POSTER SCHEDULE

MONDAY

POSTER SETUP: Poster setup is done in the Commons Hall for SDC, SRC, DC, Workshops, Group 1 WiP. The setup must be done before 4 pm, but not prior to 1 p.m.

Note that during the reception (6:00 - 8:00 pm) Commons Hall will be open, therefore the posters will be available to the audience, however there will be no official highlight.

TUESDAY

HIGHLIGHT ON POSTERS: WiP Group 1 only. Authors must be standing by their posters. Time - 10:50 - 11:30 am.

POSTER TEAR DOWN: Group 1 WiP only. All other posters are up. The posters should be removed after 6 pm. Anything not removed will be taken down by early Wednesday morning (7:30 am) and can be picked up in the conference office until the end of the conference.

WEDNESDAY

POSTER SET UP: Group 2 WIP only. All other posters continue to stay up. The poster setup time is 8:00 - 10:00 am.

HIGHLIGHT ON POSTERS: SDC, SRC, DC, Workshops. Authors must be standing by their posters. Time - 10:50 - 11:30 am.

THURSDAY

HIGHLIGHT ON POSTERS: WiP Group 2 only. Authors must be standing by their posters. Time - 10:50 - 11:30 am.

POSTER TEAR DOWN: All posters. The posters should be removed before 1:30 pm when Commons Hall closes. Remaining poster will be brought to the student volunteer office where there will be available for pick up till the end of the conference.

NOTE 1: WiP groups are separated by the community. Group 1 consists of Design and User Experience. Group 2 consists of all other communities.

NOTE 2: All poster related venues decide their internal judging and presentation schedule.
Note: For authors each cross will have a sign on top of it indicating what venue it is for. Communities will be listed on the WiP dedicated crosses to facilitate easy location info for the authors and participants.

Note: Each grey circle with a number represents poster cross that contains 16 individual posters.
SPECIFIC POSTER ASSIGNMENT (Assignment of specific poster titles to crosses as indicated on the floor plan)

Monday, Tuesday, Wednesday, Thursday

Cross 1: Student Design Competition

Cross 2: Student Research Competition & Work in Progress: User Experience (Monday & Tuesday) & Other (Wednesday & Thursday)

Two posters from WiP on Monday & Tuesday are:
- Keyword Clouds: Having Very Little Effect on Sense making in Web Search Engines
- Reinforcement of Spatial Perception for Stereoscopic 3D on Mobile Handsets

Four posters from WiP on Wednesday & Thursday are:
- Effects of Input Device Familiarity on Content Creation and Sharing in Meetings
- Exploring Infrastructure Assemblage in Volunteer Virtual Organizations
- Enhancing Web Page Skimmability
- Watching You Moving the Mouse, I Know Who You Are

Cross 3: Doctoral Consortium

Cross 4&5: Workshops

Next the schedule is presented for Work in Progress category where posters go through two rounds of rotation. The posters were separated thematically based on the community specified by the author. Please note that in the WiP category “None of the above”, “Digital Arts”, and “Management” are marked as “Other”

Monday and Tuesday only

Cross 6: Work in Progress: Design
- Postboard: free-form tangible messaging for people with aphasia (and other people)
- Understanding Designer Brainstorms: The Effect of Analog and Digital Interfaces on Dominance
- Do Cognitive Styles of Users affect Preference and Performance related to CAPTCHA Challenges?
- Visualizing Sentiments in Business-Customer Relations with Metaphors
- MixT: Automatic Generation of Step-by-Step Mixed Media Tutorials
• Sharing Narrative and Experience: Digital Stories and Portraits at a Women’s Centre
• Sketch-based Interface for Interaction with Unmanned Air Vehicles
• Exquisite Corpses that explore interactions
• Exploring Material-Centered Design Concepts for Tangible Interaction
• Spatial Awareness and Intelligibility for the Blind: Audio-Touch Interfaces.
• Neat to feel the Heat: How can we hold hands at a distance?
• Deriving Requirements for an Online Community Interaction Scheme: Indications from Older Adults
• Multiple Visualizations and Debugging: How do we co-ordinate these?
• DigitShadow: Facilitating Awareness of Home Surroundings
• SparkInfo: Designing a Social Space for Co-Creation of Audiovisual Elements and Multimedia Comments
• PseudoButton: Enabling Pressure-Sensitive Interaction by Repurposing Microphone on Mobile Device

