this. There is then the added challenge of fast real-time interaction if this user group is to participate in a world or game on an equal footing with able-bodied participants. Computer games have become such a large part of the entertainment culture, and making use of where the player is looking has yet to be exploited. Disabled users too should be able to fully engage with this form of entertainment and gaze communication offers a means to realise this. Attentive gaze responsive interfaces and applications are the focus of increasing attention. Different electronic forms of creativity and artistic expression for both disabled and able bodied people alike can benefit from the knowledge of where the user is currently looking.

COGAIN (COmmunication by GAze INteraction) is a European Union funded research Network of Excellence, which comprises 25 universities, manufacturers and end-user organizations from across the European Union together with partners from across the globe. More information about the COGAIN network can be found at [www.cogain.org](http://www.cogain.org). The proceedings of COGAIN 2005 (Copenhagen) and COGAIN 2006 (Turin) are available from the site.

### **Call for papers**

The conference committee invites the submission of short papers particularly in the following areas, although submissions in any area related to gaze-based interaction will be considered.



- Gaze-based interaction with virtual worlds
- Gaze and creativity
- Gaming using gaze as an input modality
- Attentive interfaces and inferring user intent from gaze
- Text entry by means of gaze
- Applications using gaze
- Usability studies of gaze-based techniques
- User experience studies
- Innovations in eyetracking systems
- Low cost gaze tracking systems
- Gaze and environmental control
- Gaze and personal mobility control
- Using gaze with other modalities including BCI

**Format of the conference**

The public conference will be a two-day event as last year, the first day having themed paper sessions, and the second having user and industry presentations as well as the exhibition of systems. Full submission details can be found on the COGAIN website ([www.cogain.org/cogain2007](http://www.cogain.org/cogain2007))

***Important Dates***

Submission deadline for short papers (*extended*): 15 June 2007

Notification of acceptance: 15 July 2007

COGAIN 2007 Conference/Exhibition: 3-4 September 2007

**Please send submissions to Howell Istance, Program Chair COGAIN 2007,  
School of Computing, De Montfort University, Leicester UK,  
email: [hoi@dmu.ac.uk](mailto:hoi@dmu.ac.uk)**