



<http://its2015.org>



<http://splashcon.org>





The ACM SIGPLAN conference on Systems, Programming, Languages and Applications: Software for Humanity (**SPLASH**) is the premier conference at the intersection of programming, languages, and software engineering.

25-30 October, 2015  
Pittsburgh, Pennsylvania, USA

<http://2015.splashcon.org>

# Keynotes

Modern software is all about data. Development environments should be, too.

*Rob DeLine, Microsoft Research*



<http://2015.splashcon.org/event/splash2015-keynotes-rob-deline-keynote>

How Dart Learned From Past Object-Oriented Systems

*Lars Bak, Google*



<http://2015.splashcon.org/event/splash2015-keynotes-lars-bak-keynote>



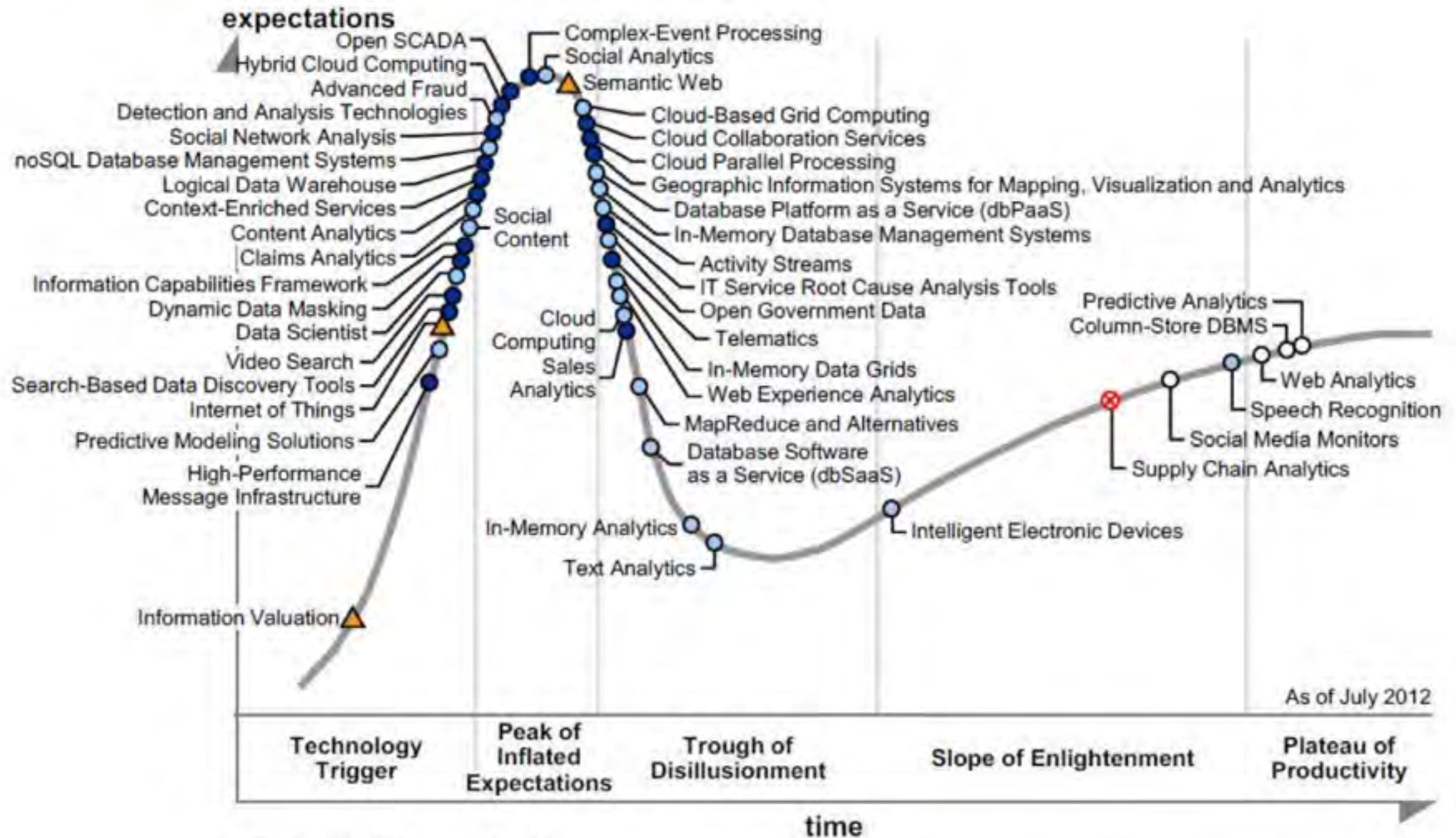


BIG

DATA

# Big Data Hype Cycle

Figure 1. Hype Cycle for Big Data, 2012



Plateau will be reached in:

