Conference Program

The 26th Annual CHI Conference

on Human Factors in Computing Systems

April 5-10, 2008 in Florence, Italy

Association for Computing Machinery

SIGCHI special interest group computer human interaction

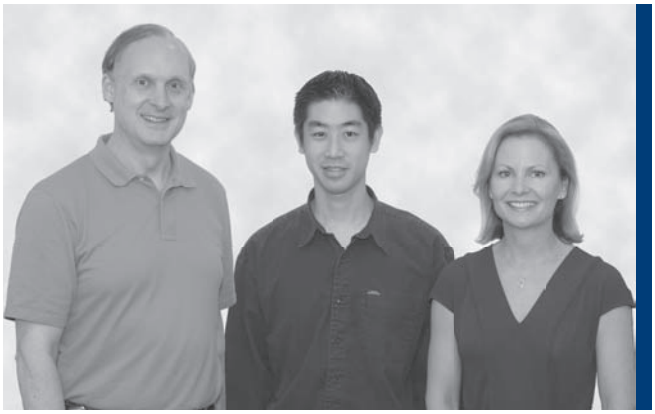
2008 Conference at a Glance

Sun	**18:00 - 19:30** **20:00 - 21:30**	**Course 1** Mobile Interaction Design Principles 305 Antonioni	**Course 2** Avoiding "We cant change THAT!": An introduction to usability and software architecture 304 Visconti

		Cavaniglia Pavilion	101 Da Vinci	102 Raphael	103 Caravaggio	104 Michelangelo	105 Giotto	106 Titian	107 Botticelli
Monday	**8:30 - 10:30**	**Opening Planary : Irene McAra-McWilliam – Design Transformations** **CHI MADNESS**							
	11:30 - 13:00	**Panels** Renaissance Panel: The Roles of Creative Synthesis in Innovation	**Papers/Notes** Socio-Cultural Impact	**Papers/Notes** Interactive Image Search	**Papers/Notes** Stories and Memories	**Papers/Notes** Don't Interrupt Me		**Interactivity**	**Case Studies** Education Case Studies
	14:30 - 16:00	**Panels** Design, Marketing, Strategy? Where does User Research Belong?	**Papers/Notes** Invited Session: Usability Evaluation Considered Harmful?	**Papers/Notes** Human-Robot Interaction	**Papers/Notes** Learning Support	**Papers/Notes** Trust and Security	**Papers/Notes** Post-WIMP	**Interactivity**	**alt.chi** Sharing and Hiding
	16:30 - 18:00	**Randy Pausch Special Session**	**Papers/Notes** Improved Video Navigation and Capture	**Papers/Notes** Visual Synthesis	**Papers/Notes** Touch and Target Selection	**Papers/Notes** Green Day	**Papers/Notes** Kid's Stuff	**Interactivity**	**Case Studies** Usability Case Studies
Tuesday	**8:15 - 9:00**	**CHI MADNESS**							
	9:00 - 10:30	**Invited Session** Social Impact Award	**Papers/Notes** Collaborative User Interfaces	**Papers/Notes** Aesthetics, Awareness, and Sketching	**Papers/Notes** Data Collection	**Papers/Notes** Health and Wellness		**Design Community Events** What is a CHI Portfolio	**Case Studies** Challenges and Questions
	11:30 - 13:00	**Panels** Media Spaces: Past Visions, Current Realities, Future Promise	**Papers/Notes** I am here. Where are you?	**Papers/Notes** Physiological Sensing for Input	**Papers/Notes** Policy, Telemedicine, and Enterprise	**Papers/Notes** Post-QWERTY QWERTY	**Papers/Notes** Beyond End-User Programming	**Design Theater** Front Row	
	14:30 - 16:00	**Panels** What would you do with a 1 million dollar user experience marketing budget?	**Papers/Notes** Dignity in Design		**Papers/Notes** Knowledge Elicitation	**Papers/Notes** Tools for Education	**Papers/Notes** Sound of Music	**Case Studies** On the Go	**alt.chi** Meta-CHI
	16:30 - 18:00	**Panels** Agile or Awkward: Surviving and Flourishing in an Agile/Scrum Project	**Papers/Notes** Healthcare in the Developing World	**Papers/Notes** Displayful and Displayless	**Papers/Notes** Friends, Foe, and Family	**Papers/Notes** Cognition, Perception, and Memory	**Papers/Notes** Exploring Web Content	**Case Studies** Research Case Studies	**Invited Session** The Next Challenge: from Easy-to-Use to Easy-to-Develop. Are You Ready?
Wednesday	**8:15 - 9:00**	**CHI MADNESS**							
	9:00 - 10:30	**Invited Session** Celebrating "The Psychology of Human-Computer Interaction"	**Papers/Notes** Measuring, Business, and Voting	**Papers/Notes** Multiple and Large Displays	**Papers/Notes** Mixed-Initiative Interaction	**Papers/Notes** Help Me Search	**Papers/Notes** Online Social Networks	**Case Studies** Engineering Case Studies	**Invited Session** LateFragment Interactive Feature Film
	11:30 - 13:00	**Panels** Longitudinal Usability Data Collection: Art versus Science?	**Papers/Notes** Am I Safe	**Papers/Notes** Search	**Papers/Notes** Shared Authoring	**Papers/Notes** Tangibles; Input & Output	**Papers/Notes** On the Move	**Design Theater** At the Improv	**SIG** Design for Creating, Uploading and Sharing User Generated Content
	14:30 - 16:00	**Panels** Branding the Feel: Applying Standards to Enable a Uniform User Experience	**Papers/Notes** Web Visits in the Long	**Papers/Notes** Visualization to Support Information Work		**Papers/Notes** Adaptation	**Papers/Notes** Multitouch and Surface Computing	**alt.chi** Human Practices with Technology	**Invited Session** Interactions Panel
	16:30 - 18:00	**Panels** Extreme Usability: Adapting Research Approaches for Agile Development	**Papers/Notes** Activity-Based Prototyping and Software	**Papers/Notes** Multidimensional Visualization	**Papers/Notes** Menu and Command Selection	**Papers/Notes** Mobile Interaction	**Papers/Notes** Domesticity and Design	**SIG** Current Issues in Assessing and Improving Information Usability	**alt.chi** Art, Play and Interaction
Thursday	**8:15 - 9:00**	**CHI MADNESS**							
	9:00 - 10:30	**Panels** Beyond the Hype: Sustainability & HCI	**Papers/Notes** Game Zone	**Papers/Notes** Visualizations	**Papers/Notes** Character Development	**Papers/Notes** Social Presence	**Papers/Notes** Tactile and Haptic User Interfaces	**Student Design Competition**	**Case Studies** Towards Best Practices
	11:30 - 13:00	**Panels** CHI Policy Issues Around the World	**Papers/Notes** Culture and Technology	**Papers/Notes** Fitt's Law Lives	**Papers/Notes** Collaboration and Cooperation	**Papers/Notes** Driving in My Car		**Student Research Competition**	**Management SIG**
	14:30 - 16:00		**Papers/Notes** Pointing and Flicking	**Papers/Notes** End-Users Sharing and Tailoring Software	**Papers/Notes** Picture Perfect	**Papers/Notes** Finding Your Way	**Papers/Notes** Personal Health	**Design Theater** At the Theater	**Case Studies** Usability Case Study
	16:30 - 18:00	**Closing Planary : Bill Buxton – From the Materialistic to the Experiential – A Changing Perspective on Design**							

2008 Conference at a Glance

Course 3 Human-Computer Interaction: Introduction and Overview 302 Bertolucci					18:00 - 19:30 20:00 - 21:30	Sun		
301 Fellini	302 Bertolucci	303 Rossellini	304 Visconti	305 Antonioni			COMMONS	SPECIAL EVENTS
					8:30 - 9:00	Monday	**Opening Reception & Exhibits Grand Opening** 18:30 – 22:00	**Spotlight on Student Competitions, Research Landscapes, & Doctoral Consortium Posters** 18:30-19:30 Poster Area on Ground Floor of Central Pavilion
Usability SIG	**Course 5** Concepts and Tools for Multi-Device User Interfaces: How to Adapt to Devices with Varying Interaction Resources		**Course 6** The Persona Lifecycle: What Personas Are, Why They Work, and How to Create and Use Them	**Course 4** Mobile Interaction Design Practice	11:30 - 13:00			
Invited Session: From Usability to User Experience					14:30 - 16:00			
SIG International User Research in Product Development Cycle	**Course 9** The Psychological Basis for UI Design Rules	**Course 7** Ensuring the Usability of Systems That Adapt to Their Users		**Course 8** Assessing Usability Capability using ISO Standards	16:30 - 18:00			
					8:15 - 9:00	Tuesday	**Exhibits, Interactivity, & Info Booth** 10:30 – 18:00	**Spotlight on Workshops & Work-in-Progress (#1-35) Posters** 10:30-11:30 Poster Area on Ground Floor of Central Pavilion **Job Fair** 18:00-20:00 Commons
SIG End User Software Engineering: CHI'2008 SIG Meeting	**Course 13** Cognitive Factors in Design: Basic Human Memory and Problem Solving	**Course 11** Usability & Product Development: An Introductory Usability Course for Management	**Course 12** Understanding Users in Context: Fieldwork in User-Centered Design	**Course 10** Quantitative Research Methods for Human-Computer Interaction	9:00 - 10:30			
Education SIG					11:30 - 13:00			
Research SIG				**SIG** Design for Intuitive Use: Beyond Usability	14:30 - 16:00			
SIG Tips and Tricks for Avoiding Common Problems in Usability Test Facilitation				**SIG** Culture Calling: Where is CHI?	16:30 - 18:00			
					8:15 - 9:00	Wednesday	**Exhibits, Interactivity, & Info Booth** 10:30 – 18:00	**Spotlight on Work-in-Progress Posters (#36-96)** 10:30-11:30 Poster Area on Ground Floor of Central Pavilion **SIGCHI Member Meeting** 18:10-19:30 107 Botticelli **Hospitality Events** 18:30-20:30 Grand Hotel Florence
SIG All Roads Lead to CHI: Interaction in the Automobile	**Course 17** 3D User Interfaces: From Lab to Living Room	**Course 14** Augmenting Usability with Eye Movement Process Metrics: Hands-On Training	**Course 16** Beyond Anecdotes: Analyzing Qualitative Data from Field Studies	**Course 15** A Practical Approach to Interactive System Design	9:00 - 10:30			
SIG Towards a Consensual Definition of User Experience					11:30 - 13:00			
Engineering SIG					14:30 - 16:00			
Design SIG					16:30 - 18:00			
					8:15 - 9:00	Thursday	**Exhibits, Interactivity, & Info Booth** 10:30 – 14:30	**Spotlight on Work-in-Progress Posters (#97-157)** 10:30-11:30 Poster Area on Ground Floor of Central Pavilion
SIG Vocal Interaction	**Course 21** Keeping the Web in Web 2.0: Designing User Interaction for Web Applications	**Course 19** Giving Children a Voice in the Design of Technology: What's new and old but still works	**Course 20** Key Issues in Planning and Making Sense of International Field Research		9:00 - 10:30			
SIG User Interface History					11:30 - 13:00			
SIG Child Computer Interaction	**Course 26** Usability Testing: Creating Good Test Tasks	**Course 23** HCI History: Trajectories into the Future	**Course 25** Designing for the Scent of Information: Advanced Concepts	**Course 24** Designing Location Based Experiences	14:30 - 16:00			
					16:30 - 18:00			



Welcome to CHI 2008!

