



PsychNology Journal

Special Issue on "Gaze Control for Work and Play" in Association with COGAIN

Edited by John Paulin Hansen, Fiona Mulvey, Martin Böhme

Call For Papers

PsychNology invites authors to submit papers for a special issue on Gaze Control for Work and Play. This special issue follows the COGAIN 2007 and 2008 conferences (see www.cogain.org), but we welcome all contributions, whether built on work presented at a COGAIN conference or not. The focus of the special issue will be gaze control in human-computer interaction, both for occupational applications ("work") as well as for entertainment ("play"). Areas relevant to the special issue include:

- Eye typing
- Gaze-controlled menus
- Gaze control for graphical user interfaces (GUIs)
- Gaze control for wheelchairs
- Gaze-based environmental control systems
- Gaze-controlled games

Manuscripts that do not fall into one of these categories but nonetheless follow the general theme of the special issue are also welcome. Gaze control is of particular value for those who cannot use more conventional forms of control, such as a keyboard, mouse, or wheelchair joystick. However, we also encourage submissions on mainstream applications of gaze control suitable for disabled and able-bodied users alike.

Submission procedure

Submissions should be .doc files, sent in electronic form to both [articles \(at\) psychology.org](mailto:articles@psychology.org) and [boehme \(at\) cogain.org](mailto:boehme@cogain.org) mentioning in the subject: "Submission to Gaze Control special issue". Formatting guidelines and other relevant information for authors are available at <http://www.psychology.org/255.php>. Manuscripts must be unpublished and also not currently under review/submitted for publication elsewhere. All papers will be thoroughly reviewed in a double blind process.

Important dates

Submission Deadline: 7 November 2008
Notification of Acceptance: 20 February 2009
Revised Copy due: 15 April 2009
Publication: by August 2009 (Issue 7.2)

Guest Editors

John Paulin Hansen is an Associate Professor at the IT University of Copenhagen, head of the research group for Innovative Communication, and project leader of the Eye Gaze Research Team. He received an MSc in 1984 and a PhD in 1992, both in Psychology, from the Institute of Psychology, University of Aarhus. His research areas are human factors, cognitive modelling



and gaze-based interaction, and he has published more than 20 research papers within this area.

Fiona Mulvey is a DAAD scholar in the Applied Cognitive Research Unit (led by Prof. Boris Velichkovsky) at TU Dresden, Germany. She received her degree in Psychology from University College Dublin, where she subsequently completed postgraduate research on eye movements and Cognitive Style under Prof. Aidan Moran and Dr. Stuart Smith. Her research interests include individual differences in cognition and eye movements in clinical and normal populations.

Martin Böhme is a research assistant at the Institute for Neuro- and Bioinformatics, University of Lübeck, Germany. He received his degree in computer science from the University of Lübeck in 2002 and spent six months at Kyoto University before returning to Lübeck. His research interests include gaze-contingent displays, eye tracking algorithms, and 3D-Time-of-Flight-based tracking.

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