

Hypertext

From online documentation aboard aircraft carriers to distance learning degree programs to interactive entertainment, hypertext and hypermedia have transformed our world. The foremost international conference on hypertext and hypermedia, the International Hypertext conference brings together scholars, researchers, and practitioners from a diverse array of disciplines--including computing, literature, law, art, medicine, business, journalism, philosophy, psychology, and engineering--to consider the form, role, and impact of hypertext and hypermedia. Hypertext 2002 will continue to provide a forum where attendees can exchange and discuss ideas on hypermedia, its design and use in a variety of domains, while also considering the ability of these technologies to alter the way we read, write, argue, learn, exchange information, or entertain ourselves.

Scope

Hypertext 2002 welcomes discussions from designers and users of hypermedia applications and works in academia, business, entertainment, and industry. Here attendees can discuss all aspects of hypermedia, ranging from navigational aids, time, and infrastructures to digital libraries, interactive literature, virtual and augmented reality environments, gaming, human-computer interaction, software engineering, computer-supported collaborative work, and, of course, the World Wide Web. Formats for presentation include papers, panels and technical briefings, short papers and posters, demonstrations, exhibits, courses, workshops, and a doctoral consortium.

Hypertext 2002 Program Committee

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Paper topics include but are not limited to:

- Interactive games and entertainment
- Effects of hypermedia on business or industry
- Experiences with the application of hypermedia
- Innovative hypertexts and novel uses of hypertext and hypermedia
- Web-based hypermedia drama
- Collaborative hypermedia technology and applications
- Hypermedia in virtual environments and augmented reality environments
- Hypermedia in fiction, scholarship, and technical writing
- Hypermedia in education and training
- Empirical studies and hypermedia evaluation
- Hypermedia and time: narratives and storyboarding
- Hypertext rhetoric and criticism
- Integration and open hypermedia architectures
- Large-scale distributed hypermedia
- Structuring hypermedia documents for reading and retrieval
- Theories, models, architectures, standards, and frameworks
- Hypermedia user interfaces
- Object-oriented hypermedia
- Hypermedia infrastructure technologies
- Hypermedia middleware and components
- Hypermedia authoring
- Hypermedia for the Internet

For additional information please visit the conference web site at:

<http://www.cs.umd.edu/ht02>

Important Dates

Papers

Papers due	January 10 th , 2002
Notification of acceptance	March 15 th , 2002
Camera-ready copy due	April 15 th , 2002

Tutorials

Proposals due	January 15 th , 2002
Notification of acceptance	January 30 th , 2002

Workshops

Proposals due	January 10 th , 2002
Notification of acceptance	March 15 th , 2002

Doctoral Consortium

Submissions due	March 10 th , 2002
Notification of acceptance	March 31 st , 2002

Panels

Proposals due	January 10 th , 2002
Notification of acceptance	March 15 th , 2002

Demos and Posters

Submissions due	March 10 th , 2002
Notification of acceptance	March 31 st , 2002