The success of an interactive computing system can be attributed to many technical concerns. For example this can be the harmony of security and usability. To predict the harmony, extensive design experience and knowledge are crucial. For additional support, interaction design patterns have been proposed. Purpose of which is to discover, encapsulate, and disseminate design knowledge, user experiences and the related design practices. Hence, the chances of high usability of the systems can be improved.

Despite the obvious and acclaimed potential to support the use of patterns in the whole user-centric design process, and the rich variety of user experience pattern collections available today, the effective use of patterns among human factors, interaction designers and especially software developers has not achieved the acceptance and widespread addictiveness foreseen by the pattern pioneers. It has been recently identified in the research community that HCI design patterns are greatly misused by mainstream software engineers.

Via different case studies presented by different academic researchers and industry practitioners, this workshop will aim to explore two different avenues to enhance the use of interaction patterns and their integration into software engineering approaches such as e.g. agile methods.

On the designer’s side (The patterns of HCI design), the workshop will investigate the effectiveness and powerfulness of the existing HCI pattern languages in enhancing user interface design in form of two main investigations:

(i) We explore the important but often neglected interaction between user interfaces and the underlying system. We provide several examples and show how HCI patterns can support this interaction for better interface design as well as the system feature itself.

(ii) We look at current approaches of user interface design processes and the commonly used models. Then we show potential improvements in terms of usable systems through informed application of design patterns.

In the second avenue (The HCI design of patterns), the workshop participants will discuss innovative models for the current design pattern lifecycle and propose an addition to it combined with a new integrative format to document patterns and facilitate its discovery and dissemination. The participants will show how these models can be embedded in supporting software tools as well as software engineering methods. Our goal is to propose a new dissemination method to collect and glue together all relevant patterns, activities and models within a comprehensive and structured step-by-step design approach.

**TOPICS OF INTEREST**

We solicit papers addressing one or more of the following issues:

- Pattern representation that supports the whole pattern lifecycle as well as the of the pattern-oriented integration into different development-methodologies such as model-based user interface, agile versus user-centered design and service-oriented architectures
- Formalisms to describe the semantics of patterns and pattern languages including the different relationships that may exist between diverse categories of HCI patterns
- Pattern languages as a lingua franca, collective wisdom, knowledge repository
- Measures and criteria to assess the effectiveness, usability, accessibility of pattern, but also designer satisfaction and organizational adoption of pattern
- Empirical evaluation of HCI patterns
- HCI design methods applied to patterns
- Tools to help pattern authors to document pattern, to facilitate their use by designers as well as by developers including code generation and instantiation for different platforms and the context of usages

**WORKSHOP FORMAT**

The workshop takes one full day during the EICS 2012 conference. After a brief introduction of the workshop objective, there will be an interactive case study on design with pattern given by a guest industry practitioner. It will be followed by a first round of the table where in a short “madness” presentation each participant will have to summarize his statement at the two levels: patterns of HCI design and HCI design of patterns.

The participants are encouraged to present their statement using a concrete set of HCI patterns and how they used them in a project. Based on the major concerns raised by the participants, a brainstorming design session will be organized. The participants organized in groups will be asked to investigate an existing design while identifying possible HCI patterns. Groups should prepare their conclusions as a general roadmap for further research on the HCI design of patterns. A plenary discussion on the encyclopedia of HCI design patterns will end the workshop. The workshop will also be the occasion to present the Pattern City project, a serious game on design patterns lead by Ahmed Seffah.

**PAPER SUBMISSION**

Papers must not exceed 4 pages in SIGCHI Conference Proceedings Format and address one or more of the above topics. Submissions with in-depth discussion of one topic are preferred above submissions with a broader topic. Usage of an illustrative example is encouraged. Both academic position papers and industrial experience papers are solicited. All submitted papers will be reviewed by members of the program committee. Papers will be evaluated according to their
significance, originality, technical content, style, clarity, and relevance to the workshop. Microsoft Word document and Latex class file templates are available at: (http://www.sigchi.org/chipubform). Please submit your contributions electronically in PDF format at http://www.easychair.org/conferences/?conf=peics2012. At least one author of each accepted paper should register to the workshop. All papers will be published electronically as ACM DL proceedings.

IMPORTANT DATES
- March 26, 2012: Submission of position papers
- April 30, 2012: Notification of acceptance
- May 14, 2012: Final submissions (“camera-ready” papers)
- June 1, 2012: Distribution of papers among participants
- June 25, 2012: Workshop day

WORKSHOP ORGANIZERS
- Ahmed Seffah (Troyes University of Technology, France)
- Gerrit Meixner (German Research Center for Artificial Intelligence (DFKI), Germany)
- Marc Seissler (German Research Center for Artificial Intelligence (DFKI), Germany)
- Peter Forbrig (University of Rostock, Germany)
- Kai Breiner (Fraunhofer IESE, Germany)

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For further details please visit http://www.zmmi.de/PEICS2012.
For further questions please contact Ahmed.Seffah@utt.fr.