Cross 7: Work in Progress: Design
• Tactile Feedback on Flat Surfaces for the Visually Impaired
• "Listen2dRoom": Helping Blind Individuals Understand Room Layouts
• Back Keyboard: A Physical Keyboard on Backside of Mobile Phone using QWERTY
• Clerk agent promotes consumers ethical purchasing behavior in unmanned purchase environment
• Can Users Live with Overconfident or Unconfident Systems?: A Comparison of Artificial Subtle Expressions with Human-like Expression
• Design Principles: Crowdfunding As A Creativity Support Tool
• Automatic Web Design Refinements based on Collective User Behavior
• Visual Planner: Beyond Prerequisites, Designing an Interactive Course Planner for a 21st Century Flexible Curriculum
• Super Mirror: A Kinect Interface for Ballet Dancers
• Using Visual Website Similarity for Phishing Detection and Reporting
• Video Call, or Not, that is the Question
• eInclusion @ Cyprus Universities: Provision and Web Accessibility
• Towards Stress-less User Interfaces: 10 Design Heuristics Based on the Psychophysiology of Stress
• MammiBelli: Sharing Baby Activity Levels Between Expectant Mothers and Their Intimate Social Groups
• Hands-Up: Motion Recognition using Kinect and a Ceiling to Improve the Convenience of Human Life
• Touch & Detach: Physics-based Unbinding and Observation of Complex Virtual Objects in 3D Space

Cross 8: Work in Progress: Design
• VizDeck: A Card Game Metaphor for Fast Visual Data Exploration
• What’s the Best Music You Have? Designing Music Recommendation for Group Enjoyment in GroupFun
• Has NFC the potential to revolutionize self-reported electronic data capture? - An empirical comparison of different interaction concepts
• Knoby: Pet-like Interactive Door Knob
• Photocation: Tangible Learning System for DSLR Photography
• A Platform for Large-Scale Machine Learning on Web Design
• How to Use Behavioral Research Insights on Trust for HCI System Design
• Opportunistic Engagement by Designing on the Street
• Unearthing the Family Gems: Design Requirements for a Digital Reminiscing System for Older Adults
• Smart Material Interfaces: A New Form of Physical Interaction
• Investigating One-Handed Multi-digit Pressure Input for Mobile Devices
• Designing for the task: What numbers are really used in hospitals?
• Does Proprioception guide Back-of-Device Pointing as well as Vision?
• Hold That Thought: Are Spearcons Less Disruptive than Spoken Reminders?
• Modeling Dwell-based Eye Pointing at Two-dimensional Targets
• Informing User Experience Design about Users: Insights from Practice

Cross 9: Work in Progress: User Experience
• The Effects of Positive and Negative Self-Interruptions in Discretionary Multitasking
• FlyTalk: Social Media to Meet the Needs of Air Travelers
• Seamless and Continuous User Identification for Interactive Tabletops Using Personal Device Handshaking and Body Tracking
• Mobile Applications to Support Dietary Change: Highlighting the Importance of Evaluation Context
• Investigating In-car Safety Services on the Motorway: the Role of Screen Size
• Values in Action (ViA) - Combining Usability, User Experience and User Acceptance
• Designing a tool for exploratory information seeking
• Understanding Effects of Time and Proximity on Collaboration: Implications for Technologies to Support Collaborative Information Seeking
• Using Affect to Evaluate User Engagement
• Drawing Shapes and Lines: Spawning Objects on Interactive Tabletops
• The Routines and Social Behaviours of Frequent mCommerce Shoppers
• MicPen: Pressure-Sensitive Pen Interaction Using Microphone with Standard Touchscreen
• Dream Drill: Learning Application
• The Usefulness of an Immersion Questionnaire in Game Development
• Towards a Combined Method of Web Usability Testing: An Assessment of the Complementary Advantages of Lab Testing, Pre-Session Assignments, and Online Usability Services
• Kinetic Device: Designing Interactions with a Deformable Mobile Interface
Cross 10: Work in Progress: User Experience