CHI is the premier international conference on human-computer interaction (HCI).

CHI 2008 builds on many of the innovations introduced at CHI 2006 in Montréal and 2007 in San Jose. The main conference program again takes place over four days; courses are scheduled in parallel with other program sessions; the conference reception is situated in the exhibit hall; and each day includes a CHI Madness preview. But you'll see a number of new features as well.

In keeping with the theme of "art.science.balance" you'll find considerable variety in program content. There is art and science, design and research, practical motivation and the process that leads to innovative excellence. CHI 2008 is about balance in our rapidly evolving field, the balance between individuals and groups, collocated and remote, stationary and mobile, in both our local and global communities.

Content at CHI can be categorized into:

- Human-Computer Interaction Archive, which includes Papers and Notes.
- Experimental venues, such as the Design Theatre, in which authors present work theatrically, and Design Community Events, set up to facilitate informal meetings and to explore the sights of Florence.
- Contemporary Trends, which cater to the interests of our design, education, engineering, management, research, and usability communities. Highlights within this category include an Interactivity program with hands-on demos, Work-in-Progress and Research Landscape posters, as well as various Panels and invited special sessions.
- Competitions for student research and design.

This year, we received a record number of submissions to most of our venues. For example, Papers and Notes submissions saw a bump of more than 25% from the next highest submission year at CHI, as did many of the other venues.

As a result, the reviewing process was very selective, with numerous people on the committee and in the general community working very hard to find the best content. We are excited to host this amazing program, which we believe represents the creative energy that comes from the theme of diversity and balance.

Florence, as the location for CHI this year is especially fitting. Florence, Italy, is the birthplace of the Renaissance, and home to great artists and scientists. This is the city of Leonardo Da Vinci, who spoke of balance in saying "where the spirit does not work with the hand, there is no art." Get outside to explore the area using the maps and other information we've included here, or that you can obtain from student volunteers or local attendees. Schedule lunches and dinners with old and new friends at area restaurants. Visit the Uffizi and other fabulous local venues.

As always at CHI, there is much to do, much to see, much to learn. Enjoy!

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Commons Inside Back Cover
Florence Outside Back Cover

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Wednesday, April 9th 2008, 6:30-8:30pm
Grand Hotel Florence, Winter Garden Room
Piazza Ognissanti 1

Microsoft

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- Usability Engineers
- Ethnographers
- User Research Leads and Managers

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Be sure to join the Google party at 6:30pm on April 9th at the Grand Hotel Ballroom!

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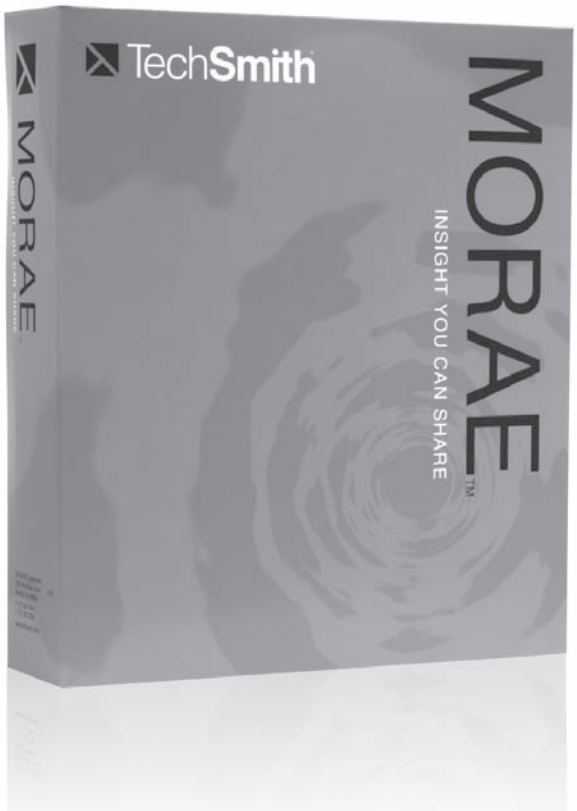

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ACKNOWLEDGEMENTS

CHI conferences exist due to the hard work of thousands of people, especially those who review the numerous contributions we receive. We acknowledge the contributions of the CHI 2008 reviewers and committees that worked with venue chairs to coordinate their respective portions of the program. CHI 2008 appreciates your contribution to the conference and to the field.

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Ryan Aipperspach, *Taoit, Inc.*,
Sama'a Al Hashimi, *University of Bahrain*, Bahrain
Abdullah Al Mahmud, *Technische Universiteit Eindhoven(TU/e)*, Netherlands
Pär-Anders Albinsson, *Swedish Defence Research Agency*, Sweden
Mariano Alcaniz, *LabHuman / I3B / UPV*, Spain
Jason Alexander, *University of Canterbury*, New Zealand
Mir Farooq Ali, *Motorola Labs*, USA
Dzmitry Aliakseyeu, *Eindhoven University of Technology*, The Netherlands
Noor Ali-Hasan, *Microsoft*, USA
Brendan Allison
Christine Alvarado, *Harvey Mudd College*, USA
Chap Ambrose, *A Red & Gray Group*, USA
Brian Amento, *AT&T Labs - Research*, USA
Saleema Amershi, *University of Washington, Microsoft Research*, USA
Morgan Ames, *Stanford University*, USA
Margarita Anastassova, *CREATE-NET*, Italy
Kristina Andersen, *STEIM*, The Netherlands
Richard Anderson, *Riander*, USA
Richard J Anderson, *University of Washington*, USA
Paul André, *University of Southampton*, UK
Adrienne Andrew, *University of Washington*, USA
Gennady Andrienko, *Fraunhofer Institute IAIS*, Germany
patrizia andronico, *Istituto di Informatica e Telematica*, Italy
Judd Antin, *University of California Berkeley*, USA
Alissa Antle, *Simon Fraser University*, Canada
Paul Aoki, *Intel Research*, USA

CONTINUES ON NEXT TAB

■ ACM SIGCHI

CHI 2008 is sponsored by ACM's Special Interest Group on Computer-Human Interaction (ACM SIGCHI). ACM, the Association for Computing Machinery, is an educational and scientific society uniting the world's computing educators, researchers, and professionals to inspire dialogue, share resources, and address the field's challenges. ACM strengthens the profession's collective voice through strong leadership, promotion of the highest standards, and recognition of technical excellence. ACM supports the professional growth of its members by providing opportunities for life-long learning, career development, and professional networking.

ACM offers its more than 87,000 worldwide members cutting-edge technical information through world class journals and magazines, dynamic special interest groups, and globally recognized conferences. Visit www.acm.org for more information about the ACM.

SIGCHI is the premier international society for professionals, academics, and students who are interested in human technology and human-computer interaction (HCI). We provide a forum for the discussion of all aspects of HCI through our conferences, including our flagship CHI conference, publications, web sites, email discussion groups, and other services. We advance education in HCI through courses, workshops, and outreach and we promote informal access to a wide range of individuals and organizations involved in HCI. Members can be involved in HCI-related activities with others in their region through local SIGCHI chapters.

Come to our membership meeting on Wednesday at 18:10 in Room 107 Botticelli on the Central Pavilion Lower Level; or visit www.sigchi.org to learn more about SIGCHI.

Membership Information

Please contact ACM's Member Services Department

Online: www.acm.org

Tel: +1-800-342-6626 (USA/Canada)

+1-212-626-0500 (International)

Fax: +1-212-944-1318

Email: acmhelp@acm.org

Write: Association for Computing Machinery, Inc.
General Post Office
P.O. Box 30777
New York, NY 10087-0777
USA

■ CHI 2008 OVERVIEW

The CHI 2008 technical program showcases presentations of outstanding research in human-computer interaction (HCI), demonstrations of new and innovative technology, discussion of timely and controversial issues, and presentations of the latest developments in HCI design and practice.

PRE-CONFERENCE | SATURDAY & SUNDAY (BY INVITATION ONLY)

Doctoral Consortium

Location: 216 Segre in the Lorenese Pavilion

The Doctoral Consortium provides an opportunity for invited doctoral students to explore their research interests in an interdisciplinary workshop with other students and a group of experienced researchers. Posters displaying the Doctoral Consortium participants' work will be on display in the Poster Area on the Ground Floor of the Central Pavilion. Brief descriptions of each poster can also be found in the *CHI 2008 Extended Abstracts.*

Doctoral Consortium Faculty:

Joseph Konstan, *University of Minnesota*, USA (Co-Chair)
Alistair Sutcliffe, *University of Manchester*, UK (Co-Chair)
Andy Cockburn, *University of Canterbury*, New Zealand
Kristina Höök, *SICS/KTH*, Sweden
Elizabeth Mynatt, *Georgia Tech*, USA
Judy Olson, *University of Michigan*, USA

Workshops

Workshops provide a valuable opportunity for small communities of people with diverse perspective to engage in rich one- and two-day discussions about a topic of common interest. Workshop participants are pre-selected based on submitted position papers, and results will be summarized and displayed as posters in the Poster Area on the Ground Floor of the Central Pavilion.

TECHNICAL PROGRAM | MONDAY — THURSDAY

The CHI technical program includes presentations in multiple formats.

Choosing and Attending Sessions

With so many exciting opportunities happening at once, how do you choose? CHI 2008 has put some resources in place to help you make the most of your conference experience:

1. The *CHI 2008 Conference Proceedings and Extended Abstracts* contain information about each presentation. Additional copies of the proceedings, in both print and digital format, are available for sale at the Registration Desk.
2. Conference volunteers are also available to answer any questions you may have.
3. To help you decide how to spend your time during the day, each morning we present CHI Madness, a fast-paced overview of many of the presentations of the day.

If you plan to leave during the middle of a session, please be considerate of the speakers and others around you by taking a seat near an exit. Similarly, if you plan to stay for the entire session, please move up to the front and center of the room. Presenters and other attendees will appreciate this.

CHI Madness (30 sec presentations)

At the beginning of each day, presenters give a fast-paced overview of the day's program.

Human-Computer Interaction Archive

Archival papers and notes document work that makes a lasting and significant contribution to our knowledge and understanding of human-computer interaction.

CHI Papers (30 min presentations)

CHI Papers present significant contributions to research, development, and practice in all areas of the field of human-computer interaction. All accepted papers were rigorously reviewed. Papers in the *CHI Proceedings* are read and cited worldwide and have a wide impact on the development of HCI principles, theories, techniques, and practical application.

CHI Notes (15 min presentations)

Introduced in 2006, CHI Notes is modeled on the successful UIST TechNotes and CSCW Notes categories. CHI Notes are briefer and more focused than CHI Papers, but follow the same strenuous review process. The goal of CHI Notes is to increase diversity of the fully-reviewed technical program by encouraging submissions that might not fit well within the traditional CHI Papers program.