○ less than 2 years

● 2 to 5 years

● 5 to 10 years

▲ more than 10 years

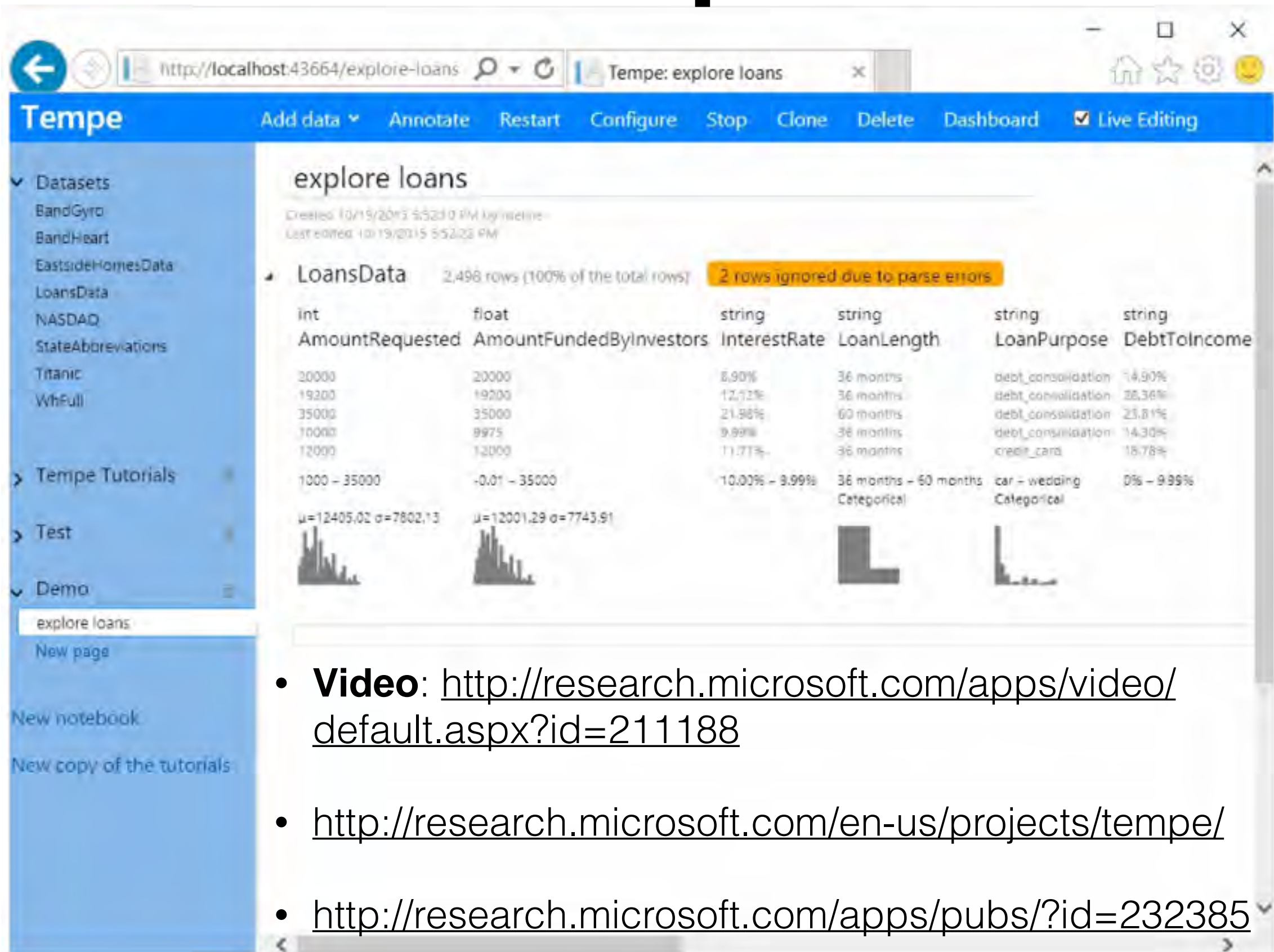
○ obsolete before plateau

# Data Science Study

- **Study:** “The Emerging Role of Data Scientists on Software Development Teams” - 16 DS @ MS
- **Working Styles of Data Scientists:**  
insight, provider team leader, platform builder, model, specialist polymath
- **DS Work on:**  
performance regression, requirements identification, root cause analysis, bug prioritization, server anomaly detection, failure rate estimation, customer understanding, cost benefit analysis
- **Tools:** Excel, Tableau, RStudio, IPython, R, Visual Studio One



# Tempe



# PLATEAU Workshop

## Evaluation and Usability of Programming Languages and Tools (PLATEAU)

- empirical studies of programming languages
- methodologies and philosophies behind language and tool evaluation
- software design metrics and their relations to the underlying language
- user studies of language features and software engineering tools
- visual techniques for understanding programming languages
- critical comparisons of programming paradigms
- tools to support evaluating programming languages
- psychology of programming
- domain specific language (e.g. database languages, security/privacy languages, architecture description languages) usability and evaluation



