

IEEE CTSoc ENT 2023 Meeting #1 Meeting Summary

Meeting Recording:

<https://harvard.zoom.us/rec/share/p5bXfvqkQEawSmmP7fcSDfclLu6uZN6sL9NGLWecaDzNsbD OC-Y1I8sHEZ2iETXEF.xoBHTscz4v1Yaq25?startTime=1681214638000>

April 11, 2023 8am EDT

Participant list:

Max Lu, Curtis Gittens, Thawonmas Ruck, Kai Erenli, Mustafa Can Gursesli, Humaira Nisar, Kun Qian, Miao Song

The IEEE CTSoc ENT 2023 Meeting #1 was held to discuss various topics related to user research, conferences, and publications. The meeting started with a welcome from Max Lu, who thanked everyone for their participation and introduced the CTSoc Entertainment Gaming Technical Committee.

The participants discussed a variety of user research topics, including methods for evaluating user feedback and compiling user research methods into a document. The group emphasized the importance of understanding user needs and highlighted the need for ongoing user research to support IEEE CTSoc activities.

The meeting also covered upcoming conference opportunities, including ICCE Berlin, IEEE GEM 2023, and the ICCE Las Vegas. Curtis Gittens provided an update on the IEEE GEM 2023 conference, which is currently accepting submissions and seeking reviewers and volunteers for various chair positions. The group discussed the importance of participating in conferences and encouraged members to get involved.

The meeting also touched on the Special Interest Group in Media and the Special Issue of Matter. Thawonmas Ruck provided an update on the special issue and emphasized the importance of including findings in article submissions. Ruck also demonstrated a generative AI competition that he is spearheading.

Overall, the IEEE CTSoc ENT 2023 Meeting #1 was a productive and informative session that provided valuable insights into research, conferences, and publications opportunities. The group highlighted the importance of ongoing research and participation in IEEE CTSoc activities and encouraged members to get involved in upcoming conferences and publications.

Key Takeaways:

- Ongoing member participation is critical to support IEEE CTSoc activities.
- Conference participation is essential for members to stay informed of the latest developments in the field.
- Submissions for IEEE GEM 2023, ICCE Berlin, and ICCE Las Vegas are currently being accepted, and volunteers are needed for various chair positions.
- The Special Issue of Metaverse requires submissions to include findings and be concise within the six-page limit.

Next Steps:

- Members are encouraged to participate in upcoming conferences and publications.
- Members are encouraged to continue conducting user research and sharing their findings with the group.
- Members should consider volunteering for various chair positions within IEEE CTSoc activities.