

Programming Experience 2022 Workshop

March 21 (Mon) or 22 (Tue), 2022 (online)
 Co-located with <Programming> 2022 in Porto, Portugal
<https://2022.programming-conference.org/home/px-2022/>
<http://programming-experience.org/px22/>

Abstract

Some programming feels fun, other programming feels annoying. Why?

For a while now the study of programming has forced improvements to be described through the Fordist lens of usability and productivity, where the thing that matters is how much software can get built, how quickly.

But along the way, something has gone missing. What makes programmers feel the way they do when they're programming? It's not usually fun to spend an age doing something that could have been done easily, so efficiency and usability still matter, but they're not the end of the story.

Some environments, activities, contexts, languages, infrastructures make programming feel alive, others feel like working in a bureaucracy. This is not purely technologically determined, writing Lisp to do your taxes probably still isn't fun, but it's also not technologically neutral, writing XML to produce performance art is still likely to be <bureaucratic></bureaucratic>.

Whilst we can probably mostly agree about what isn't fun, what is remains more personal and without a space within the academy to describe it.

In its past editions, PX set its focus on questions like: Do programmers create text that is transformed into running behavior (the old way), or do they operate on behavior directly ("liveness"); are they exploring the live domain to understand the true nature of the requirements; are they like authors creating new worlds; does visualization matter; is the experience immediate, immersive, vivid and continuous; do fluency, literacy, and learning matter; do they build tools, meta-tools; are they creating languages to express new concepts quickly and easily; and curiously, is joy relevant to the experience?

In this 7th edition of PX, we will expand its focus to also cover the experience that programmers have. What makes it and what breaks it? For whom? What can we build to share the joy of programming with others?

Here is a list of topic areas to get you thinking: creating programs; experience of programming; exploratory programming, liveness; non-standard tools, visual, auditory, tactile, and other non-textual languages; text and more than text; program understanding; domain-specific languages; psychology of programming; error tolerance; and user studies.

Correctness, performance, standard tools, foundations, and text-as-program are important traditional research areas, but the experience of programming and how to improve and evolve it are the focus of this workshop. We also welcome a wide spectrum of contributions on programming experience.

Submissions

Submissions are solicited for Programming Experience 2022 (PX/22). The thrust of the workshop is to explore the human experience of programming—what it feels like to program, or what it should feel like. The technical topics include exploratory programming, live programming, authoring, representation of active content, visualization, navigation, modularity mechanisms, immediacy, literacy, fluency, learning, tool building, and language engineering.

Submissions by academics, professional programmers, and non-professional programmer are welcome. Submissions can be in any form and format, including but not limited to papers, presentations, demos, videos, panels, debates, essays, writers' workshops, and art. Presentation slots are expected to be between 20 minutes and one hour (if time allows), depending on quality, form, and relevance to the workshop.

Submissions of academic papers directed toward publication should be so marked, and the program committee will engage in peer review for all such papers.

All artifacts are to be submitted via EasyChair (<https://easychair.org/conferences/?conf=px22>). Papers and essays must be written in English, provided as PDF documents, and strictly adhere to the ACM Format. If you are using LaTeX, please follow the ACM Conference 'acmart' Format (v1.77 or newer) with the 'sigconf' option and the BibTeX ACM Reference Format ('\documentclass[sigconf,screen]{acmart}'). Please include page numbers in your submission for review using the LaTeX command '\settopmatter{printfolios=true}' (see examples in the template). If you are formatting your paper using Word, please use the proper template from the ACM Format site and select the 'sigconf' style there. Please also ensure that your submission is legible when printed on a black and white printer. In particular, please check that colors remain distinct and font sizes are legible.

There is no page limit on submitted papers and essays. It is, however, the responsibility of the authors to keep the reviewers interested and motivated to read the paper. Reviewers are under no obligation to read all or even a substantial portion of a paper or essay if they do not find the initial part of it interesting.

Review

Submissions labeled as publications will undergo standard peer review; other submissions will be reviewed for relevance and quality; shepherding will be available.

Important dates

Submissions: February 13, 2022 (anywhere in the world)

Notifications: February 28, 2022

Pre-workshop versions: March 15, 2022

PX/22: March 21 or 22, 2022 (online)

Final versions: April 8, 2022

Publication

Papers and essays accepted through peer review will be published as part of ACM's Digital Library; video publication on Vimeo or other streaming site; other publication on the PX workshop website. Authors of accepted contributions will be invited to present their work at the workshop.

Organizers

Luke Church, University of Cambridge, United Kingdom and Lund University, Sweden
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