- Ghost Fingers: A Hybrid Approach to the Interaction with Remote Displays
- Cooking Together: A Digital Ethnography
- Care Robot: A Hybrid Approach to the Interaction with Remote Displays in Multi-Party Settings
- Applying Participatory Design Theory to Designing Evaluation Methods
- raingBottles: gathering raindrops of data from the cloud
- The meanings of music sharing in tween life
- Shape Your Body: Control a Virtual Silhouette Using Body Motion
- The Hankie Probe: A Materialistic Approach to Mobile UX Research
- GestureCommander: Continuous Touch-based Gesture Prediction
- Test-driven Development for the Web Increasing Efficiency of Web Development
- Participatory Design of Social Search Experiences
- Turtledove: A Tangible Grain Interface for Image Organization
- ResEval Mash: A Mashup Tool that Speaks the Language of the User
- A Sensemaking Environment for Literary Text
- EyeRing: A Finger-worn Assistant
- A Security Assessment of Tiles: A New Portfolio-Based Graphical Authentication System

Cross 11: Work in Progress: User Experience

- Couch mobility: the cell phone’s most important feature at home is mobility
- In Search of Theoretical Foundations for UX Research and Practice
- Kinect in the Kitchen: Testing Depth Camera Interactions in Practical Home Environments
- Multitasking in e-Learning Environments: Users’ Multitasking Strategies and Design Implications
- “Check out where I am!”: Location-Sharing Motivations, Preferences, and Practices
- Emotion as an Indicator for Future Interruptive Notification Experiences
- Phonetic Shapes: An Interactive, Sonic Guest Book
- Display Blocks: Cubic Displays for Multi-Perspective Visualization
- HCI Professions: Differences & Definitions
- Point-and-Shoot Data
- Webbox+Page Blossom: Exploring Design for AKTive Data Interaction
- Initial Approaches for Extending Sketch Recognition to Beyond-Surface Environments
- Video Increases the Perception of Naturalness During Remote Interactions with Latency
- Slant Menu: Novel GUI widget with ergonomic design
- Increasing the reliability and validity of quantitative Laddering data with LadderUX
- Tagging Might not be Slower than Filing in Folders
Wednesday and Thursday only

Cross 6: Work in Progress: Child-Computer Interaction & Sustainability
• SINQ: Scientific INQuiry Learning using Social Media
• Programming by Voice: A Hands-Free Approach for Motorically Challenged Children
• Climbing the Cool Wall: Exploring Teenage Preferences of Cool
• School Friendly Participatory Research Activities with Children
• Family interaction for responsible natural resource consumption
• Squishy Circuits as a Tangible Interface
• Practices Surrounding Children’s Photos in Homes
• Using Need Validation to Design an Intelligent Tangible Learning Environment
• Sensor-Based Physical Interactions as Interventions for Change in Residential Energy Consumption
• A Subscription-Based Authoring Tool for Mobile Citizen Science Campaigns
• EVERT - Energy Representations for Probing Electric Vehicle Practice
• Practicing Eco-safe Driving at Scale
• Towards New Widgets to Reduce PC Power Consumption
• HCI and Sustainability: The Role of Macrostructures
• Active Office: Towards an Activity-Promoting Office Workplace Design
• Teenagers talking about energy: using narrative methods to inform design

Cross 7: Work in Progress: Engineering
• TopicViz: Interactive Topic Exploration in Document Collections
• A Study on Touch & Hover based Interaction for Zooming
• EasyGroups: Binding Mobile Devices for Collaborative Interactions
• Blaze: Supporting Two-phased Call Graph Navigation in Source Code
• Understanding Communicative Emotions from Collective External Observations
• Design of a Shape Dependent Snapping Algorithm
• Using Scribble Gestures to Enhance Editing Behaviors of Sketch Recognition Systems
• An Ecologically Valid Evaluation of Speech Summarization
• Remote Gaze-Tracking System with Automatic User Calibration Using Particle Filter
• Exploring the Perceptual Space of a Novel Slip-Stick Haptic Surface Display
• SpeckleEye: Gestural Interaction for Embedded Electronics in Ubiquitous Computing
• Reconstructing Multiparty Conversation Field by Augmenting Human Head Motions via Dynamic Displays
• mashpoint: Supporting Data-centric Navigation on the Web
• Blink Suppression Sensing and Classification
• Distributed Multisensory Signals Acquisition and Analysis in Dyadic Interactions
• Age-Specific Predictive Models of Human Performance

