

## LEGANES

Leganés is a town 15km southwest of Puerta del Sol (downtown Madrid) and within the Madrid metropolitan area. Located in the Meseta central in the Península Iberica, it is a good starting point for sight-seeing and holidays.

The campus of University Carlos III in Leganés is a prominent feature, including the Sabatini building (hosting the Computer Science Dept.), a 17th century military site, and also the Library and Padre Soler Auditorium building.

The town of Leganés offers other points of interest, like: San Salvador's church (17th century) with three Baroque altarpieces by the famous Spanish sculptor José Benito Churriguera; the ancient Psychiatric Hospital facade, (18th century); the "La Cubierta" bullfighting ring, one of the few wholly covered bullfighting rings in Spain, used also for many shows and concerts, and with a wide bars area around it.



## MADRID

The city of Madrid with its museums, churches and other sites, nightlife and shopping opportunities can be reached easily by train or subway in approximately 20 minutes.

Among its more than 20 museums, the best known are the three along Paseo del Prado (also called "Paseo del Arte" or "Art Avenue"). The Reina Sofia National Museum (modern art including the Picasso's Guernica) is located only 250 meters from the Prado Museum, with its wonderful collection from the 17th, 18th and 19th centuries, and, the Thyssen-Bornemisza Museum is the host of Thyssen collection, one of the most important private art collections.

Among the world's largest cities, the capital of Spain has one of the higher ratios of green areas. The main parks in the city are Retiro Park, in the centre of Madrid, and Casa de Campo, on the western side. The Botanic Garden, next to Prado Museum, along with more than a dozen other gardens are also very interesting.

Puerta del Sol, Plaza Mayor and Plaza de Oriente are three of the more charming of Madrid's many squares. Located within 10 minutes' walk of each other, they are convenient starting points from which to visit the Royal Palace.

Other pleasant walks include the Austrias' Madrid (from the 16th and 17th centuries), the Borbons' Madrid (from the 18th century), Paseo del Prado, Paseo de Recoletos and the nearby streets.

## SIGHTSEEING AROUND MADRID

With its impressive historical area, the famous city of Toledo shows the many different cultures and religions that thrived there, in particular Catholicism, Islam, and Judaism. It is located only 71 km from Madrid and can be reached by fast trains (aprox. 30 minutes from the Atocha Station).

The Royal Site of San Lorenzo de El Escorial, which was built during the reign of Phillip II, in the 17th century, includes the old and superb royal palace, a reminder of the best period in Spanish history is within located 49 km northeast of Madrid.



2010 IEEE Symposium on Visual Languages  
and Human-Centric Computing

**IEEE**  
**VL/HCC**  
**2010**

LEGANES – MADRID, SPAIN  
21-25 September 2010

<http://dei.inf.uc3m.es/vlhcc10/>

**CALL FOR PAPERS**

## OVERVIEW

From the beginning of the computer age, researchers and computing practitioners have sought ways to make interactions with computers more human-oriented. For example, visual languages have long been used to provide effective communication between humans and computers.

Visual languages have been successfully employed for end-user programming, modeling, and rapid prototyping; they have supported design activities by people of many disciplines and backgrounds including architects, artists, children, engineers, and scientists. In the last few years, a number of languages and technologies have incorporated visual interfaces to facilitate human-human communication through Web technology and electronic mobile devices.

The IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC) is the premier international forum for researchers and industrial practitioners to discuss the theory, applications and evaluation of technologies, visual and otherwise, that make computing more accessible to humans. Established in 1984, the mission of the IEEE Symposium on Visual Languages and Human-Centric Computing is to support the design, formalization, implementation, and evaluation of computing languages that are easier to learn, easier to use, and easier to understand by a broader group of people.

This includes all research aimed at the above mission, regardless of whether it uses entirely visual technology, text, sound, virtual reality, the Web, or other technologies. Examples of research addressing this problem include, but are not limited to, language and environment design and implementation; theory and empirical studies that support the many media used toward this goal; and software comprehension (including software visualization), modeling, and engineering, especially as they are applied toward the above goal.

## SCOPE AND TOPICS

We solicit original, unpublished research papers that focus on one or more aspects of human-centric computing technology, for instance visual programming or interaction, text, sound, virtual reality, the Web, or other multimedia technologies.

Research papers may address cognitive, social, cultural and design aspects, underlying theories, formal methods, taxonomies, implementation efforts, tool support, and empirical studies.

We also solicit short papers that present work in progress or demonstrations of tools. Areas of interest include, but are not limited to, the following:

- Visual languages for programming, modeling, and communication
- Visual domain-specific languages
- End-user software development
- Computer-mediated human-human communication
- Empirical studies of human-centric software technologies
- Languages and tools for domain-specific software development
- Multimodal interaction
- Sketch and Gestural Computing
- Software visualization and algorithm animation
- Visual or multidimensional model-driven development
- Visual and Spatial/Temporal Reasoning
- Visual Query Languages and Databases
- Visual Techniques for Business Processes and Workflow

## PAPER SUBMISSION

We invite two different types of paper submissions:

- a) full-length papers, up to eight pages, reporting on research or experience, and
- b) short papers, up to four pages, describing work in progress or tool demonstrations. Visual languages for programming, modeling, and communication.

All papers must be formatted in IEEE double-column conference format and must be submitted electronically. All submissions will be reviewed by members of the international Program Committee. To help us assign papers to reviewers, we require authors to submit abstracts of their papers two weeks prior to the paper submission deadline.

Accepted papers will appear in the Proceedings of VL/HCC 2010, published by the IEEE Computer Society. The paper submission deadline is March 8, 2010. The conference also invites submissions for workshops and tutorials to be held in conjunction with the symposium; more details will be posted soon.

## IMPORTANT DATES

- |                  |  |
|------------------|--|
| 4 January 2010   | Workshops/Tutorials informal "intention to submit" email |
| 11 January 2010  | Workshops/Tutorials submission of proposals by email     |
| 01 February 2010 | Workshops/Tutorials notification of acceptance           |
| 22 February 2010 | Abstract submission                                      |
| 08 March 2010    | Paper submission:  |
| 18 May 2010      | Notification of decision                                 |
| 14 June 2010     | Camera-ready copy  |

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