12 papers accepted

<http://2015.splashcon.org/track/plateau2015>

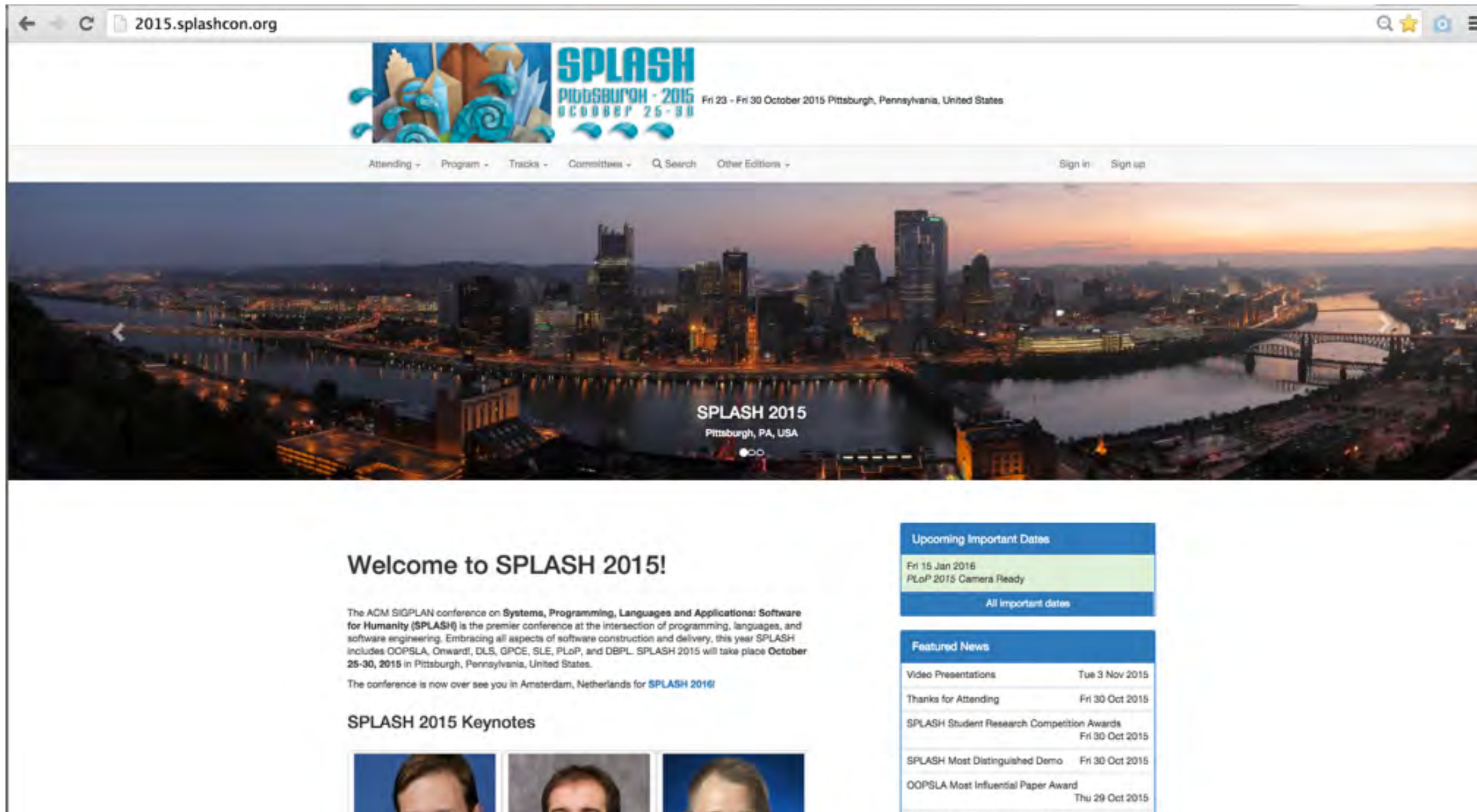


# SPLASH Web Site

Conf.Researchr.Org: Towards a Domain-Specific Content Management System for Managing Large Conference Websites

*Elmer van Chastelet, Eelco Visser, Craig Anslow*

<http://conf.researchr.org>



The screenshot shows the SPLASH 2015 website. The browser address bar displays '2015.splashcon.org'. The header features the SPLASH logo with the text 'PITTSBURGH - 2015' and 'OCTOBER 25-30', along with the dates 'Fri 23 - Fri 30 October 2015' and the location 'Pittsburgh, Pennsylvania, United States'. Navigation links include 'Attending', 'Program', 'Tracks', 'Committees', 'Search', and 'Other Editions'. A large banner image of Pittsburgh at night is shown with the text 'SPLASH 2015 Pittsburgh, PA, USA'. Below the banner, the text 'Welcome to SPLASH 2015!' is displayed, followed by a paragraph describing the conference. To the right, there is a section for 'Upcoming Important Dates' and a 'Featured News' section listing various events and awards.

2015.splashcon.org

**SPLASH**  
PITTSBURGH - 2015  
OCTOBER 25-30  
Fri 23 - Fri 30 October 2015 Pittsburgh, Pennsylvania, United States

Attending - Program - Tracks - Committees - Search - Other Editions - Sign in - Sign up

**SPLASH 2015**  
Pittsburgh, PA, USA

**Welcome to SPLASH 2015!**

The ACM SIGPLAN conference on **Systems, Programming, Languages and Applications: Software for Humanity (SPLASH)** is the premier conference at the intersection of programming, languages, and software engineering. Embracing all aspects of software construction and delivery, this year SPLASH includes OOPSLA, Onward!, DLS, GPCE, SLE, PLoP, and DBPL. SPLASH 2015 will take place **October 25-30, 2015** in Pittsburgh, Pennsylvania, United States.

