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TVX 2019

Proceedings of the 2019 ACM International Conference on
Interactive Experiences for TV and Online Video

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Welcome from the ACM TVX 2019 Chairs

We are delighted to welcome you to Manchester, UK, for the sixth edition of the ACM International Conference on Interactive Experiences for Television and Online Video – ACM TVX 2019. As the leading international conference for research into online video and TV interaction and user experience, TVX 2019 brings together international researchers and practitioners from a wide range of disciplines, extending from human-computer interaction, multimedia engineering and design to media studies, media psychology and sociology to present and discuss the latest insights in the field. The ultimate mission of the conference is to share novel ideas, concepts, and solutions that fulfil the needs of new media environments and identify new directions for future research and development.

The conference takes place across two exciting venues in MediaCityUK, Manchester’s world-leading hub for creative media and technology innovation. Days 1 & 2 are held in The Lowry, a cultural centre that comprises two large theatres, a gallery exhibiting the work of the early 20th century painter L. S. Lowry and other facilities including bars, restaurants and shops. The third day of the conference – a ‘bazaar’ of interactive sessions and exhibits designed to provoke discussion, networking and collaboration amongst researchers and industry – takes place right in the heart of the BBC’s Manchester headquarters, Quay House. As home to major broadcasters and technology companies including the BBC, ITV, Ericsson and dock10, as well as more than 250 smaller media and digital businesses, we believe MediaCityUK is the ideal place for TVX to showcase cutting edge online, interactive and immersive video research and practice.

This year’s conference continues TVX’s tradition of being the premier forum in this field, following the success of the five previous editions (held in Seoul, Hilversum, Chicago, Brussels and Newcastle upon Tyne), and building on the legacy of the EuroiTV conference series organized all across Europe, between 2003 and 2013. For this year’s conference we sought to attract the highest quality submissions on TVX’s core topics, while also expanding the community into promising growth areas such as immersive video. To this end, we solicited submissions in the following focus areas: audience understanding; immersive and interactive content and experiences; technologies, systems and interfaces; production tools and workflows; business models and marketing; cultural and social studies; and disruptive concepts and video-centric art.

The call for papers attracted 34 long and short paper submissions from Asia, Europe and North America, and across both academia and industry. All submissions went through a rigorous peer review process. Each paper was assigned a primary Associate Chair (AC) and a secondary AC. Both ACs recruited at least one external reviewer for each assigned paper, and the secondary also wrote a full review. Once the reviewers submitted their evaluation of the suitability of the paper, the primary AC wrote a meta-review summarizing the main points of each review. Authors of the submissions were then notified of the completed review and given the chance to respond to the reviewers’ comments during a rebuttal phase. During the programme committee meeting, which was held fully-virtually for the first time in TVX’s history, each paper was discussed in-depth with the ACs, and a final decision on the accepted papers was made. This resulted in a high-quality program of 13 accepted long and short papers, accounting for an acceptance rate of 41%. These long and short papers, the abstracts of 4 workshops co-located with TVX and 13 Work in Progress papers are part of the main proceedings and will be included in the ACM Digital Library. In addition to these submissions, there are several other tracks that

attracted a considerable number of contributions, resulting in 7 Demonstrations and 5 Doctoral Consortium papers and a stimulating program of industry talks, all made available in the adjunct proceedings.

We are excited to have three inspiring keynotes by thought leaders from academia and industry. These will be presented by Andy Conroy who is Controller of Research and Development at the BBC; Geraint Wiggins who is Professor of Computational Creativity at VUB and at Queen Mary University of London; and Simon Lumb who is a Senior Research and Development Producer at the BBC.

This year we continued to put serious effort into inclusion and accessibility, a pioneer initiative at TVX, in three areas: 1) an open application process to become an AC in the program committee; 2) a mentoring program to provide feedback and guidance from established researchers, aimed at those submitting to TVX for the first time, those in circumstances which are particularly adverse, or at particularly novel submissions which might require additional input; and 3) support for accessibility in attending the conference, including financial support for those on an extended period of leave (e.g. parental or disability).

All of the inspiring and exciting things that are to happen over the course of the conference are a result of a serious investment of effort by our dedicated and enthusiastic organization committee. We would like to take this opportunity to thank each and every one of them for the large amounts of time they've given us, crucially, on a voluntary basis. The technical program could not have been assembled without substantial effort by the programme committee members and reviewers of each track and, of course, the authors of submissions. We would like to thank them all for all of their hard work. We extend our gratitude to the TVX Steering Committee for their support and guidance, and to Sheridan Printing for helping in getting the content together and published in the ACM Digital Library. We thank our sponsor ACM SIGCHI; our in-cooperation partners ACM SIGMM and ACM SIGWEB; and our supporters University of York, Digital Creativity Labs and BBC R&D for providing the means and the logistics to make this conference an enjoyable experience. Last but not least, we thank you for registering and attending the conference, as you are an important part of our community and your participation makes these events possible.

We hope that you look forward to the conference with as much excitement as we do, and wish that it provides you with a thought provoking and, most of all, enjoyable experience. Enjoy TVX 2019 and your visit to Manchester!

Jonathan Hook
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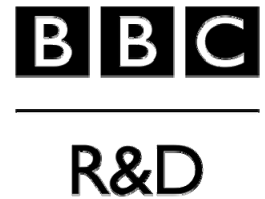


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