

## 3rd International Workshop on Annotation of useR Data for UbiquitOUs Systems

Labelling user data is a central part of the design and evaluation of pervasive systems that aim to support the user through situation-aware reasoning. It is essential both in designing and training the system to recognise and reason about the situation, either through the definition of a suitable situation model in knowledge-driven applications, or though the preparation of training data for learning tasks in data-driven models. Hence, the quality of annotations can have a significant impact on the performance of the derived systems. Labelling is also vital for validating and quantifying the performance of applications. With pervasive systems relying increasingly on large datasets for designing and testing models of users' activities, the process of data labelling is becoming a major concern for the community. This also reflects the increasing need of (semi-)automated annotation tools and knowledge transfer methodologies, which can reduce the manual annotation effort and to improve the annotation performance in large datasets.

To address these problems, this year's workshop has a particular focus on:

I. tools and methods for annotation of data for diverse tasks and settings and such for (semi-)automated annotation of large user datasets and annotation reusability across datasets.

Furthermore, we aim to address the general problems of:

- 2. the role and impact of annotations in designing pervasive applications,
- 3. the process of labelling, and the requirements to produce high quality annotations, especially in the context of large datasets.

The goal of the workshop is to provide a ground for researchers from interdisciplinary backgrounds to reflect on their experiences, challenges, and possible resolutions of the related problems.

**Format:** Maximum of 6 pages including references, formatted in accordance with the IEEE Computer Society author guidelines. The IEEE LaTeX and Microsoft Word templates, as well as related information, can be found at the IEEE Computer Society website (http://www.computer.org/web/cs-cps/authors). All papers included in the PerCom 2019 Workshops will appear in the conference proceedings published by IEEE.

Submission deadline: November 10, 2018

Notification: December 22, 2018

Camera ready version: January 12, 2019 (FIRM)

Author registration due by: January 12, 2019 (FIRM)

Workshop: March 11-15, 2019 (exact day TBC)

For further information regarding the workshop, visit our webpage https://text2hbm.org/arduous/ or contact Kristina Yordanova at Kristina.Yordanova@uni-rostock.de Emma Tonkin at E.L.Tonkin@bristol.ac.uk

or Adeline Paiement at Adeline.Paiement@univ-tln.fr.