Agile and User Centred Design Integration (AUCDI) is the practice of combining User Centred Design (UCD) with agile development processes. None of the existing agile processes explicitly include principles and practices for understanding and eliciting testable and verifiable usability and user experience requirements. Similarly, design practices for satisfying requirements for usability and user experience or practices for evaluating systems developed via agile processes for usability and user experience are generally absent. In addition, substantial differences exist between agile and UCD approaches which pose challenges to integration attempts.

**FREE registration, transportation and accommodation for all accepted submissions.**
The workshop aims to provide an opportunity for researchers and practitioners to present the results of mature research papers, experience of industrial practices, or novel research ideas that reflect the current status of research and practice in agile user centred design integration.

Aims
The goal of this workshop is to encourage academic and industrial attendees to share their research results and first-hand experience on agile and user centred design integration.

Attendees
The potential attendees of this one day workshop on the integration of agile methods and user centred design will be researchers from academic organisations and practitioners from software industry. These attendees optimally have experience with integrating agile and user centred design and are continuously working to improve their next experience with agile and user centred design integration. The workshop will have several sessions, including the following:

- Keynote talk
- Short and long paper presentations
- Panel session

Submission
To achieve this aim we invite contributions in the following topics

- Challenges in integrating agile and user centred design
- Lessons learned in integrating agile and user centred design
- Best practices/success Factors in integrating agile and user centred design
- Integrating agile and user centred design in software engineering and human computer interaction education
- Agile user centred design and maturity models
- Future research directions for integrating agile and user centred design
The workshop will be accepting three categories of submissions:

**Short Papers (up to 4 pages)**

Short papers should discuss new ideas and emerging Results. This track aims to provide practitioners and researchers with a forum for presenting and getting early feedback on novel research ideas that has not yet been fully evaluated.

**Long Papers (up to 10 pages)**

Long papers track focuses on research or industrial papers that describe original and unpublished results of empirical, conceptual, experimental, or theoretical topics related to integrating agile and user centred design.

Papers should be submitted in PDF format. Submissions must conform to formatting using Springer’s LNCS style.

It is expected that at least one author of each accepted paper will register for and attend the workshop.

**Posters**

Poster submissions will be reviewed based on the poster and a one-page abstract of the poster’s content. The posters themselves should be A0 size.

For further details please visit our website [http://www.cs.york.ac.uk/AUCDI](http://www.cs.york.ac.uk/AUCDI)

**Publication**

The proceedings of the symposium (short papers and long papers) will be published as a technical report by the Department of Computer Science, The University of York. The report will be freely available online.

Negotiations are under way for publication of accepted papers as a special issue of a journal.

**Important Dates**

- Short and long paper submissions: **7th of January 2013**
- Author notifications: **21st of January 2013**
- Camera-ready extended papers due: **31st of January 2013**
- Workshop: Friday **15th of February 2013**