



PACMHCI - Engineering Interactive Computing Systems, June 2023: Editorial Introduction

KRIS LUYTEN, Hasselt University - tUL - Flanders Make, Expertise Centre for Digital Media, Belgium
CARMEN SANTORO, ISTI-CNR, Italy

170

CCS Concepts: • **Human-centered computing**; • **Software and its engineering**

Additional Key Words and Phrases: Engineering Interactive Systems, Software Engineering, User Interfaces, Design, Verification and Validation

ACM Reference format:

Kris Luyten and Carmen Santoro. 2023. PACMHCI - Engineering Interactive Computing Systems, June 2023: Editorial Introduction. *Proc. ACM Hum.-Comput. Interact.*, 7, EICS, Article 170 (May 2023), 2 pages, <https://doi.org/10.1145/3593222>

Welcome to this issue of the Proceedings of the ACM on Human-Computer Interaction, bringing together contributions from the community on Engineering Interactive Computing Systems (EICS). The EICS track of the PACM-HCI is the primary venue for research contributions at the intersection of Human-Computer Interaction (HCI) and Software Engineering.

This year, over the three rounds of submissions, for the issue of PACM-HCI we received 68 valid submissions (out of 90 submissions in total), of which we carefully selected 19 papers, bringing our acceptance rate to 27.9%. The result of this selection process is presented in this issue of the Proceedings of the ACM on Human-Computer Interaction.

Work presented at EICS covers all stages of the engineering life-cycle of interactive systems - inception, requirements, design, specification, coding, data analytics, validation and verification, deployment and maintenance. Over time, user interfaces have become much richer and many more aspects came into play. This issue presents contributions that embrace current evolutions in engineering interactive computing systems including topics on engineering interactive augmented, extended and virtual reality applications, engineering systems based on multi-surface computing, engineering for alternative input modalities such as gestures and brain signals, engineering the design of applications based on novel magnetic-printing-based labelling and on RFID technologies, engineering rehabilitation/digital health interventions. In line with current trends, engineering interactive systems both using AI and interacting with AI systems is gaining

Author's addresses: K. Luyten, Hasselt University - tUL - Flanders Make, Expertise Centre for Digital Media, Belgium, kris.luyten@uhasselt.be; C. Santoro, ISTI-CNR, Italy, carmen.santoro@isti.cnr.it.

Permission to make digital or hard copies of part or all of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page. Copyrights for third-party components of this work must be honored. For all other uses, contact the Owner/Author(s).

Copyright 2023 held by Owner/Author.

2573-0142/2023/6 - 170

<https://doi.org/10.1145/3593222>

attention in our community. However, the community does not lose sight of fundamental themes, and this issue also presents research that moves the fields of model-based engineering and UI adaptation/customization forward.

We would like to thank the members of our Track Editorial Board and the external reviewers they recruited, who have ensured that the articles in this issue were rigorously reviewed to form a collection of high-quality papers on the theme of EICS.