FOREWORD

Recent advances if Information Technology (IT), combined with multimodal interaction have allowed for rapid development of mobile computing, resulting in handheld devices and on-line services being a natural part of everyday life. As a result, the current focus of interaction design in research and in practice, has changed, too.

Traditionally, the domain of Human-Computer Interaction (HCI) has dealt with optimizing user interfaces and developing new interaction styles. Nowadays the scope of HCI goes far beyond a single user interacting with a specific device or a software application, covering:

- human-human interactions – using various communication channels for IT-mediated social interactions;

- mobile interactions – studying users accessing on-line services with one of handheld devices in a mobile context,

- economic interactions – shifting the virtues of e-commerce environment from performance and usability to building trustful relationships on-line,

- interactions for improving quality of life – enhancing convenience for e-consumers but also providing e-government, e-health and other assistive services,

- creative interactions – in such areas as digital media, interactive art and other fields stimulating human creativity at individual and group levels.

These newly emerging trends are now facing novel – and not yet resolved – research problems, for instance:

- developing new methods for assuring high usability of mobile applications and handheld devices;

- developing new methods for assuring high usability of on-line services as well as delivering economic value for e-customer;

- fusion of interface modalities;

- esthetics and information presentation for new media;

- adapting design processes, evaluation frameworks and testing procedures, project management methods, as well as user participation in contemporary IT projects to recent changes in technology and in consumers' lifestyles.

The MIDI 2013 conference aims to cover at least some of these issues and to provide a forum for stimulating discussions on the crossroads of multimedia, interaction, design and innovation - as the conference name tells.

Accepted submissions have been divides into several sections, roughly covering:

- new methods and concepts in interaction design,

- innovations in developing interaction products,

- results of user-based studies,

- interactive services, education and creativity,

- advancements in prototyping and testing.

Last but not least, the invited keynote talk by Gilbert Cockton "Design Isn't a Shape and It Hasn't Got a Centre: Thinking BIG About Excellence in Post-Centric (Interaction) Design" challenges the traditional view of a successful design process as a combination success-factors. This thought-provoking talk invites the readers to join the journey of analyzing the different functions of design resources, finding out how these are combined within approaches and completed through design work that can achieve excellence through Thinking BIG (Balance, Integration and Generosity).

We hope that these proceedings present a good record of the MIDI 2013 conference and will be a valuable resource for researchers in the vibrant interdisciplinary field of interaction design.

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The Editors and the MIDI 2013 Chairs