XV International Conference on Human Computer Interaction

10-12 September, 2014
Puerto de la Cruz, Tenerife, España
http://interaccion2014.ull.es

Special Track "En*Gender*ing Technologies"

Presentation

The growing power of Technology has been shaping our global societies, our lives and relationships in the last decades. At the same time, we must not forget that the values, roles and stereotypes in our societies also contribute to shape the way we use and produce technologies. We need to approach this bidirectional influence from a gender perspective capable of understanding and measuring it. There is a large body of research from a variety of disciplines on female under-representation in science and technologies, which also cares about "gender blindness" on technological design. Its results suggest that the problem is a complex one, plagued with dilemmas and paradoxes.

Under-representation in ICT, gender roles and stereotypes as mechanisms of exclusion and social reproduction, gender asymmetries in career trajectories of women and men, cultures in technological design as well as the rights of women in Internet are some of the many issues which show the urgent need to tackle the analysis of these technological factors and to re-dimension their global consequences on women's lives.

Women have made tremendous progress in education and the workplace during the past 50 years. Even in historically male fields such as business, law, and medicine, women have made impressive gains. In scientific areas, however, women's educational gains have been less dramatic, and their progress in the workplace moves at a slow pace. In an era when women are increasingly prominent in medicine, law, and business, why are so few women becoming scientists and engineers?

En*Gender*ing technologies means promoting egalitarian participation in education, design, production and use of technologies, especially in ICT, but also demanding innovative and more inclusive thinking, process and products. Technology and society conform each other: symbolic and cultural meanings guide the process of constructing technologies and in reverse they delineate new cultural images and practices. Values, social relations, and world visions become inscribed in technologies, and shape and maintain gender ideologies and identities, reproducing the idea that women are strange to the world of technology, which is historically false. Changing the discourses and practices and values in the process of design and educational system should be the key to redefine the traditional gendered relations with technology. The aim is to achieve better ICT as practices and products in order to promote positive gender impact.

Human agency, users and designers, occupy now the center of the stage to promote a technological and cultural change, and women must participate in that conforming process. New insights speak about socio-technical design, a view in which the new user of ICT is the community. Gendering that creative process means participating in the design of a better common future.

This track is focused on all the gender aspects of the technology domain. Topics of interest include but are not limited to:

Topics
- Gender & Human Computer Interaction (HCI).
- Gender & software engineering
- Gender issues in technology design
- Gender & digital divide
- Gender & video games
- Gender & Information Technology
- Gender & Science and Technology
- Cultural & symbolic dimensions of ICT. Values and agency.
- Changing relations between people and ICT.
- Gender & user-centered design methodologies.
- Gendered innovations in ICT.
- Socio-technology.
- Women, technology and power
- Risks of the Internet on gender issues
- Best practices on Gender and ICT
- Girl's Days and other experiences to attract more women to ICT studies and professions

-Dates

- Submission deadline: May 05, 2014

- Author notification: May 25, 2014

- Camera-ready papers due: Jun 06, 2014

- Conference dates: Sep 10-12, 2014

Track Scientific Committee

Inmaculada Perdomo (Chair) (Department of History and Philosophy of Science/University Institute on Women's Studies, IUEM, University of La Laguna)
Norena Martin-Dorta (Co-Chair) (Department of Techniques and Projects in Engineering & Architecture, Cultural Chair of Women in Science and Engineering, University of La Laguna)
Ana González (Gender and ICT Research Program. Internet Interdisciplinary Institute -IN3-. Universitat Oberta de Catalunya).
Ana Puy (Department of Cognitive, Social and Organizational Psychology/ Gender Equality Unit, University of La Laguna)
Carina González (Department of Computer Engineering, University of La Laguna)
Cristina Manresa-Yee (Department of Mathematics and Computer Science, University of Balearic Islands)
Eva Cerezo (Department of Informatics and Systems Engineering, University of Zaragoza)
Lourdes Moreno (Department of Informatics, University Carlos III of Madrid)
Patricia Paderewski (Department of Languages and Informatics Systems, University of Granada)
Sandra Baldassarri (Department of Informatics and Systems Engineering, University of Zaragoza)
Sara García (Department of Sociology/ Gender Equality Unit, University of La Laguna)

Submission Guidelines

All contributions will be reviewed by a "double-blind" paper evaluation method. Authors are kindly requested to send the paper without any reference to any of the authors. So, please, remove the author's personal details, the acknowledgements section and any reference that may disclose the author's identity. Papers not satisfying these conditions will be rejected without reviews.

All contributions will be written following the [ACM template](). The first anonymous version must be submitted in PDF. (Pending approval of publication of proceedings in the ACM DL).

Authors should submit an original paper written in Spanish, Portuguese or English in any of the following submission categories:

Types of submissions

The types of submissions are:
- Full papers (8 pages)
- Short papers (4 pages)
- Posters (2 pages)

Full Papers: Full papers should describe original work that have not previously been published and provide significant results of scientific research. Presentation time for full papers will be 15 minutes plus 5 minutes for questions. These papers are assigned a 8-page limit in the conference proceedings.

Short Papers: Short papers should describe innovative work in progress, without significant results yet, that contribute to well-founded research. Presentation time for short papers will be 10 minutes plus 5 minutes for questions. These papers are assigned a 4-page limit in the conference proceedings.

Posters: Posters (and/or demonstrations) must present work in progress or consist of a demonstration of a technical tool. These papers are assigned a 2-page limit in the conference proceedings. These contributions will be exhibited as a poster during the conference. However, there will be a specific session where authors will present briefly (3 min maximum) their work.

Publications

All papers accepted for the conference will be published in the conference proceedings under ISBN, on CD-ROM support, as long as the camera-ready submission, registration and copyright document have been received. The conference proceedings will be submitted for indexation by Thomson Reuters Conference Proceedings Citation Index (ISI), INSPEC, DBLP and EI (Elsevier Index).

Accepted full and short papers written in English will be published entirely in the ACM Digital Library. Those accepted papers written in Spanish or Portuguese will have to submit a 2-pages extended abstract in English to be published in the ACM Digital Library.

A selection of best papers from INTERACCION 2014 will be proposed to be submitted as an extended version for a special issue of an international journal indexed by ISI Thomson's Journal Citation Report (JCR) to be specified later.

Conference Submission System

Papers should be submitted electronically via the [Easychair](#) web-based submission system.