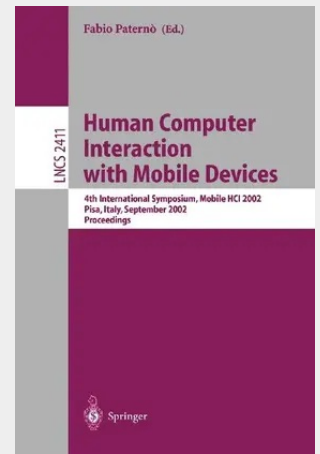


Human Computer Interaction with Mobile Devices

4th International Symposium, Mobile HCI 2002, Pisa, Italy, September 18-20, 2002
Proceedings

It was a wager, but it has worked. MobileHCI used to be a workshop, often held in conjunction with other events. Instead, this time it was a true symposium. I felt there was a need for this change because of the ever increasing interest prompted by the issues involved in interactive mobile systems and the lack of specific events focusing on such aspects. Although there are events addressing the broader area of ubiquitous computing, they tend to concentrate on other topics. For example, a paper on criteria for the design of interactive mobile phone applications would be considered inappropriate for such events, whereas it would certainly be relevant for Mobile HCI. The response to the symposium has been positive in terms of submissions and participation. The contributions, especially the long papers, were selected carefully by the International Program Committee. The result is a set of interesting and stimulating papers that address such important issues as location awareness, design criteria for PDAs, context dependent systems, innovative case studies, usability evaluation in small devices, and novel interfaces for mobile devices. The interest shown in the symposium has truly been worldwide: we have authors from 16 countries on three continents. There is a good balance of contributions from academia and industry.

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