Programming Experience 2024 Workshop

March 11 (Mon) or 12 (Tue), 2024 (hybrid)
Co-located with <Programming> 2024 in Lund, Sweden
https://2024.programming-conference.org/home/px-2024
https://easychair.org/conferences/?conf=px24

Remote participation will be ensured.

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.

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 10th 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; user studies; and theories about all that**.

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 2024 (PX/24). 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, language engineering, and theory building**.

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=px24). Papers and essays must be written in English, provided as PDF documents, and strictly adhere to the ACM Format. More details are available at the workshop website (https://2024.programming-conference.org/home/px-2024)

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 of academic papers directed toward publication will undergo standard peer review; other submissions will be reviewed for relevance and quality.

Important dates

Submissions: February 8, 2024 (anywhere in the world)
Notifications: February 26, 2024
Camera-ready: March 4, 2024
PX/24: March 11 or 12, 2024 (hybrid)

Publication

Authors of accepted contributions will be invited to present their work at the workshop.
Academic papers and essays accepted for publication will be published as part of ACM's Digital Library.

Organizers

Luke Church, University of Cambridge, United Kingdom and Lund University, Sweden
Richard P. Gabriel, Dreamsongs and Hasso Plattner Institute, California
Robert Hirschfeld, Hasso Plattner Institute, University of Potsdam, Germany
Hidehiko Masuhara, School of Computing, Tokyo Institute of Technology, Japan