The conference is now over see you in Amsterdam, Netherlands for [SPLASH 2016!](#)

**SPLASH 2015 Keynotes**

**Upcoming Important Dates**

Fri 15 Jan 2016
PLoP 2015 Camera Ready
<a href="#">All important dates</a>

**Featured News**

Video Presentations	Tue 3 Nov 2015
Thanks for Attending	Fri 30 Oct 2015
SPLASH Student Research Competition Awards	Fri 30 Oct 2015
SPLASH Most Distinguished Demo	Fri 30 Oct 2015
OOPSLA Most Influential Paper Award	Thu 29 Oct 2015

# ITS 2015



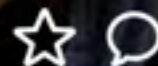
ACM Interactive Tabletops and Surfaces (**ITS**) is the premier venue for research in the design, development and use of new and emerging interactive surface technologies.

\* 2016 now called Interactive Surfaces and Spaces (ISS)  
Niagara Falls, Canada





202996  
ACM ITS 2015



SG203937  
by ACM ITS 2015



# Papers: Themes

- Cognition
- High Speed and Haptic Feedback
- Fingers, Handprints and Dynamic Mirrors
- Large Displays (Proxemics, Body)
- Artistic Sand and Biking
- Development and Toolkits
- Latency and Shape Change





# CMIS Workshop

## Collaboration Meets Interactive Surfaces (CMIS): Walls, Tabletops, Mobiles, and Wearables

- Design and evaluation of collaborative environments with interactive surfaces and devices, either remotely or co-located;
- Collaborative applications on interactive surfaces for different domains (e.g. meeting rooms, 3D visualization, mechanical engineering, medical visualizations, emergency response scenarios, criminal intelligence);
- Communication, cooperation and coordination as well as social protocols;
- Interactive surfaces and devices to enhance spatial perception of content and/or support navigation during collaboration activities;
- Issues when moving from desktop-based collaboration to large-scale walls, tabletops, touch-based mobile devices, and wearable computing devices;
- Integration of different devices and surfaces (Walls, Tables, Mobiles, Wearables) for collaboration;
- Physical navigation and interaction between different devices;
- Collaboration paradigms and user interface designs that address enhancement of collaborative activities using interactive surfaces, walls, tabletops, mobiles, and wearables;
- Collaborative sense making and visual analytics with different interactive surfaces and devices;
- Theories and applications of social science for interactive surfaces and devices.



8 Papers Accepted

<https://sites.google.com/site/collaborationsurfaces>

# Full contact - Beyond 2D Interactive Surfaces - *Joaquim Jorge*

## Take Home Message

Extending Touch With Other Modalities

Bimanual Interaction

Explore Surface Above Table

Use Sound in Novel Ways

Explore New Modalities

Proxemics as tool for implicit interactions





# 10 Year Impact Award



## Gesture Registration, Relaxation, and Reuse for Multi-Point Direct-Touch Surfaces

Mike Wu<sup>1,2</sup>, Chia Shen<sup>1</sup>, Kathy Ryall<sup>1</sup>,  
Clifton Forlines<sup>1</sup>, Ravin Balakrishnan<sup>2</sup>

1



MITSUBISHI ELECTRIC  
RESEARCH LABORATORIES

2



Computer Science  
UNIVERSITY OF TORONTO



VIDAMAR







# Police Analyst Workstation:

A Multi-Surface User Interface



VISUAL ANALYTICS FOR SENSE-MAKING  
IN CRIMINAL INTELLIGENCE ANALYSIS



*Craig Anslow, Chris Rooney, Neesha Kodagoda, and William Wong*

# Gesture Bike:

Examining Projection Surfaces and Turn Signal Systems for Urban Cycling



<https://www.youtube.com/watch?v=kzCl3MNZkqw>



# Coffee Breaks





# Madeira Interactive Technologies Institute (MITI)









