Corvallis is a small college town of about 50,000 people, located in the heart of the Willamette Valley in Oregon. As a university town, Corvallis offers visitors a wide variety of cultural activities. Located between the Cascade mountains and the Pacific coast ranges, Corvallis provides ample opportunities for outdoor activities, such as hiking, biking, fishing, golf, river rafting, and skiing, or simply enjoying nature with its wildlife refuges, rivers, and lakes. Also, don't forget to visit one of the many wineries in Corvallis or the Willamette Valley.

Corvallis can be reached by shuttle from Portland International Airport and from Eugene Airport, which is located 45 minutes to the south of Corvallis and connects to many international airports. The conference will take place on the campus of Oregon State University, which offers state-of-the-art conference facilities. In addition to the conference hotel, affordable housing is available in the student dorms. The airport shuttles will take you directly to campus and to the main conference hotel located near the conference facilities.

Portland, the largest city in Oregon, is a 90 minute drive to the north and offers all the amenities of a big city, including many museums and exhibitions, in a cozy, bike-friendly, and welcoming environment.

Corvallis is less than an hour drive away from the Pacific Ocean with its spectacular beaches and stunning wildlife, offering visitors everything from whale watching to kite surfing. The many small fishing towns and harbors make visits to the Oregon coast memorable moments.

2009 IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC 2009)

Oregon State University
Corvallis, Oregon
20-24 September 2009

eeecs.oregonstate.edu/vlhcc09
VOerview
From the beginning of the computer age, researchers and computing practitioners have sought ways to make interactions with computers more human-oriented. For example, visual languages have long been used to provide effective communication between humans and computers. Visual languages have been successfully employed for end-user programming, modeling, and rapid prototyping; they have supported design activities by people of many disciplines and backgrounds including architects, artists, children, engineers, and scientists. In the last few years, a number of languages and technologies have incorporated visual-based counterparts to facilitate human-human communication through Web technology and electronic mobile devices.

The IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC) is the premier international forum for researchers and industrial practitioners to discuss the theory, applications and evaluation of technologies, visual and otherwise, that enhance the role of humans in the computing process.

This year marks the 25th anniversary of the Symposium. Established in 1984, the mission of the IEEE Symposium on Visual Languages and Human-Centric Computing is to support the design, formalization, implementation, and evaluation of computing languages that are easier to learn, easier to use, and easier to understand by a broader group of people.

This includes all research aimed at the above mission, regardless of whether it uses entirely visual technology, text, or instead uses sound, virtual reality, the web, or any other technologies. Examples of research addressing this problem include, but are not limited to, language/environmental design aspects, theory that supports the many media used toward this goal, implementation aspects, empirical work, software comprehension aspects (including software visualization), and software modeling and/or software engineering aspects.

Scope and Topics
We solicit original, unpublished research papers that focus on one or more aspects of human-centric computing technology, for instance visual programming or interaction, text, sound, virtual reality, the Web, or other multimedia technologies.

Research papers may address cognitive and design aspects, underlying theories, formal methods, taxonomies, implementation efforts, tool support, and empirical studies. We also solicit short papers that present work in progress or demonstrations of tools. Areas of interest include, but are not limited to, the following:
- Visual languages for programming, modeling, and communication
- Visual domain-specific languages
- End-user software development
- Computer-mediated human-human communication
- Empirical studies of human-centric software technologies
- Languages and tools for domain-specific software development
- Multimodal interaction
- Sketch and Gestural Computing
- Software visualization and algorithm animation
- Visual or multidimensional model-driven development
- Visual and Spatial/Temporal Reasoning
- Visual Query Languages and Databases
- Visual Techniques for Business Processes and Workflow

Paper Submission
We invite two different types of paper submissions: (a) full-length papers, up to eight pages, reporting on research or experience, and (b) short papers, up to four pages, describing work in progress or tool demonstrations. All papers must be formatted in IEEE double-column conference format and must be submitted electronically. All submissions will be reviewed by members of the International Program Committee.

Accepted papers will appear in the Proceedings of VL/HCC 2009, published by the IEEE Computer Society. The paper submission deadline is March 8, 2009; to aid in reviewer assignments, we also require prospective authors to submit abstracts and titles by February 22, 2009. Authors of the best papers accepted for the conference will be invited to submit revised versions for a special issue of the Journal of Visual Languages and Computing.

The conference also invites submissions for workshops and tutorials to be held in conjunction with the symposium; for more information, see the VL/HCC 2009 web site.

Important Dates
- Workshops/Tutorials: Submission 22 February 2009 Notification 9 March 2009

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