Contemporary Trends

Contemporary Trends provoke, intrigue, and inspire the CHI audience. These submissions record the history of HCI practice.

Courses (one to four 90 min units)

The goal of Courses is to provide professional development opportunities to existing or prospective HCI community members. Courses are strictly limited and pre-registration is required; the Course notes you receive at registration will serve as your entry ticket. You may register for courses that have not yet been filled at the registration desk in the Concourse.

Case Studies (15-30 min presentations)

Case Studies provide researchers and practitioners a venue to present empirical inquiries that investigate particular phenomena within real-world context. Case Studies are discussions of the practice of HCI based on real world experience, described and generalized in a way to be of interest to and instructive to other members of the community.

Panels (90 min sessions)

Panels allow audience members to understand and interact with different perspectives on an emerging or controversial topic. These sessions stimulate thought and discussion about contemporary trends of interest to the community. Panels are varied in their structure and mechanisms for interaction but all provide considerable time and attention for collecting and responding to audience concerns.

Special Interest Groups, or SIGs (90 min sessions)

Special Interest Groups (SIGs) enable conference attendees who share similar interest to meet for 90 minutes of facilitated discussion.

alt.chi (15-30 min presentations)

alt.chi opens the conference up for unusual, challenging and thought-provoking work that might not otherwise be seen. alt.chi is a place to experiment with how CHI submissions are presented, submitted, reviewed and selected. These sessions allow the controversial, hard to publish, and/or alternative perspectives on HCI to express themselves in a format that encourages lively audience participation.

Design Theatre (30 min theatrical performances)

A new venue this year, Design Theatre has presenters making their point not via research nor by specific project work, but rather with the medium of a short theatrical piece. Come watch them create not only their thesis but the user experience that will make the point come alive for the audience.

Demos and Posters (Located in the Poster Area on Ground Floor of Central Pavilion)

Interactivity (hands-on demonstrations and 15 min presentations)

Experience human-computer interaction for yourself at the Interactivity displays in the Exhibit Hall. These presentations are hands-on demonstrations that push the boundaries of tangible, multimodal, collaborative, and multimedia interfaces. They will be available during the Exhibits Grand Opening at the conference reception on Monday night, and throughout the rest of the week. Interactivity participants will also describe their research in scheduled conference sessions on Monday.

Work-in-Progress (posters)

The Work-in-Progress posters offer a great venue to show exciting new work that is in an early stage and can benefit from discussion with colleagues. We encourage practitioners and researchers to visit the work-in-progress posters to see new work, provide feedback and engage in discussions and collaborations.

Research Landscapes (posters)

Research Landscapes is new to CHI 2008 and offers posters presenting organization and laboratory overviews as well as progress through larger researcher projects that will increase visibility and foster discussion.

Competitions

Student Design Competition (posters and 20 min presentations)

This year's Student Design Competition (SDC) problem was to design an object, interface, system, or service intended to support homelessness – i.e. the state of living without a house. All CHI 2008 Student Design Competition entries will be displayed as posters in the Poster Area on the Ground Floor of the Central Pavilion. SDC judges will select four finalists to present their work in a special SDC session. See if you can guess the winners, who will be announced at the end of the Closing Plenary on Thursday!

Student Research Competition (posters and 20 min presentations)

The Student Research Competition, in its second year now, provides a forum for undergraduates and graduate students to share their research results, exchange ideas, and improve their communication skills, while competing for prizes. The CHI competition is a branch of a broader ACM Student Research Competition sponsored by Microsoft Research. Student Research Competition entries will be displayed as posters in the Poster Area on the Ground Floor of the Central Pavilion and finalists will present their work in a conference session. Winners will be announced at the Closing Plenary on Thursday.

Special Sessions and Invited Content

SIGCHI Award Talks (90 min presentations)

CHI 2008 will feature many invited sessions. For example, the opening plenary by Irene McAra McWilliam promises to be informative and engaging. There will also be talks by individuals receiving major SIGCHI awards, including Vicki Hanson who is receiving the SIGCHI Social Impact Award and the closing plenary by Bill Buxton, who is receiving the SIGCHI Lifetime Achievement Award. These individuals are being honored for their cumulative contributions to our community and we encourage you to attend their talks to learn about their work and perspectives. Other invited sessions include a session honoring the life and accomplishments of Randy Pausch, one of our SIGCHI Academy inductees; *Late Fragment*, an interactive feature film, as well as numerous special panels and talks.

SPECIAL EVENTS

Conference Reception & Exhibits Grand Opening

Location: The Commons (Central Pavilion, Ground Floor)
Time: Monday, 18:30-22:00

To celebrate the CHI 2008 theme of "art.science.balance," we cordially invite you to join us for a fantastic Tuscan reception featuring flavors of the region. Local specialties include Italian meats, fresh vegetables and fruits, delicious disserts and assorted cheeses. A wide selection of Italian wines will also be included.

During the reception you will also have a chance to visit our exhibitors and Interactivity authors, as well as to view the Student Design and Research Competition posters, Doctoral Consortium posters, and posters reporting the workshops held over the preceding weekend. Admission to the opening reception is included with Conference registration; additional tickets may be purchased for $65 each at the Registration Desk. Tickets will not be available at the door.

Job Fair

Location: The Commons (Central Pavilion, Ground Floor)
Time: Tuesday, 18:00-20:00

CHI 2008 is featuring a Job Fair on Tuesday evening. Recruiters and job candidates are invited to take advantage of this key event. Visit the Recruiting Boards and designated exhibit booths throughout the conference to find out more about available positions. Light refreshments will be served.

CHI Hero Recruiter:

Microsoft (exhibiting)

CHI Champion Recruiters:

Autodesk (exhibiting)
Google (exhibiting)
Oracle (exhibiting)
SAP (exhibiting)

Other Recruiters:

Alucid (exhibiting)
Dell Computer (see recruiting board)
Philips Applied Technologies (see recruiting board)
salesforce.com (see recruiting board)
UXalliance (exhibiting)

ACM SIGCHI Member Meeting

Location: 107 Botticelli
Time: Wednesday, 18:10 -19:30

SIGCHI officers will present ongoing programs and activities, followed by an audience Q&A session. Participants interested in shaping SIGCHI's future are encouraged to attend.

Hospitality Events

Time: Wednesday, 18:30-20:30

CHI Hero:

Microsoft
The Winter Garden
Grand Hotel Florence
Piazza Ognissanti 1
(on the Arno River near the Ponte Vecchio)

CHI Champions:

Google
The Ballroom
Grand Hotel Florence
Piazza Ognissanti 1
(on the Arno River near the Ponte Vecchio)

Oracle
Inquire at Oracle exhibitor booth for details

■ VENUE INFORMATION

INTERNET ACCESS

Wireless high-speed internet access for your laptop is being provided in the Central Pavilion meeting rooms at the Fortezza da Basso Congress Center by CHI 2008. You may also visit the Internet Café on the Ground Floor to jump online and informally chat with colleagues in a relaxed environment.

Wireless internet (802.11b) access is available throughout the convention center. Your user name and password are printed on your badge. Bandwidth is limited, so please be considerate of your colleagues and avoid downloading any large files or viewing large streaming videos. Hard wire connections and computers are not provided. If your laptop does not have wireless capability, you will need to access the internet through your hotel guest room.

REGISTRATION

Location: Central Pavilion, Ground Floor

The CHI 2008 Registration area is located on the main level of the Fortezza da Basso Central Pavilion. Pre-registered participants must pick up their badges and conference materials in this area. On-site registration for the conference and courses (subject to space availability) is located here as well.

Registration Hours:

Sunday	9:00 – 17:30
Monday	8:00 – 21:30
Tuesday	8:00 – 17:30
Wednesday	8:00 – 17:30
Thursday	8:00 – 16:30

THE COMMONS

Location: Central Pavilion, Ground Floor

The Commons is a large central area that is the site for all main conference breaks, exhibits, posters, and other interactive activities. Networking areas make The Commons the perfect place to meet with old or new friends, enjoy a refreshing beverage during a coffee break, or just relax between sessions.

Commons Hours:

Monday	18:30 – 22:00 (opening reception)
Tuesday	10:30 – 18:30
Wednesday	10:30 – 18:30
Thursday	10:30 – 14:30

COFFEE BREAKS

Regularly scheduled morning and afternoon coffee breaks are complimentary for all registered CHI 2008 delegates. The coffee break schedule is as follows:

Monday
10:30 – 11:30: Central Pavilion Ground Floor, near Internet Café
16:00 – 16:30: Central Pavilion Ground Floor, near Internet Café

Tuesday
10:30 – 11:30: The Commons
16:00 – 16:30: The Commons

Wednesday
10:30 – 11:30: The Commons
16:00 – 16:30: The Commons

Thursday
10:30 – 11:30: The Commons
16:00 – 16:30: Central Pavilion Ground Floor, near Internet Café

CHI MERCHANDISE DESK

Location: Central Pavilion, Ground Floor

Conference t-shirts, water bottles, print proceedings, and DVDs will be available at the CHI 2008 Registration Desk during registration hours. Cash will not be accepted. Attendees must take these items with them at the time of purchase, as CHI 2008 will not be responsible for shipping these items.

CHI INFORMATION BOOTH

Location: The Commons (Central Pavilion, Ground Floor)

The info booth is staffed by local CHI Members and Student Volunteers who can answer your CHI 2008 questions and assist with recruiting and special needs.

CHI Information Booth Hours:

Monday:	18:30 – 22:00
Tuesday:	8:00 – 17:30
Wednesday:	8:00 – 17:30
Thursday:	8:00 – 16:30

STUDENT VOLUNTEERS

Student Volunteers are a great source of information about the conference. They help give the conference a friendly, helpful face and work hard to assist during the whole conference. Many are working on their Masters or Ph.D.s and some are looking for job or internship opportunities. Please be courteous to them and feel free to ask them questions. You can identify Student Volunteers by their green t-shirts.

SPECIAL NEEDS

Any special requirements you may need should be relayed to the CHI Information Booth at the earliest time possible. All CHI 2008 meeting space at the Fortezza da Basso has elevators, restrooms, concessions and telephones designed to accommodate the needs of those with physical and non-physical impairments. Meeting rooms may be equipped with services for the hearing impaired upon request, dependant upon the center's inventory.

RECRUITING BOARDS

Location: The Commons (Central Pavilion, Ground Floor)

Please check the recruiting boards in the Commons for information about career opportunities with exhibiting companies. For a list of this year's recruiters refer to page 8.

SPEAKER READY ROOM

Location: Central Pavilion, Lower Floor

The Speaker Ready Room serves as a central check-in point for speakers and session chairs. Conference speakers may reserve an LCD projector in this room to help them prepare materials and rehearse for their presentations. Appointments will be taken on a first-come, first-served basis, and should be made with the student volunteer in the Speaker Ready Room. Please sign up early – only one LCD is available for speaker preparation.