Cross 8: Work in Progress: Games and Entertainment & Other
• Transcribing Handwritten Text Images with a Word Soup Game
• Avatars: Playing with your Friends’ Data
• Everscape: The Making of a Disaster Evacuation Experience
• Mind Maps as Behavior Controllers for Virtual Characters
• Using the Kinect to Encourage Older Adults to Exercise: A Prototype
• Get Lost: Facilitating Serendipitous exploration in Location-Sharing Services
• CTArcade: Learning Computational Thinking While Training Virtual Characters Through Game Play
• Biometric Storyboards: Visualising Game User Research Data
• Facilitation of Affection by Tactile Feedback of False Heratbeat
• Towards a Game Experience Design Model Centered on Participation
• Intergenerational Gameplay: Evaluating Social Interaction between Younger and Older Players
• Inspiring Creative Constructivist Play
• Snap-n-Fold: Origami Pattern Generation based Real-life Object Structure
• A Crowdsourcing Quality Control Model for Tasks Distributed in Parallel
• How Can a DSL for Expert End-Users be Designed for Better Usability? : A Case Study in Computer Music
• Turning Personal Calendars into Scheduling Assistants

Cross 9: Work in Progress: Health
• Tabletops in Motion: The Kinetics and Kinematics of Interactive Surface Physical Therapy
• FEEL: Frequent EDA and Event Logging A Mobile Social Interaction Stress Monitoring System
• ActivMON: Encouraging Physical Activity Through Ambient Social Awareness
• User Needs in the Performance of Prescribed Home Exercise Therapy
• Factors Associated with Persistent Participation in an Online Diet Intervention
• Meeting cancer patient needs: designing a patient platform
• Constructionism of Virtual Humans to Improve Perceptions of Conversational Partners
• Controlling the Amount of Physical Activity in a Specific Exertion Interface
• Playful Arm Hand Training after Stroke
• BreathTray: Augmenting Respiration Self-Regulation without Cognitive Deficit
• Wind Runners: Designing a Game to Encourage Medical Adherence for Children with Asthma
• Sharing Medical Data vs. Health Knowledge in Chronic Illness Care
• A Framework for Designing Assistive Technologies for Teaching Emotions to Children with ASDs
• Magic Land on Interactive Tabletop for Play Therapy with Children
• Using a High-Resolution Wall-Sized Virtual Microscope to Teach Undergraduate Medical Students
• User Needs for Technology Supporting Physical Activity in Chronic Pain

Cross 10: Work in Progress: Health & Other
• Boneshaker A generic framework for building physical therapy games
• Combining Visual Block Programming and Graph Manipulation for Clinical Alert Rule Building
• What Colour is Exercise? Designing Multimodal Reminders for the Home
• Kin touch: Understanding How Visually Impaired People Explore Tactile Maps
• CoStream: In-situ Co-construction of Shared Experiences Through Mobile Video Sharing During Live Events
• Leveraging the Palm Surface as an Eyes-free TV Remote Control
• Magic-Sense: Dynamic Cursor Sensitivity-Based Magic Pointing
• From Texting App to Braille Literacy
• We like to move it move it! Motivation and Parasocial interaction
• Informing the Design of Group Recommender Systems
• LightBeam: Nomadic Pico Projector Interaction with Real World Objects
• Proximity and Physical Navigation in Collaborative Work With a Multi-Touch Wall-Display
• Towards a Better Understanding of Adaptive Multitasking by Individuals
• Occlusion-aware Interaction Techniques for Tabletop Systems
• Design and Evaluation of a Service-Oriented Collaborative Consumption Platform for the Elderly
• Evaluating Mobile Projectors as a Shared Display Option for Small Groups

Cross 11: Work in Progress: Other
• Using Real-time Feedback to Improve Visual Question Answering
• Self-Correcting Crowds
• Multi-Touch based Video Selection with an Audio Emotional Curve
• Supporting Opportunistic Search in Meetings with Tangible Tabletop
• Sharing Emotion on Facebook: Network Size, Density, and Individual Motivation
• Interacting with Videos On Paper-like Displays
• Reducing Visual Demand for Gestural Text Input on Touchscreen Devices
• DigiGraff: Considering Graffiti as a Location Based Social Network
• Leveraging Motor Learning for a Tangible Password System
• Namibian and American Cultural Orientations Toward Facebook
• Considerate Supervisor: An Audio-only Facilitator for Multiparty Conference Calls
• An Initial Analysis of Communicability Evaluation Methods through a Case Study
• Characterizing the Effectiveness of Twitter Hashtags to Detect and Track Online Population Sentiment
• Making the Switch: Channel Switching in Romantic Couple Conflict
• Tactile Feedback for Button GUI on Touch Devices
• teleWEAR: Engaging Users and Suppliers of Telecare in Product Design