

INTERACCIÓN 2018 – WORKSHOP

IV ENGENDERING TECHNOLOGIES WORKSHOP

Workshop organizers: Carina González (Universidad de la Laguna), Patricia Paderewski (Universidad de Granada) and Eva Cerezo (Universidad de Zaragoza)

About

EnGendering Technologies (EGT) was first organized in 2014 as a Special Track in Interacción 2014, Tenerife. In 2015, EGT was converted into a Workshop in Interacción 2015 in Vilanova i la Geltrú, Catalonia. The last EGT 2016 took place in Salamanca, Spain. EGT 2018 is the fourth edition of this workshop that will be held in Interacción 2018 at the Universitat de les Illes Balears.

EnGendering Technologies (EGT) 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 Technologies at Interacción 2014, 2015 and 2016, 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
- New methodologies on gender & IT syllabus

Important Dates

Submission Deadline: April 15

Author Notification: May 28

Camera-ready papers due: June 13

Date of the special track: To be confirmed

Conferences dates: September 12-14, 2018

Program Committee

Alicia García Holgado (University of Salamanca)

Ana María González Ramos (GENTIC, Internet Interdisciplinary Institute, IN3, Open University of Catalonia)

Ana Vega Navarro (University of La Laguna)

Barbara Biglia (Universitat Rovira i Virgili)

Beatriz Eugenia Grass (Universidad de San Buenaventura, Cali).

Carina González (Department of Informatics and Systems Engineering, University of La Laguna)

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)

Elisenda Espino (Department of Informatics and Systems Engineering, University of La Laguna)

Felicidad García Sánchez (University of Salamanca)

Inmaculada Perdomo (Department of History and Philosophy of Science, IUEM, University of La Laguna)

Laura Briz Ponce (University of Salamanca)

Lourdes Moreno (Computer Sciences, University Carlos III of Madrid)
Antonia Huertas Sánchez (Department of IT, Multimedia and Telecommunication, Universitat Oberta de Catalunya)
Mireia Ribera (Universitat de Barcelona)
Natalia Padilla-Zea (International University of La Rioja)
Norena Martin-Dorta (Dept. of Techniques and Projects in Engineering & Architecture, University of La Laguna)
Núria Vergés Bosch (Copolis, University of Barcelona)
Patricia Paderewski (Department of Languages and Informatics Systems, University of Granada)
Rosa Gil-Iranzo (University of Lleida)
Sandra Baldassarri (Department of Informatics and Systems Engineering, University of Zaragoza)

Submission Guidelines

All paper submissions will be peer-reviewed by an international panel of experts. All submissions must follow the conference ACM template. Papers not strictly following the templates will be excluded from the conference proceedings. The first version must be submitted in PDF. Authors should submit an original paper written in English or Spanish 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. Full papers have a maximum of 8 pages.
- **Short Papers:** Short papers should describe innovative work in progress, without significant results yet, that contribute to well-founded research. Presentation time for short papers will be 10 minutes plus 5 minutes for questions. Short papers have a maximum of 4 pages.

Publications

Papers written in Spanish 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.

Accepted full and short papers written in English will be published entirely in the ACM Digital Library.

Conferences Submission System

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