Speaker ready room hours are:

Sunday	13:00 – 18:00
Monday	7:30 – 18:00
Tuesday	7:30 – 18:00
Wednesday	7:30 – 18:00
Thursday	7:30 – 14:30

PRESS OFFICE

Location: Central Pavilion, Ground Floor

CHI 2008 welcomes members of the media. Please stop by the Press Office to get information on scheduled Media Events this week, and to learn more about CHI 2008, SIGCHI, and future CHI conferences. CHI 2008 media coordinators will be happy to schedule interviews with select authors at the conference. The Media Office will be open the same hours as Conference Registration.

■ CHI 2008 POLICIES

CELL PHONE COURTESY

Please be considerate in your cell phone use. CHI 2008 requests that all cellular phones, pagers and other equipment with audible alarms be turned off in all sessions as a courtesy to the presenters and to the other attendees.

NAME BADGES

Your CHI 2008 name badge serves as your admission pass to conference sessions and events. Please wear your name badge at all times while inside the Fortezza da Basso complex. Conference management reserves the right to deny admission to any persons not wearing a CHI 2008 name badge.

BLOGGING & PHOTOSHARING

CHI encourages conference participants to blog CHI while at the event. Please add the category or keyword "CHI 2008" to your blog entries so that others may easily find them. We also encourage photosharing by services such as Flickr. Again, please add the tag "CHI 2008" to your photos.

ACCOMPANYING PERSONS

CHI 2008 welcomes accompanying persons including children at the conference. Partners, spouses, and significant others may purchase a "partner's pass" to gain access to all public social functions, the exhibits, interactivity, and breaks in the commons. Infants are welcome in sessions and at social activities provided they are not a distraction to the other attendees. Children between the ages of 1 and 18 may attend sessions and social activities by purchasing a "partner's pass," again providing they are not a distraction to the other attendees.

Additional tickets for the conference reception may be purchased at the CHI Registration Desk for $65. Reception tickets will not be sold on the evening of the event. Each reception ticket includes admission to the reception, dinner, and beverages.

ATTIRE

Attire for CHI 2008 is casual.

RECORDING PROHIBITED

The use of any type of audio or video recording device is not permitted during any part of the conference. The use of still cameras is permissible. However, reprinting photographs in print or electronic publications is prohibited without the written permission of the people photographed.

SMOKING POLICY

CHI conferences are smoke-free and the Fortezza da Basso Congress Center is a non-smoking facility. Smoking is only permitted outside of the facility in the designated areas.

ELECTRICAL POWER

It is ACM SIGCHI policy to use the local power source. Electrical outlets in Italy are 240 volts. If you are traveling from the US or elsewhere, you will need an adapter to use your small appliances, if they are designed for a different standard. CHI 2008 does not provide power converters, extension cords, power strips or other electric accessories.

SERVICES

ATMs

The Fortezza da Basso Congress Center has an ATM located on the Ground Level of the Central Pavilion, directly behind the CHI 2008 registration desk.

SNACK BARS & DINING OPTIONS

There are two snack bars located on the Ground Level of the Central Pavilion, where you can purchase coffee and other beverages as well as snacks and sandwiches. Snack bars will be open at hours convenient for CHI 2008 attendees.

You may also purchase lunch at the Arsenale restaurant, located inside the Arsenale Pavilion on the Fortezza da Basso grounds. The restaurant will be open for lunch during the CHI lunch break daily.

While Florence has hundreds of excellent restaurants, attendees who want a quick bite may wish to visit the Santa Maria Novella train station – the main transportation hub for the city, located adjacent to the Fortezza da Basso. The station offers a number of convenient eateries and other services in the lower level mall area.

FIRST AID / EMERGENCIES

Your safety is our primary concern. In case of an emergency, please contact the registration desk or the Conference Office, located in the Loreneze Building, upper level, immediately for assistance.

LOST & FOUND

Please turn all lost and found items in to the Registration Desk. CHI 2008 management will then turn lost and found items over to building security at the conclusion of the conference.

BUSINESS & OTHER SERVICES

Business centers are located in many CHI 2008 hotels. Please see hotel staff for hours, rates, and additional information.

The Santa Maria Novella train station, located adjacent to the Fortezza da Basso, offers a variety of shops and services including quick-bite restaurants, newsstands, pharmacies, tobacconists, and other services. Please consult the map of Florence located on the back cover of your program for directions.

DROP-IN CHILD CARE

We have located two child care centers that offer drop-in care services (called "baby parking" in Italy). Contact information and other details are below. If you contact them, please mention that you were referred by OIC (Ms. Martina Fonicello) to get the special CHI 2008 rates.

IL CUBO MAGICO
Hours: 15:30 to 19:30
They accept children aged 1.5 - 5 years old.

Contact:
IL CUBO MAGICO S.R.L. - Baby Parking
Via del Madonnone, 19 int - 50136 Firenze
Ph. +39 055 67 13 77 - Fax +39 055 62 35 371
E-mail: info@cubomagico.it

LA VISPA TERESA
Hours: 7:30 to 17:30 daily & 7:30 to 19:00 on Monday, Thursday and Friday.
They accept children aged up to 3 years old.

Contact:
LA VISPA TERESA
Via Delle Campora , 66/A - 50125 Firenze
Ph/fax: +39 055 2321209
E-mail: ciagnani@libero.it

NANNY REFERRALS

Florence is an exciting destination, and we know that many CHI 2008 participants will be bringing their families with them. In response to requests to offer a childcare program, there are a number of conference hotels that offer private, in-room nanny service. For more details on the nanny services please refer to the conference website: www.chi2008.org/attending.html.

Please note that CHI 2008 is not able to recommend these providers based on experience; this list is simply provided as a convenience to parents who may wish to make arrangements for childcare services while in Florence. CHI 2008 makes no claims regarding the services listed here. Parents are urged to address any questions or concerns directly with the individual service.

■ FLORENCE, ITALY

The city's inventiveness, initiative, and originality have always been a source of attraction for international conference tourism. In Florence, magic also happens when the conference delegates finish their working day. Outside, the city is a marvelous open-air museum where there is always something new and different to be discovered in any season. The historical district, near the conference site, is a lively stage with a backdrop of stately Renaissance palaces and churches and picturesque piazzas.

Old cafés, where many celebrities of Italian and foreign culture have sipped coffee, still welcome their guests with grace and elegance as reflected even in their period furniture and exquisite pastries. Flourishing artisan "bottegas" in the old district still use traditional techniques to make silver, leather and ceramics of great artistry, while the large San Lorenzo outdoor market offers an extraordinary array of typical products.

In the Santa Croce district, with its lovely piazza, scene of the historical Ciompi uprising, a small but enticing flea market is the place to discover many unusual second-hand and antique objects. Musical and theatrical events fill the Florentine evenings and nights. Besides the seasonal repertory company the city boasts many traditionally important festivals such as the Maggio Musicale Fiorentino and the Estate Fiesolana which is staged in the beautiful Roman Theater in Fiesole.

Please visit the Florence Tourist Bureau desk located near registration for more information on things to do while in Florence.

CITY TRANSPORTATION

A compact city, Florence is easily navigated by foot - the best method to explore the city's narrow cobblestone streets and alleys filled with colorful shops. A simple stroll around the Congress Center will keep visitors entertained for hours.

Florence is also connected to the rest of Europe by rail. The main hub of the rail network is the Santa Maria Novella train station, located adjacent to the Fortezza da Basso on Via Valfonda. For information on ticketing and schedules, stop in at the Santa Maria Novella station or visit: www.trenitaliaplus.com.

LIFETIME ACHIEVEMENT AWARD

Bill Buxton

Bill Buxton is a principal researcher at Microsoft. That's the simple, formal description. The real description somewhat defies the imagination: Musician, mountain climber, skier, equestrian, inventor, artist, inventor, designer of museum exhibits, advisor to the premier of Ontario and the Canadian Film Centre, company executive, and university professor. Note too that he just doesn't do these events, he does all of them at a professional, world-class level.

Buxton's influence has been enormous. His contributions to the field of human-computer interaction start with music: coupling sound, music, and computers through tools, instruments, and even score editors. (His undergraduate degree is in Music and even his Computer Science thesis was on the development of a tool for music composition.) Musicians use the entire body in performance, an observation Bill has repeatedly used to advantage in moving from simple, one handed mouse interactions to a rich, full-body experience – whether through a drum machine or multiple touch, multiple hand displays. Thus, he has been working on multi-touch systems for almost 25 years, helping establish the foundations for today's recent "discovery" of the technology. His knowledge of and love for the arts has driven his insistence on making, doing, and sketching as fundamental design tools.

Bill put his talents to practice when serving as Chief Scientist for Alias I Wavefront where he helped develop a powerful drawing program, still heavily used, even as the company got swallowed by Silicon Graphics (where Bill also served as Chief Scientist), and is today sold by Autodesk. His publications include contributions to music and the arts, articles on exploration and mountaineering, and "eventing," an equestrian event combining dressage, cross-country jumping, and show jumping. His recent book, "Sketching User Experiences," should be required reading for everyone in the field of design and HCI. Michael Schrage called it the best innovation book of 2007. Business Week simply stated "It's a book written primarily for designers, but one that could and should be read by any engineers and executives who share Buxton's desire for better and more successful products." Bill Buxton is clearly a life-time achiever in Human-Computer Interaction: may he have several lifetimes.

CHI ACADEMY

Gregory Abowd

Gregory Abowd is the Distinguished Professor of Interactive Computing at Georgia Tech where he directs the Ubiquitous Computing Research Group and is well known for his work on the Aware Home Research Initiative. His Ph D was obtained at the Programming Research Group at the University of Oxford in the UK. He has also worked at the University of York (UK) and CMU. His mathematical background is evident in the rigorous analysis that is the basis of his many research papers and his work has led the way in demonstrating how ubicomp can solve real problems in our everyday lives.

Paul Dourish

Paul Dourish is a Professor of Informatics at the University of California, Irvine, with courtesy appointments in Computer Science and Anthropology. Throughout his career, he has worked at the intersection of Computer Science and social science, with a focus on the domains of computer-supported cooperative work and ubiquitous computing. From social science, he draws not only empirical and methodological considerations but also theoretical and conceptual frameworks that illuminate the role of technology in social and cultural production. His recent work has focused in particular on problems of location and of privacy, considering how people achieve concerned social action with, around, and through mobile technologies and digital media.

Wendy Kellogg

Wendy A. Kellogg is one of the founders of the field of social computing, forming the first research group focusing on Social Computing in 1998: the Social Computing Group at IBM's T. J. Watson Research Center. Topics addressed by the group have included social translucence (a conceptual framework pioneered by Erickson and Kellogg), computer-mediated communication, social proxies, the design of social software, knowledge management, awareness systems, enhanced audio conferencing, collaboration and human productivity in high performance computing, social and task visualizations, and most recently, serious games, virtual worlds for business use, and "Enterprise 2.0." Kellogg's work in human-computer interaction (HCI) over more than two decades has spanned areas including theory, evaluation methods, design, and development. She holds a Ph.D. in Cognitive Psychology from the University of Oregon. She is author and editor of publications in the fields of HCI and CSCW, and currently serves on the editorial board of ACM's Transactions on Computer-Human Interaction. Wendy chaired CHI 2005 Technical Papers, DIS 2000's Technical Program, and was General Co-Chair of CSCW 2000, and CHI'94. She was named ACM Fellow in 2002 for contributions to social computing and human-computer interaction and service to ACM.

