

XVI International Conference on  
Human Computer Interaction



7-9 September 2015, Vilanova i la Geltrú, Spain

<http://interaccion2015.upc.edu>

## Workshop: EnGendering Technology

**Workshop leaders:** Ana M. González Ramos (Chair) (GENTIC, Internet Interdisciplinary Institute, IN3, Open University of Catalonia) and Carina González (Chair) (Department of Computer Engineering, University of La Laguna).



**Brief description:** EnGendering technologies aims at exploring equal participation in education, design, production and use of technologies, especially in ICT, but also demanding innovative and more inclusive research, innovation and products. Technology and society complement each other: symbolic and cultural meanings guide the process of constructing technologies and, in reverse, they delineate new cultural images and practices. Values, social relations, and world visions become inscribed in technologies, and shape and maintain gender ideologies and identities, reproducing the idea that women are strange to the world of technology which is false. Changing the discourses, practices and values in the process of design and educational system should be the key to redefine the traditional gendered relations with technology. The aim is to achieve better ICT practices and products in order to promote positive gender impact. Gendering that creative process means participating in the design of a better common future.

A large body of research has traditionally focused on women's exclusion from the fields of science and technology. This research points to several barriers and challenges that make women's access to knowledge difficult, as well as jobs and a full participation of women in current technological development. However, some research has turned its attention to gender inclusion processes and its impacts. In this sense, motivations, actions and mechanisms that helped the inclusion of women in technological fields have been explored. Similarly, the impacts of gender awareness and gender inclusion in the design, development and use of new technologies have been highlighted. An increasing body of research is exploring how gender and technologies are mutually shaped in a fluid and dynamic manner. Results show that both challenges and opportunities for gender and technological transformations are difficult to understand without a multidisciplinary approach.

**Topics of interest:** As Engendering Technology track at Interacción 2014, this workshop is focused on all the gender aspects of the technology domain. Main topics of interest include but are not limited to:

- Gender & Human Computer Interaction (HCI).
- Design for women, designing by women
- Gender & software engineering
- Gender issues in technology design
- Women inclusion in technologies
- Gender digital divide
- Gender & video games
- Gender & Information Technology
- Gender & Science and Technology
- Cultural & symbolic dimensions of ICT
- Changing relations between people and ICT
- Gender & user-centered design methodologies
- Gendered innovations in ICT
- Women, technology and power
- Best practices on Gender and ICT
- Mentoring and experiences for attracting women to ICT studies and professions
- Gender & Digital Security and risks
- Gender & IT inclusion policies and actions

**Important Dates:**

Submission Deadline: April 8

Author Notification: May 13

Camera-ready papers due: May 27

Date of the workshop: To be confirmed

Conferences dates: Sep 07-09, 2015

**Guest Speaker:** Els Rommes

Els Rommes is assistant professor gender studies, pedagogy and ICT at the Institute for Gender Studies. Els Rommes studies the sociology of technology (especially ICTs) in society.

**Program Committee:** The program committee (PC) consists of a multidisciplinary, international team of active practitioners in the fields of HCI and Gender. The members of the PC are listed below in alphabetical order.

- Alex Hache (Colectivo Donestech)
- Barbara Biglia (Universitat Rovira i Virgili)
- Cristina Manresa-Yee (Department of Mathematics and Computer Science, University of Balearic Islands)
- Eva Cerezo (Department of Informatics and Systems Engineering, University of Zaragoza)
- Eva Cruells (Asociación Alia)
- Inmaculada Perdomo (Department of History and Philosophy of Science, IUEM, University of La Laguna)
- Lourdes Moreno (Computer Sciences, University Carlos III of Madrid)
- M. Antonia Huertas Sánchez (Department of IT, Multimedia and Telecommunication, Universitat Oberta de Catalunya)
- Norena Martin-Dorta (Dept. of Techniques and Projects in Engineering & Architecture, Cultural Chair of Women in Science and Engineering, University of La Laguna)
- Núria Vergés Bosch (Copolis, University of Barcelona)

- Patricia Paderewski (Department of Languages and Informatics Systems, University of Granada)
- Mireia Ribera (Universitat de Barcelona)
- Sandra Baldassarri (Department of Informatics and Systems Engineering, University of Zaragoza)

### **Submission Guidelines:**

All contributions will be reviewed by at least two members of the PC of this workshop. All contributions will be written following the [ACM template](#). The first version must be submitted in PDF. Authors should submit an original paper written in Spanish or English in any of the following submission categories:

- Full Papers: Full papers should describe original work that have not previously been published and provide significant results of scientific research. Presentation time for full papers will be 15 minutes plus 5 minutes for questions. These papers are assigned a 8 page limit in the conference proceedings.
- Short Papers: Short papers should describe innovative work in progress, without significant results yet, that contribute to well found research. Presentation time for short papers will be 10 minutes plus 5 minutes for questions. These papers are assigned a 4 page limit in the conference proceedings.

### **Publications:**

All papers accepted for the conference will be published in the conference proceedings under ISBN, on CD-ROM support, as long as the camera-ready submission, registration and copyright document have been received. The conference proceedings will be submitted for indexation by Thomson Reuters Conference Proceedings Citation Index (ISI), INSPEC, DBLP and EI (Elsevier Index). Accepted English full and short papers will be published entirely in the ACM Digital Library. Those accepted papers written in Spanish will have to submit a 2-pages extended abstract in English to be published in the ACM Digital Library.

A selection of best papers from **EnGendering Technology** will be proposed to be submitted as an extended version for a special issue of an international journal indexed by ISI Thomson's Journal Citation Report (JCR) to be specified later.

### **Conferences Submission System**

Papers should be submitted electronically via the EasyChair web based submission system. Inside the EasyChair the topic "Workshop EnGendering Technology" must be selected.

<https://easychair.org/conferences/?conf=interaccion2015>

**Short bio:****Els Rommes**

Els Rommes is assistant professor gender studies, pedagogy and ICT at the Institute for Gender Studies. Els Rommes studies the sociology of technology (especially ICTs) in society. Her research interests and main publication areas include gender scripts and ITs, design methodologies, images of technology in the media, feminist e-learning and domestication of technologies.

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**Home Page:** <http://www.ru.nl/genderstudies/staff/senior-staff/vaste-stafleden-igs/rommes-mevr-dr-%28els%29/>

**Ana M. González Ramos**

Ana M. González Ramos, senior researcher at IN3 (Open University of Catalonia) and coordinator of the GENTIC, a research group focuses on the study of gender and information and communication technology (ICT). Her research interest includes international mobility, women careers, and the science and technology system.

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**Carina S. González González**

Carina S. González González is associated professor at Computer Engineering School of University of La Laguna. Her main focus areas in research are related with human computer interaction (HCI), natural and adaptive interfaces, serious games and gamification in Education and gender in HCI. Also, she has a widely experience in e-learning best practices and LMS systems.

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