The 16th New Zealand Conference on Human-Computer Interaction will provide a forum for researchers and practitioners involved with Human Computer Interaction in New Zealand and in other parts of the world. It aims to bring together people interested in any aspect of HCI and Interaction Design, to enable them to share their experiences, exchange their ideas, learn from one another, and promote collaboration in HCI research and development.

A unique feature of the 2016 conference is that it will run principally in a virtual mode, in an effort to reduce the contribution of conference travel to greenhouse gas emissions and consequent global climate change, and in part as an HCI experiment. The conference hub will be in Hamilton, but it is anticipated that the majority of attendees will participate remotely, from within New Zealand and internationally. Remote, virtual, fully-engaged participation will be totally supported and encouraged, both for general participants and paper presenters.

**Important dates – submission deadline extended**

- **24 June 2016** — all submissions due
- **11 July 2016** — response to authors
- **22 July 2016** — final submissions due

**Paper Submissions**

We welcome full-length research papers and short papers (e.g. work-in-progress, case-studies, industrial perspectives, and system demonstrations) in all relevant areas of HCI, Interaction Design and User Experience. Submissions by graduate students are strongly encouraged. In keeping with the conference mode, we are particularly interested in contributions dealing with aspects of remote or virtual participation in social, technical or organizational events. Submissions should report original work, and will be peer reviewed. Accepted papers will be presented at the conference, published in the conference proceedings, and in the ACM Digital Library.

- Full papers should be no more than 8 pages in length,
- Short papers should be between 2 and 4 pages.
Details of the required format and submission processes are available from the conference website.

**Workshop/Panel/Tutorial Proposals – deadline extended**
Following the successful evening workshop at the 2015 conference, it is proposed to hold a similar activity as a social and technical focus for the evening of day 1 of the 2016 conference. Proposals are invited, and these may range from workshops, panel discussions, to tutorials. Some thought should be given to the suitability of the proposed activity to the virtual mode of the conference, and proposers should feel free to contact the organisers to discuss details of the conference software platform. Proposals in this category are also due on **24 June**.

**Graduate student support**
The New Zealand Chapter of the ACM Special Interest Group on Computer-Human Interaction (ACM SIGCHI_NZ) aims to increase the participation of graduate students from New Zealand universities in CHINZ conferences. To encourage this, graduate student co-authors of the top 5 graduate student submissions from New Zealand universities will have their conference registration fees paid by ACM SIGCHI-NZ. One of these students will also receive the Best Student Paper Award, with an additional cash prize of NZ$300.

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