Randy Pausch

Randy Pausch is a Professor of Computer Science, Human-Computer Interaction, and Design at Carnegie Mellon University where he co-founded the Entertainment Technology Center. A pioneer in the application of virtual reality, he began his career inspiring researchers with his work building "Virtual Reality on Five Dollars a Day." His research continued through the development of a range of innovative 3D interaction techniques, and expanded boundaries by bringing HCI methods to the worlds of theme park attractions, games, and other entertainment applications. Winner of the ACM Karl V. Karlstrom Outstanding Educator Award as well as the ACM SIGCSE Award for Outstanding Contributions to Computer Science Education, he has passionately applied his expertise in interactive technologies to support teaching of programming and computer science concepts. For example, his SUIT system in the early 1990s made building of interactive systems accessible to college freshman, and later his Alice programming environment has inspired and taught middle school, high school, and college students around the world. Over his years of work, Randy Pausch has been an inspirational force both within, but also outside, of our community. His work and life has inspired many to be more ambitious, more collaborative, more inclusive, and to be more joyful.

Mary Beth Rosson

Mary Beth Rosson is Professor of Information Sciences and Technology at The Pennsylvania State University. She received a PhD in experimental psychology in 1982 from the University of Texas. Prior to joining the new School of Information Sciences and Technology at Penn State in 2003, she was a professor of computer science at Virginia Tech for 10 years and a research staff member and manager at IBM's T. J. Watson Research Center for 11 years. In her pioneering work on object oriented programming, she spent many years developing and evaluating tools and training for professional programmers. One of her abiding interests has been the interplay between the concerns of human-computer interaction and software engineering. Recently she has been studying the tools and practices of end-user developers in educational and general business contexts. With Jack Carroll, she developed a design method that is based on scenarios of use and the claims about expected behavior a design embodies. This work has culminated in a book on the method. Also with Jack Carroll, she helped develop and study the Blacksburg Electronic Village online community center, a seminal contribution to our understanding of the dynamics of participation in online communities. She has been a leader in OOPSLA and CHI, both conferences for which she served as Chair.

Steve Whittaker

Steve Whittaker is Chair in Information Studies and Head of the Information Retrieval Group at Sheffield University. His research combines empirical analysis of human behaviour, with the design, implementation, and evaluation of novel CMC and HCI tools. His current research focuses on Computer Mediated Memory (CMM), the design and analysis of tools for organizing and accessing both personal and shared digital archives of meetings, pictures and digital notes. In previous work, he made novel contributions in three areas: empirical studies of the role of vision in communication and tools to support distributed real time interaction; the development of novel email and IM clients based on studies of common CMC technologies and their limitations; and cognitively motivated models of audio browsing and interactive interfaces to support access of audio data. Previously he led research groups at HP, Lotus/IBM and AT&T Bell Labs. He has authored over 100 refereed journal or conference papers, and is holder of 11 US and EU patents.

■ SOCIAL IMPACT AWARD

Vicki Hanson

Dr. Hanson has been involved in working with people with disabilities for 30 years. With this award, SIGCHI celebrates Dr. Hanson's work and its impact over nearly 30 years involving persons with disabilities. From 1978 to 1986, she conducted research in the areas of American Sign Language (ASL) and reading, first as a Postdoctoral Fellow in the Laboratory of Language and Cognition at the Salk Institute and then as a Research Associate in the Reading Research Group at Haskins Laboratories. She joined the IBM Research Division in 1986 and currently manages the Accessibility Research group at IBM's T. J. Watson Research Center. Holding a doctorate in Cognitive Psychology, her primary research areas consist of computer usability, aging, web accessibility, and learning and cognitive disabilities. Through an Award from the Leverhulme Trust to the University of Dundee, she is serving as a Visiting Professor at the university during 2007 – 08, focusing her research on approaches to improving computer technology to make it more useful and usable for older adults.

Dr. Hanson is Chair of ACM's Special Interest Group on Accessibility (SIGACCES) and has chaired their ASSETS'02 conference on Assistive Technologies. She has received multiple awards from IBM for Outstanding Technical Achievement in the areas of education and accessibility and in 1992 was an award winner in the Johns Hopkins National Search for Computing to Assist Persons with Disabilities. She serves on Advisory Boards for universities and non-profit organizations in disability areas (AccessComputing Alliance, CAST, and the University of Colorado RERC for Advancement of Cognitive Technologies), and on government review panels in the U.S. and U.K. She is the founder and co-Editor-in-Chief of *ACM Transactions on Accessible Computing*, Associate Editor for Accessibility of *ACM Transactions on the Web* and has served as guest editor for several Special Issues on accessibility topics for journals. She was named ACM Fellow in 2004 for her contributions to computing technologies for people with disabilities.

LIFETIME SERVICE AWARD

John Karat

Dr. John Karat is a research staff member at IBM's TJ Watson Research Center. With this award we recognize Dr. Karat's contribution to SIGCHI and the ACM over many years. He has been a member of the SIGCHI Extended Executive Committee since 1994 and currently serves as the IFIP liaison. From 1995 to 1998, he was a member of the Board of Directors for the ACM and IEEE/CS FOCUS organization (Federation on Computing in the United States) established to represent the US in the International Federation for Information Processing (IFIP). John was the US representative to the IFIP Technical Committee on Human-Computer Interaction (TC13) from 1991 to 1998, the ACM representative to this organization since 1998, and Chair of TC13 from 2001 to 2004. In this period he helped organize the first international HCI conferences in China (2002), India (2004), and Brazil (2007). He contributed to the expansion of the HCI field to bring design into a more prominent role. John helped establish the successful ACM conference Designing Interactive Systems (DIS) beginning in 1995 and chaired the conference in 2000.

Marian Williams

Dr. Marian Williams attended her first CHI conference as a graduate student and became a committed member of the field and the SIGCHI organization on the spot. Dr. Williams was broadly involved in building HCI's educational base including leading CHI's tutorial program; organizing conference panels, workshops, and SIG sessions on HCI education; and chairing the CHI Doctoral Consortium. She also helped establish HCI as a vibrant area of research and study at the University of Massachusetts at Lowell by directing the UMass Lowell HCI Research Group and sponsoring LowellCHI, the first student chapter of SIGCHI in the US. Her research interests include participatory design and empirical studies of visual programmers. Dr. Williams served as Vice Chair and Chair of the Greater Boston chapter of SIGCHI; then as SIGCHI's Vice Chair for Operations and Executive Vice Chair; and later as a liaison between SIGCHI's research community and its conference planning and operations -- a position for which she was uniquely qualified thanks to both her good nature and the respect she had earned from the full SIGCHI community. She also served as General and Technical Program Co-Chair for the CHI conference in 1999. Marian "retired" early, with Emeritus status, and is now an ordained minister in the United Church of Christ and pastor of the North Congregational Church in Woburn, MA, US.

PAST HONOREES

SIGCHI Lifetime Achievement Award

2007 James D. Foley
2006 Gary M. Olson, Judith S. Olson
2005 Tom Landauer
2004 Thomas P. Moran
2003 John M. Carroll
2002 Donald A. Norman
2001 Ben Shneiderman
2000 Stuart K. Card
1998 Douglas Engelbart

CHI Academy Members

Class of 2007 Joëlle Coutaz, Karen Holtzblatt, Gerhard Fischer, Robert J. K. Jacob, Jun Rekimoto, Chris Schmandt

Class of 2006 Scott Hudson, Hiroshi Ishii, Michel Beaudouin-Lafon, Jakob Nielsen, Peter Pirolli, George Robertson

Class of 2005 Ron Baecker, Susan Dumais, John Gould, Saul Greenberg, Bonnie E. John, Andrew Monk

Class of 2004 George Furnas, Jonathon Grudin, William Newman, Brad Meyers, Dan R. Olsen Jr., Brian Shackel, Terry Winograd

Class of 2003 Thomas Green, James D. Hollan, Robert E. Kraut, Gary M. Olson, Peter G. Polson

Class of 2002 William A. S. Buxton, John M. Carroll, Douglas C. Engelbart, Sara Kiesler, Thomas K. Landauer, Lucy A. Suchman

Class of 2001 Stuart K. Card, James D. Foley, Morten Kyng, Thomas P. Moran, Judith S. Olson, Ben Shneiderman

SIGCHI Social Impact Award

2007 Gregory Abowd, Gary Marsden
2006 Ted Henter
2005 Gregg Vanderheiden

SIGCHI Lifetime Service Award

2007 Richard I. Anderson
2006 Susan M. Dray
2005 Sara Bly, John 'Scooter' Morris, Don Patterson, Gary Perlman, Marilyn Mantei Tremaine
2004 Robin Jeffries, Gene Lynch
2003 Lorraine Borman
2002 Dan R. Olsen Jr.
2001 Austin Henderson

■ BEST OF CHI AWARDS

The SIGCHI "Best of CHI" awards honor exceptional submissions to SIGCHI sponsored conferences. The CHI Papers and Notes committees nominate up to 5% of their submissions as Award Nominees. Separate awards committees then choose no more than 1% of the total submissions to receive a "Best" designation. Congratulations to award winners and nominees for their outstanding contributions to CHI 2008 and to our field.

SIGCHI BEST OF CHI 2008 COMMITTEE:

Andrew Monk, *University of York*, UK (chair, Best Papers)
Giulio Jacucci, *Helsinki Institute for Information Technology*, Finland
Alison Lee, *Independent*, USA
Albrecht Schmidt, *University of Duisburg-Essen*, Germany (chair, Best Notes)

CHI 2008 BEST PAPERS, AWARDED BY SIGCHI

An Error Model for Pointing Based on Fitts' Law (page 78)
Jacob O. Wobbrock, *University of Washington*, USA
Edward Cutrell, *Microsoft Research*, USA
Susumu Harada, *University of Washington*, USA
I. Scott MacKenzie, *York University*, Canada

Designs on Dignity: Perceptions of Technology Among the Homeless (page 44)
Christopher A. Le Dantec, W. Keith Edwards, *Georgia Institute of Technology*, USA

Improving the Performance of Motor-Impaired Users with Automatically-Generated, Ability-Based Interfaces (page 65)
Krzysztof Z. Gajos, Jacob O. Wobbrock, Daniel S. Weld, *University of Washington*, USA

In-Car GPS Navigation: Engagement witn and Disengagement from the Environment (page 79)
Gilly Leshed, Theresa Velden, Oya Rieger, Blazej Kot, Phoebe Sengers, *Cornell University*, USA

Large Scale Analysis of Web Revisitation Patterns (page 64)
Eytan Adar, *University of Washington*, USA
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Multimodal collaborative handwriting training for visually-impaired people (page 38)
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Zvi Eisikovits, Dina Goren-bar, *University of Haifa*, Israel
Daniel Tomasini, *FBK-irst*, Italy
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Anna Ståhl, *SICS (Swedish Institute of Computer Science)*, Sweden
Petra Sundström, *Stockholms Universitet* and *SICS (Swedish Institute of Computer Science)*, Sweden
Jarmo Laaksolaahti, *SICS (Swedish Institute of Computer Science)*, Sweden

