

ACM ITS 2010 Demo Supplement

The Demo Supplement for the demos track at the ACM International Conference on Interactive Tabletops and Surfaces 2010 shows how your work should be presented/exhibited at the conference. It is intended to give as rich a picture of your project and presentation requirements as possible.¹

This document is for the purposes of review only and will not be published.

To explain how your project works, you can for example provide a short usage scenario, screenshots, illustrations, and/or photos. You can provide information about how attendees will interact with your demo, what special needs your demonstration may have, as well as any specific contextual information that is unique to your project (which may not be clear in the video trailer).

The supplement must also include the various technical requirements for your demonstration such as preferred setting, travel requirement, space, power, networking, lighting, acoustical, and other special equipment. Please keep in mind that the demo chairs will make their decisions not only depending on quality and novelty of your submitted demonstration, but also on space and other technical requirements we need to balance.

It is important to remember that the reviewers of the ITS demo submissions can only make decisions based on the knowledge contained in this document and the video trailer. Therefore, it is important that you use this supplement to describe your demonstration in sufficient detail. In short, you should use this document to tell the reviewers how you envision ITS 2010 attendees interacting with your piece.

The full call for ITS 2010 Demos can be found at <http://www.its2010.org/Main/Demos>.

¹ This document borrows large parts from the CHI 2010 Media Showcase supplement. Thanks for the excellent template!

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Repeat table if necessary

DESCRIPTION

Title:

Project Description (100 words max):

PRESENTATION HISTORY

Here you should list previous public presentations of this work and work related to it, such as conference papers, exhibitions, demonstrations, etc. (if any). Please explain briefly how the proposed demonstration expands on these presentations. Alternatively, briefly motivate why you believe the demo is worthwhile for the ITS 2010 attendees even if it has been presented in the same form somewhere else.

ENVISIONED INTERACTION

Here, you should describe how visitors will interact with your demo. This section is important to give the reviewers a “feel” for how well your demo will work when you present it at the conference. This is the most important part of the supplement for the reviewers, because it is the only way for you to communicate what the demo experience will actually be like.

Example questions:

How do you plan to get the main points across? How will you create a flow of people through the demo? What do you do if too many people crowd your demo at the same time? What is the optimum time to spend at the demo?

Please illustrate the envisioned interaction in any way you can – storyboard, photos, sketches, etc.

TECHNICAL REQUIREMENTS

In this section, we would like to learn about the requirements of your submission. We include several categories and questions below. These requirements are only examples of the types of information you might like to give us. It is not necessary to answer questions that do not apply to you. Please feel free to add any additional requirement information as needed per your demo.

While we can not make guarantees about what we will be able to provide, we want to work with every accepted submitter to bring their envisioned interaction to all conference attendees. However, please note that it is your responsibility to provide all necessary technical equipment for the demo. The ITS conference has only very limited resources to support demos. We can provide you with seats tables, plugs and cables, but NOT with special hardware (e.g. MS Surface).

If necessary, please provide a sketch of a floor plan with metric measurements that shows how you would best like your demo to be laid out at the conference.

Be realistic and include all the important components that will affect the success of your demo – power sources, projectors, availability of walls or other surfaces, furniture, etc. In specific you must tell us your:

1. ACOUSTIC/AUDIO REQUIREMENTS
2. LIGHTING REQUIREMENTS
3. SPECIAL PLACE REQUIREMENTS
4. SPECIAL COMPUTER REQUIREMENTS
5. NETWORKING REQUIREMENTS
6. POWER REQUIREMENTS