Voice Interaction Design

The Journal of AVIxD Association for Voice Interaction Design

Editorial: Advancing Voice Interaction Design

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This issue marks the second anniversary of our practitioner-oriented Journal! We hope you've enjoyed reading the content so far. More importantly, we hope you've found the content to be impactful to your practice – after all, that's the entire purpose of this Journal.

Undertaking the launch of a journal is not an easy task, particularly when the journal board members all have "day time" jobs as well. We have, however, attempted to assemble a well-seasoned board – members who have good standing in our VUI design community and who are driven to find and publish papers that are timely, pragmatic, and useful to VUI design practitioners.

These past few years have seen a sort of rebirth of interest in and use of automated speech recognition (ASR). No longer is widespread use of ASR limited to interactive voice response (IVR) applications. We've seen ASR introduced into cars, virtual assistants (such as Alexa, Siri, and Cortana), smart television remote controls, home controls such as lighting and appliances, and the emergence of the intersection of graphical and voice interfaces. As we enter our third year of publication, our aim is to ensure we provide actionable content to the VUI designer who works in these non-IVR spaces as well as continuing to serve the IVR interaction designer.

Organizationally, we are setting upon a goal of assembling a team of professionals who are willing to serve as reviewers of paper submissions, beyond those who currently sit on the Board. If you're interested in being part of this team, please reach out to us. We can use all the help we can get!

Speaking of help, we can only reach our goals of providing content to the VUI design community if we receive research papers to review and publish. We will continue to

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reach out to people who we know have conducted publishable research, but that is not a sustainable strategy. If you have conducted research that is useful to you, it will likely be useful to others. If you have presented research at a venue like SpeechTek or the Conversational Interaction Conference, you should strongly consider making your contribution to the community more permanent through publication in Voice Interaction Design.

We need your help to keep the Journal going, but we are committed to helping you overcome the hurdles of getting your research published. Feel free to reach out to us if you have any questions about our publication process. We are looking forward to hearing from you.

About the Members of the Editorial Board

Bruce Balentine's background is interdisciplinary, primarily technical, but with a smattering of business and leadership experience. His college degrees are in music composition, and his academic specialization was multimedia and intermedia. That specialization narrowed into an obsession with human factors, user interface design, and voice product marketing. That obsession in turn focused onto speech/language/hearing, where he has remained for the past thirty years. Now, as he approaches retirement, he has a growing interest in collaboration and cooperation – the art of the possible.

Susan Hura
Susan L. Hura, PhD, is the owner of SpeechUsability, a consulting firm dedicated to collecting relevant, actionable data from users to make speech-enabled interaction intuitive and appealing. Dr. Hura founded the Center for User Experience at Intervoice, has served as Program Co-Chair of SpeechTEK since 2007, and is a founding Board member and Past President of the Association of Voice Interaction Design.

James R. (Jim) Lewis is a senior human factors engineer (at IBM since 1981), with a primary focus on the design and evaluation of voice user interfaces. He is a Certified Human Factors Professional with a Ph.D. in Experimental Psychology (Psycholinguistics). He has experience in all areas of speech system usability, is the author of *Practical Speech User Interface Design* (2011), and in 2012 was voted onto the board of the Association of Voice Interaction Design, currently serving as immediate past-president.

Mark Smolensky is a Principle Member of Technical Staff with AT&T with a primary focus on providing user experience strategic and technical direction the design of voice user interfaces. He is the editor of the text *Human Factors in Air Traffic Control* (1998) and In 2012, he was voted on to the board of the Association of Voice Interaction Design and serves as its Vice-President. Dr. Smolensky holds Ph.D.s in Human Factors Psychology (Human Computer Interaction & Ergonomics) and in Industrial-Organizational Psychology.