Introducing Item Response Theory for Measuring Usability Inspection Processes (page 56)
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It's Mine, Don't Touch!: Interactions at a Large Multi-Touch Display in a City Centre (page 65)
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Rubbing and Tapping for Precise and Rapid Selection on Touch-Screen Displays (page 30)
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Steven Feiner, *Columbia University*, USA
Sanna Heyman, *Royal Institute of Technology (KTH)*, Sweden

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Géry Casiez, *LIFL*, *INRIA* and *University of Lille*, France
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Usability Evaluation Considered Harmful (Some of the Time) (page 25)
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Using Information Scent to Model the Dynamic Foraging Behavior of Programmers in Maintenance Tasks (page 67)
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CHI 2008 BEST NOTES, AWARDED BY SIGCHI

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Thorsten Karrer, Malte Weiss, *RWTH Aachen University*, Germany
Eric Lee, *Apple Inc.*, USA
Jan Borchers, *RWTH Aachen University*, Germany

From meiwaku to tokushita! Lessons for digital money design from Japan (page 21)
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Participant and Interviewer Attitudes toward Handheld Computers in the Context of HIV/AIDS Programs in Sub-Saharan Africa (page 48)
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Francisco Ernesto, *Angolan Armed Forces*, Angola
Khai N. Truong, *University of Toronto*, Canada

■ COURSE 01 | ROOM: 305 ANTONIONI

MOBILE INTERACTION DESIGN PRINCIPLES

18:00-21:30

INSTRUCTORS:
Matt Jones, *FIT Lab, CS Dept, Swansea University*
Gary Marsden, *University of Cape Town*

Audience & Benefits:
For developers and designers: The course will give challenging, fresh perspectives on the goals of and approaches to mobile interaction design.

For industrial and academic researchers: The course will provide provoking questions about the form and function of effective mobile user experiences.

For students: People engaged in graduate studies in the mobile area will benefit from seeing the "bigger picture". The design methods and perspectives presented will provide useful tools for anyone involved in developing concept and prototype systems.

For mobile business and marketing analysts and strategists: the session will offer an interesting analysis to help explain previous hits and flops as well as pointing the way for successful future innovation.

■ COURSE 02 | ROOM: 304 VISCONTI

AVOIDING "WE CAN'T CHANGE THAT!": AN INTRODUCTION TO USABILITY AND SOFTWARE ARCHITECTURE

18:00-21:30

INSTRUCTORS:
Bonnie John, *Carnegie Mellon University*
Len Bass, *Carnegie Mellon University*
Elspeth Golden, Carnegie Mellon University

Benefits:
Participants in this course will:
- Understand basic principles of software architecture for interactive systems and their relationship to the usability of those systems
- Be able to evaluate whether common usability scenarios will arise in the systems they are developing so that the impact arising from these concerns can be considered at architecture design time.
- Understand patterns of software architecture that facilitate usability
- Be able to recognize architectural decisions that preclude usability of the end-product, so that they can effectively bring usability considerations into early architectural design.

Audience:
Usability professionals desiring more involvement with early software decisions. Software developers who want to understand the usability implications of architectural decisions. No prior knowledge of software architecture is required.

■ COURSE 03 | ROOM: 302 BERTOLUCCI

HUMAN-COMPUTER INTERACTION: INTRODUCTION AND OVERVIEW

18:00-21:30

INSTRUCTORS:
Keith Butler, *Microsoft*
Robert Jacob, *Tufts University*
David Kieras, *University of Michigan*

Benefits:
This course is intended to give newcomers enough background in the field of HCI to make their conference experience much more meaningful. It provides a framework to understand how the various topics are related to research and practice. It is a tried-and-true introduction and has become a CHI conference tradition.

Audience:
Mainly first-time CHI attendees, typically professionals from computing-related fields who are new to the field of human-computer interaction. No background in HCI is assumed.

ACKNOWLEDGEMENTS CONTINUED

REVIEWERS CONTINUED

Mark Apperley, *University of Waikato*, New Zealand
Caroline Appert, *Universite Paris-Sud*, France
Carmelo Ardito, *Università degli Studi di Bari*, Italy
Wendy Ark, *University of California San Diego*, USA
Prigent Armelle, *Laboratoire informatique, Image, Interaction*, France
Jonathan Arnowitz, *Google Inc.*, USA
Ernesto Arroyo, *MIT*, USA
Daniel Ashbrook, *Georgia Tech*, USA
Ashwini Asokan, *Intel Corporation*, USA
Michael Atwood, *Drexel University*, USA
Karen Au, *NASA Ames - MCT Inc.*, USA
Sonja Auer, *Siemens AG*
Anne Aula, *Google*, USA
Nikolaos Avouris, *University of Patras*, Greece
Daniel Avrahami, *Intel Research Seattle*, USA
Jeff Axup, *University of Queensland*, Australia
Yuji Ayatsuka, *Sony Computer Science Laboratories, Inc.*, Japan
Tamara Babaian, *Bentley College*, USA
Chris Baber, *The University of Birmingham*, UK
Paula Bach, *The Pennsylvania State University*, USA
michelle bacigalupi, *Intuit*, USA
Maribeth Back, *FX Palo Alto Laboratory*, USA
Aline Baeck, *Intuit*, USA
Ronald Baecker, *University of Toronto*, Canada
Peter Bagnall, *Lancaster University*, UK
Sebastiano Bagnara, *University of Sassari-Alghero*, Italy
Lynne Baillie, *ftw. Forschungszentrum Telekommunikation Wien*, Austria
Gilles Bailly, *LIG*, France
Ryan Baker, *Carnegie Mellon University*, USA
Aruna Balakrishnan, *Carnegie Mellon University*, USA
Ravin Balakrishnan, *University of Toronto*, Canada
Rafael Ballagas, *RWTH Aachen University*, Germany
Richard Banks, *Microsoft Research*, UK
Yuichi Bannai, *Canon Inc.*, Japan
Liam Bannon, *University of Limerick*, Ireland
Simone Barbosa, *PUC-Rio*, Brazil
Jakob Bardram, *IT University of Copenhagen*, Denmark
Jeffrey Bardzell, *Indiana University*, USA
Shaowen Bardzell, *Indiana University*, USA
Louise Barkhuus, *University of Glasgow*, UK
Louise Barkhuus, *UC San Diego*, USA
Deborah Barreau, *University of North Carolina at Chapel Hill*, USA
Christoph Bartneck, *Eindhoven University of Technology*, The Netherlands
John Barton, *IBM Almaden Research Center*, USA
Lyn Bartram, *Simon Fraser University*, Canada
Santosh Basapur, *Motorola Inc., University at Buffalo, NY*, USA
Sandra Basnyat, *CNES / IRIT*, France
Sumit Basu, *Microsoft Research*, USA
Katja Battarbee, *IDEO*, USA
Christian Bauckhage, *Deutsche Telekom Laboratories*, Germany
Thomas Baudel, *ILOG*, France
Patrick Baudisch, *Microsoft Research*, USA
Aaron Bauer, *Carnegie Mellon University*, USA
Eric Baumer, *University of California, Irvine*, USA
Kathy Baxter, *Google.com*, USA
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Russell Beale, *University of Birmingham*, UK
Michel Beaudouin-Lafon, *Université Paris-Sud*, France
Steffi Beckhaus, *University of Hamburg*, Germany
Laura Beckwith, *Microsoft*, USA
Ben Bederson, *University of Maryland*, USA
Roman Bednarik, *University of Joensuu*, Finland
Andrew Begel, *Microsoft Research*, USA
Michelle Beijan-Lotia, *Fry, Inc.*, USA
Wolfgang Beinhauer, *Fraunhofer Institute for Industrial Engineering*, Germany
Victoria Bellotti, *PARC*, USA
Steve Benford, *University of Nottingham*, UK
Hrvoje Benko, *Microsoft Research*, USA
Eric Bennett, *Microsoft Corporation*, USA
Frank Bentley, *Motorola Labs*, USA
David Benyon, *Napier University*, UK
François Bérard, *University of Grenoble*, France
Sara Berg, *Yahoo! Inc*, USA
Aseel Berglund, *PhD*, Sweden
Ofer Bergman, *Tel Aviv University*, Israel
Anthony Bergstrom, *University of Illinois Urbana-Champaign*, USA
Regina Bernhaupt, *Salzburg University, ICT&S Center*, Austria
Michael Bernstein, *Massachusetts Institute of Technology*, USA
Riccardo Berta, *DIBE*, Italy
Olav Bertelsen, *University of Aarhus*, Denmark
Nadia Berthouze, *University College London*, UK
Enrico Bertini, *Universita' degli studi di Roma "La Sapienza"*, Italy
Nik Bessis, *University of Bedfordshire*, UK
Robbert Jan Beun, *Universiteit Utrecht*, The Netherlands
Nigel Bevan, *Professional Usability Services*, UK
David Beymer, *IBM Almaden Research Center*, USA
Anastasia Bezerianos, *University of Toronto*, Canada
Abhinav Bhatele, *University of Illinois at Urbana-Champaign*, USA
Suresh Bhavnani, *University of Michigan*, USA
Xiaojun Bi, *University of Toronto*, Canada
John Paul Bichard, *Interactive Institute*, Sweden
Robert Biddle, *Carleton University, Ottawa*, Canada
Jacob Biehl, *University of Illinois at Urbana-Champaign*, USA
Eric Bier, *Palo Alto Research Center, Incorporated*, USA
Jeffrey Bigham, *University of Washington*, USA
Pascal Bihler, *University of Bonn*, Germany
Aras Bilgen, *Georgia Institute of Technology*, USA
Mark Billinghurst, *HIT Lab NZ, University of Canterbury*, New Zealand
Matt Billings, *Univeristy of Bath*, UK
Dorrit Billman, *CSLI, Stanford*, USA
Niels Birbaumer, *University of Tuebingen*, Germany
Jean-Camille Birget, *Rutgers University - Camden*, USA
Jeremy Birnholtz, *Cornell University*, USA
Solomon Bisker, *Massachusetts Institute of Technology*, USA
Staffan Björk, *Interactive Institute*, Sweden
John Black, Jr., *Arizona State University*, USA
Alethea Blackler, *Queensland University of Technology*, Australia
Renaud Blanch, *Université Joseph Fourier - Grenoble 1*, France
Ann Blandford, *University College London*, UK
Eli Blevis, *Indiana University*, USA
Jeanette Blomberg, *IBM Research Almaden*, USA
Bruce Blumberg, *Blue Fang Games. Inc*, USA
Mark Blythe, *University of York*, UK
Richard Boardman, *Google*, USA
Aaron Bobick, *Georgia Tech*, USA
Adam Bodnar, *University of British Columbia*, Canada
Kirsten Boehner, *Cornell University*, USA
Agnieszka Bojko, *User Centric, Inc.*, USA
Susanne Boll, *University of Oldenburg*, Germany
Borja Bonail Acuña, *University of the Basque Country*, Spain
Leonardo Bonanni, *MIT Media Lab*, USA
Olha Bondarenko, *Eindhoven University of Technology (TU/e)*, The Netherlands
Deirdre Bonini, *Yuseo*, France
Kellogg Booth, *University of British Columbia*, Canada
Reinoud Bootsma, *University of the Méditerranean*, France
Jan Borchers, *RWTH Aachen University*, Germany
Alan Borning, *University of Washington*, USA
Nathan Bos, *University of Michigan*, USA
Matt-Mouley Bouamrane, *University of Manchester*, UK
Doug Bowman, *Virginia Tech*, USA
Suzan Boztepe, *Middle East Technical University*, Turkey
Erin Bradner, *Autodesk, Inc*, USA
Shannon Bradshaw, *Drew University*, USA
Sheryl Brahnam, *Misssouri State Univeristy*, USA
Giorgio Brajnik, *Dip. di Matematica e Informatica*, Italy
Joel Brandt, *Stanford University*, USA
Oliver Brdiczka, *Darmstadt University of Technology*, Germany
Susan Brennan, *SUNY Stony Brook*, USA
Johanna Brewer, *University of California, Irvine*, USA
Pamela Briggs, *Northumbria University*, UK
Barry Brown, *University of California San Diego*, USA
Emily Brown, *Sony Computer Entertainment Europe*, England
Lorna Brown, *Microsoft Research*, UK
Georgina Browne, *Microsoft Research Cambridge*, UK
Amy Bruckman, *Georgia Institute of Technology*, USA
Duncan Brumby, *University College London*, UK
Glenn Brunetti, *City of Hamilton*, Canada
A.J. Brush, *Microsoft Research*, USA
Martin Brynskov, *University of Aarhus*, Denmark

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REVIEWERS CONTINUED

Mike Brzozowski, *Hewlett Packard Laboratories*, USA
Raluca Budiu, *Palo Alto Research Center*, USA
Steffen Budweg, *Fraunhofer FIT*, Germany
Elizabeth Buie, *Luminanze Consulting, LLC*, USA
Vincent Buil, *Philips Research Laboratories Europe*, The Netherlands
Stephanie Buisine, *LCPI-ENSAM*, France
Jonathan Bunde-Pedersen, *Aarhus University*, Denmark
Andrea Bunt, *UBC*, Canada
Paolo Buono, *Università degli Studi di Bari*, Italy
Jamika Burge, *Penn State*, USA
Stefano Burigat, *University of Udine*, Italy
Moira Burke, *Carnegie Mellon University*, USA
Winslow Burleson, *Arizona State University*, USA
gary Burnett, *University of Nottingham*, UK
Daniela Busse, *SAP Labs (Palo Alto)*, USA
Brian Butler, *University of Pittsburgh*, USA
Keith Butler, *Microsoft*, USA
Andreas Butz, *Ludwig-Maximilians-Universität Munich*, Germany
Michael Byrne, *Rice University*, USA
Federico Cabitza, *Università degli Studi di Milano-Bicocca*, Italy
JJ Cadiz, *Microsoft*, USA
Kelly Caine, *Georgia Institute of Technology*, USA
Paul Cairns, *UCL Interaction Centre*, UK
Gaelle Calvary, *LIG Laboratory*, France
Eduardo Calvillo Gamez, *University College London (UCL)*, UK
Christopher Campbell, *IBM Almaden Research*, USA
Jose Campos, *Universidade do Minho*, Portugal
Linda Candy, *University of Sydney*, Australia
Lorenzo Cantoni, *University of Lugano*, Switzlerand
Chen Cao, *Oregon State University*, USA
Xiang Cao, *University of Toronto*, Canada
Robert Capra, *Virginia Tech*, USA
Noëlle Carbonell, *LORIA*, France
Stuart Card, *PARC*, USA
Jane Carey, *Arizona State University*, USA
Stefan Carmien, *Fraunhofer Institute for Applied Information Technology*, Germany
Sheelagh Carpendale, *University of Calgary*, Canada
Luis Carriço, *University of Lisbon*, Portugal
John Carroll, *The Pennsylvania State University*, USA
Scott Carter, UC Berkeley, USA
Géry Casiez, L*IFL & INRIA Futurs, university of Lille*, France
Justine Cassell, *Northwestern University*, USA
Sylvain Castagnos, *LORIA Université Nancy 2*, France
Marcelo Cataldo, *Carnegie Mellon University*, USA
Anna Cavender, *University of Washington*, USA
Anxo Cereijo Roibas, *Vodafone*, UK
Matthew Chalmers, *University of Glasgow*, UK
Alan Chamberlain, *University of Nottingham*, UK
Wilson Chan, *Adobe Systems Incorporated*, USA
Angela Chang, *MIT Media Lab*, USA
Olivier Chapuis, *LRI - Univ. Paris-Sud & CNRS, INRIA*, France
Arijit Chatterjee, *Vishwakarma Institute of Technology*, India
Dr Jarinee Chattratichart, *Kingston University*, UK
Pankaj Chawla, *Cadence Design Systems*, India
David Chen, *Griffith University*, Australia
Jenova Chen, *thatgamecompany*, USA
Jian Chen, *Brown University*, USA
Judy Chen, *University of California, Irvine*, USA
Milton Chen, *vsee.com*, USA
Nicholas Chen, *University of Maryland*, USA
Sherry Chen, *Brunel University*, UK
Vivian Hsueh-hua Chen, *Nanyang Technological University*, Singapore
Xiaoyu Chen, *Autodesk Inc.*, USA
Yixin Chen, *Department of Computer and Information Science*, USA
Yunan Chen, *The iSchool at Drexel University*, USA
Adrian Cheok, *National University of Singapore*, Singapore
Mauro Cherubini, *Swiss Federal Institute of Technology, Lausanne*, Switzerland
Marshini Chetty, *Georgia Institute of Technology*, USA
Ed Chi, *PARC*, USA
Sonia Chiasson, *Carleton University*, Canada
Mario Chiesa, *Istituto Superiore Mario Boella*, Italy
Mark Chignell, *University of Toronto*, Canada
Alvin Chin, *University of Toronto*, Canada
Daya Chinthana wimalasuriya, *University of Oregon*, USA
Raymond Chiong, *Swinburne University of Technology (Sarawak Campus)*, Malaysia
Luca Chittaro, *University of Udine*, Italy
Sonal Chokshi, *PARC (Palo Alto Research Center)*, USA
Jan Chong, *Stanford University*, USA
Konstantinos Chorianopoulos, *Bauhaus University of Weimar*, Germany
Michael Christel, *Carnegie Mellon University*, USA
Noor Christoph, *Reed Elsevier*, The Netherlands
Georgios Christou, *Cyprus College*, Cyprus
Elizabeth Churchill, *Palo Alto Research Center*, USA
Luigina Ciolfi, *University of Limerick*, Ireland
Steven Clarke, *Microsoft*, USA
Edward Clarkson, *Georgia Institute of Technology*, USA
James Clawson, *Georgia Institute of Technology*, USA
Elizabeth Clayton, *Sun Microsystems, Inc.*, USA
Andy Cockburn, *University of Canterbury*, New Zealand
Gilbert Cockton, *University of Sunderland*, UK
Marcelo Coelho, *MIT Media Lab*, USA
Jill Coffin, *Georgia Institute of Technology*, USA
Martin Colbert, *Kingston University*, UK
Nathalie Colineau, *CSIRO - ICT Centre*, Australia
Christopher Collins, *University of Toronto*, Canada
nick collins, *University of Sussex*, UK
Karin Coninx, *Hasselt University*, Belgium
Jo Connelly, *Toronto North Support Services*, Canada
Katherine Connelly, *Indiana University*, USA
Chris Connors, *Apple Computer*, USA
Sunny Consolvo, *Intel Research Seattle*, USA
Christy Conte, *University of Toronto*, Canada
Stéphane Conversy, *Ecole Nationale de l'Aviation Civile, Toulouse*, France
Gregorio Convertino, *Penn State University*, USA
Jamie Coram, *Sandia National Laboratories*, USA
Brian Corrie, *Simon Fraser University*, Canada
Dan Cosley, *University of Minnesota*, USA
Enrico Costanza, *MIT Media Lab*, USA
Tim Coughlan, *University of Bath*, UK
Scott Counts, *Microsoft Research*, USA
Lorcan Coyle, *University College Dublin*, Ireland
andy crabtree, *University of Nottingham*, UK
Alastair Craft, *Goldsmiths, University of London*, UK
Lorrie Cranor, *Carnegie Mellon University*, USA
Chris Creed, *University of Birmingham*, England
Nathan Crilly, *University of Cambridge*, UK
Alexandra Cristea, *University of Warwick*, UK
Andrew Crossan, *University of Glasgow*, UK
Davor Cubranic, *Business Objects Corp*, Canada
Alex Cuthbert, *Google, Inc.*, USA
Edward Cutrell, *Microsoft Research*, USA
Mary Czerwinski, *Microsoft Research*, USA
Laura Dabbish, *Carnegie Mellon University*, USA
Raimund Dachselt, *Dresden University of Technology*, Germany
brinda dalal, *PARC Incorporated*, USA
Daniela Damian, *University of Victoria*, Canada
Stefanie Danhope-Smith, *none*, USA
David Danielson, *Stanford University*, USA
Catalina Danis, *IBM Research*, USA
Rudolph Darken, *Naval Postgraduate School*, USA
Hamda Darwish, *The University of Manchester*, UK
Bolchini Davide, *University College London*, UK
Scott Davidoff, *Carnegie Mellon University*, USA
Janet Davis, *Grinnell College*, USA
Richard Davis, *University of California*, Berkeley, USA
Melissa Dawe, *Center for LifeLong Learning and Design*, USA
Donald Day, *Citrix Systems, Inc.*, USA
Jason Day, *Georgia Institute of Technology*, USA
Antonella De Angeli, *University of Manchester*, UK
Joan De Boeck, *Expertise Center For Digital Media*, Belgium
Paul De Bra, *Eindhoven University of Technology*, The Netherlands
Oscar de Bruijn, *University of Manchester*, UK
Sebastian de la Chica, *University of Colorado at Boulder*, USA
Giorgio De Michelis, *DISCo - University of Milano . Bicocca*, Italy
Wim De Pauw, *IBM TJ Watson Research*, USA
Marco de Sá, *University of Lisbon*, Portugal
Clarisse de Souza, *PUC-Rio*, Brazil
Cleidson de Souza, *Universidade Federal do Pará*, Brazil
Arjen de Vries, *CWI*, The Netherlands
Andy Dearden, *Sheffield Hallam University*, UK

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April 7, 2008 | Monday

=15 minutes =30 minutes =unscheduled time

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COMMONS

Opening Reception & Exhibits Grand Opening
18:30-22:00

SPECIAL EVENTS

Spotlight on Competition, Research Landscapes, & Doctoral Consortium Posters
18:30-19:30
Poster Area on Ground Floor of Central Pavilion

OPENING PLENARY | CAVANIGLIA PAVILION

DESIGN TRANSFORMATIONS

IRENE MCARA-MCWILLIAM, THE GLASGOW SCHOOL OF ART, UK

Abstract: Irene McAra-McWilliam proposes that there is an evolution of design which can be described historically, envisaging its future as a relational and transformational discipline. With the design of networked products such as iPods and mobile telephones it has become crucially important for designers to consider the dynamic of the relational sensibility as well as the aesthetics of three dimensional form. The product is not merely a useful object but, rather, a mediator of relationships and particular cultural codes. Professor McAra-McWilliam will examine changing design sensibilities, proposing that as design develops to include, for example, the relational sensibility used in interaction design, so it reinterprets and refreshes existing practice.

Biography: Irene McAra-McWilliam is Head of the School of Design at the Glasgow School of Art. Before starting in Glasgow in September 2005, she was Professor and Business Fellow in Innovation at The Royal College of Art in London and Head of the Interaction Design Department. As Professor of Design Research at the University of Technology in Eindhoven, The Netherlands, she examined ways in which technology can enhance community and social sustainability.

As Director of Design Research at Philips Electronics in the Netherlands, Irene McAra-McWilliam envisaged and directed global research in areas such as ambient intelligence, interaction design, brand design and user experience, and set up design teams in Philips' research laboratories world-wide to contribute to the company's long term technology research strategy.

For the European Commission, she created and coordinated the research theme Connected Community, and directed the award-winning project Living Memory. She continues to be an advisor to the EC in the strategic domain of ambient intelligence.

Professor McAra-McWilliam is a frequent speaker at international conferences and works as a consultant to industry and government. She has been voted one of fifty top design leaders by the UK's Design Week magazine. She is an expert in cultural research for social innovation, creativity, new technology and community.

CHI MADNESS | CAVANIGLIA PAVILION

10:00-10:30

SESSION CHAIRS:
Gonzalo Ramos, *Microsoft LiveLabs*, USA
Jeffrey Nichols, *IBM Research*, USA

Confused about what to do next? Too many options for you to choose from? We end this session with CHI Madness. The presenters in many of today's sessions will have 30 seconds to tell you what's exciting about their presentation. It's fast-paced; it's fun; sometimes it's even funny.

CHI's 30 second Madness, which premiered in Montréal, returns to give everyone a lighting speed overview of the day's program.

■ PANELS | CAVANIGLIA PAVILION

RENAISSANCE PANEL: THE ROLES OF CREATIVE SYNTHESIS IN INNOVATION

ORGANIZERS:
Matthew Hockenberry, *The Creative Synthesis Collaborative*, USA
Leonardo Bonanni, *Massachusetts Institute of Technology*, USA

The Renaissance ideal can be expressed as a creative synthesis between cultural disciplines, standing in stark contrast to our traditional focus on scientific specialization. This panel presents a number of experts who approach the synthesis of art and science as the modus operandi for their work, using it as a tool for creativity, research, and practice. Understanding these approaches allows us to identify the roles of synthesis in successful innovation and improve the implementation of interdisciplinary synthesis in research and practice.

■ PAPERS/NOTES | ROOM: 101 DA VINCI

SOCIO-CULTURAL IMPACT

SESSION CHAIR: Antonella De Angeli, *University of Manchester Institute of Science and Technology*, UK

PAPER | Ambient Social TV: Drawing People into a Shared Experience

Gunnar Harboe, Crysta J Metcalf, Frank Bentley, Joe Tullio, Noel Massey, Guy Romano, *Motorola Labs*, USA

A two-week, ten-household user study of a novel social television system. Through presence and lightweight messages, TV viewers share viewing experiences remotely. Color-changing lamps provide ambient presence awareness.

PAPER | Re-Placing Faith: Reconsidering the Secular-Religious Use Divide in the United States and Kenya

Susan P. Wyche, *Georgia Institute of Technology*, USA
Paul M. Aoki, *Intel Research*, USA
Rebecca E. Grinter, *Georgia Institute of Technology*, USA

We report on fieldwork conducted in the United States and Kenya. We question the artificial distinction between instrumental and religious ICT use and describe how we used sketching to complement our fieldwork.

NOTE | "Human-Currency Interaction": Learning from Virtual Currency Use in China

Yang Wang, *University of California, Irvine*, USA
Scott D. Mainwaring, *Intel Research*, USA

What happens when the domains of HCI design and money intersect? Come to learn what 200 million Chinese virtual currency users have to say!

NOTE | From meiwaku to tokushita! Lessons for digital money design from Japan

Scott Mainwaring, Wendy March, *Intel Research*, USA
Bill Maurer, *UC Irvine*, USA

Japanese e-cash use is motivated both by social pressure (meiwaku avoidance) and desire for reward points (tokushita!). Digital money is not just about efficiency, but individual dreams and social meaning.

■ PAPERS/NOTES | ROOM: 102 RAPHAEL

INTERACTIVE IMAGE SEARCH

SESSION CHAIR: Gregory Abowd, *Georgia Institute of Technology*, USA

PAPER | CueFlik: Interactive Concept Learning in Image Search

James Fogarty, *University of Washington*, USA
Desney Tan, Ashish Kapoor, Simon Winder, *Microsoft Research*, USA

CueFlik is a system that re-ranks image search results based on their visual characteristics, providing both a new approach to image search and a study in end-user interactive machine learning.

PAPER | Knowledge in the Head and on the Web: Using Topic Expertise to Aid Search

Geoffrey B Duggan, Stephen J Payne, *University of Manchester*, United Kingdom

Using a novel design an empirical study demonstrates that background knowledge of a topic predicts Web search performance on that topic. Reasons behind this effect are explored.

NOTE | MQSearch: Image Search by Multi-Class Query

Yiwen Luo, Wei Liu, Jianzhuang Liu, *the Chinese University of Hong Kong*, Hong Kong
Xiaoou Tang, *Microsoft Research Asia*, China

Image search is becoming prevalent in web search as the number of digital photos grows exponentially on the internet. For a successful image search system, removing outliers in the top...

■ PAPERS/NOTES | ROOM: 103 CARAVAGGIO

STORIES AND MEMORIES

SESSION CHAIR: Kristina Hook, *Stockholm University*, Sweden

PAPER | AutoTopography: What Can Physical Mementos Tell us about Digital Memories?

Daniela Petrelli, Steve Whittaker, *University of Sheffield*, United Kingdom
Jens Brockmeier, *University of Innsbruck*, Austria

What is the affective value of a whale mug? We critique current approaches to designing digital memories on the basis of a field study of memories in the family home.

PAPER | Mobile Multimedia Presentation Editor: Enabling Creation of Audio-Visual Stories on Mobile Devices

Tero Jokela, Jaakko T. Lehikoinen, Hannu Korhonen, *Nokia Research Center*, Finland

We present the design and evaluation of the Mobile Multimedia Presentation Editor, an application for creating rich and expressive audio-visual stories on mobile devices.

PAPER | Temporal Trajectories in Shared Interactive Narratives

Steve Benford, *University of Nottingham*, United Kingdom
Gabriella Giannachi, *University of Exeter*, United Kingdom

Temporal trajectories can represent the complex mappings between story time and clock time that are to be found in shared interactive narratives such as computer games and interactive performances. There...

■ PAPERS/NOTES | ROOM: 104 MICHELANGELO

DON'T INTERRUPT ME

SESSION CHAIR: Brian Bailey, *University of Illinois at Urbana-Champaign*, USA

PAPER | Communication Chains and Multitasking

Norman Makoto Su, Gloria Mark, *University of California, Irvine*, USA

Observations revealed that information workers interact in "chains" of interactions, switching organizational contexts and communication mediums. We investigate how communication chains affect workplace stress and discuss chains as alignment work.

PAPER | Effects of Intelligent Notification Management on Users and Their Tasks

Shamsi T. Iqbal, Brian P. Bailey, *University of Illinois at Urbana-Champaign*, USA

Reports the first empirical and behavioral results on how scheduling notifications using an automated system impacts interruption costs in practical settings. Results motivate new directions for research in interruption management.

NOTE | Attention By Proxy? Issues in Audience Awareness for Webcasts to Distributed Groups

Jeremy Birnholtz, *Cornell University*, USA
Clarissa Mak, *University of Toronto*, Canada
Saul Greenberg, *University of Calgary*, Canada
Ron Baecker, *University of Toronto*, Canada

Presents findings from a study of how classroom instructors pay attention to their students, and implications for displaying images of remote participants in classes with both local and remote students.

NOTE | The Cost of Interrupted Work: More Speed and Stress

Gloria Mark, *University of California, Irvine*, USA
Daniela Gudith, Ulrich Klocke, *Humboldt University*, Germany

Our study showed interrupted tasks are completed faster, with similar quality. We suggest that people compensate for interruptions by working faster, but at a price: higher stress, frustration, and pressure.

■ INTERACTIVITY | ROOM: 106 TITIAN

INTERACTIVITY

SESSION CHAIR: Stephen Brewster, *University of Glasgow*, UK

Gamelunch: Forging a Dining Experience through Sound

Pietro Polotti, Stefano Delle Monache, Stefano Papetti, *VIPS Università di Verona*, Italy
Davide Rocchesso, *IUAV Università di Venezia*, Italy

The Gamelunch is a sonically augmented dining table. By means of the Gamelunch, we aim at investigating the closed loop between interaction, sound and emotion by exploiting the power and...

Interactivity: Constructed Narratives

Pamela Jennings, *Carnegie Mellon University*, USA
Paul Cunningham, *Comet Way, Inc.*, USA

A physical puzzle and a language game the Constructed Narratives game has been designed to support collaboration and social networking with other players as a strategic method of play.

Remote Impact - Shadowboxing over a Distance

Florian 'Floyd' Mueller, *Distance Lab*, Gt Britain and *The University of Melbourne*, Australia
Stefan Agamanolis, *Distance Lab*, Gt Britain
Martin R. Gibbs, Frank Vetere, *The University of Melbourne*, Australia

Kick and punch your remote opponent, but don't get hit yourself! Experience a fun "brute force" sport with your friends overseas while releasing stress, building muscles and losing weight.

Speculative Devices for Photo Display

Abigail Durrant, *University of Surrey*, United Kingdom
Alex S Taylor, Stuart Taylor, Mike Molloy, Abigail Sellen, *Microsoft Research*, United Kingdom
David Frohlich, *University of Surrey*, United Kingdom
Phil Gosset, Laurel Swan, *Microsoft Research*, United Kingdom

We present three purposefully provocative devices, designed to invite speculation on the display of digital photos in the home by designers, researchers, and people taking part in our field research.

Tangible-3D: Hand Shaking Model

Takao Abe, Takuya Ogawa, Masanori Ogawara, Mitsusnori Hirano, Kazuhiko Tanaka, *NTT COMWARE CORPORATION*, Japan

We have developed the "Hand Shaking Model", an application of Tangible-3D, which is a new type of remote communication interface. This demonstration allows users to shake hands with remote users.

■ CASE STUDY | 107 BOTTICELLI

EDUCATION CASE STUDIES

SESSION CHAIRS:
Alan Dix, *Lancaster University*, UK
Stefano Levialdi, *University of Rome "La Sapienza,"* