



8th IEEE International Symposium on Wearable Computers
October 31-November 3, 2004
DoubleTree Crystal City Hotel, Arlington, VA 22202
<http://www.iswc.net>

ISWC 2004, the 8th IEEE International Symposium on Wearable Computers, will bring together researchers, product vendors, fashion designers, textile manufacturers, users, and all other interested parties to share information and advances in wearable computing. We invite you to join us!

Conference Committee Chairs

General Chair: Tom Martin, Virginia Tech (tlmartin@vt.edu)
Program Chairs: Mark Smith, HP Labs (msmith@hpl.hp.com)
Bruce H. Thomas, University of South Australia (bruce.thomas@unisa.edu.au)
Finance: Asim Smailagic, Carnegie Mellon University (asim@cs.cmu.edu)
Local Arrangements: Zary Segall, University of Maryland (zary@umbc.edu)
Publicity: Aaron Toney, U. of South Australia, (joeboy@hhhh.org)
Daniel Ashbrook, Georgia Tech (anjiro@cc.gatech.edu)
Tutorials: Francine Gemperle, Carnegie Mellon University (fg24@andrew.cmu.edu)
Research Demonstrations: Cliff Randell, U. of Bristol (cliff@compsci.bristol.ac.uk)

Topics

- Applications of wearable systems in consumer, industrial, medical, educational, and military domains.
- Use of wearable computers as components of larger systems, such as augmented reality systems, training systems, or systems designed to support collaborative work.
- Hardware, including wearable system design, input devices, wearable displays, batteries, techniques for power management and heat dissipation, industrial design, and manufacturing issues.
- Software architectures, including ones that allow wearable computers to exploit surrounding infrastructure.
- Human interfaces, including hands-free approaches, speech-based interaction, sensory augmentation, human-centered robotics, user modeling, user evaluation, and health issues.
- Networks, including wireless networks, on-body networks, and support for interaction with other wearables and the Internet.
- Formal evaluation of wearable computer technologies for example performance of wearable computer technologies or comparisons of existing technologies.
- Wearable sensors or networks of sensors for context-awareness
- Operating systems, including such issues as scheduling, security, and power management.
- Social implications and privacy issues.
- Wearable computing for people with disabilities.
- Fashion design, smart clothes, and electronic textiles.

Submissions to ISWC 2004 are due on Sunday, May 23rd. The full Call for Participation is available at <http://www.iswc.net> .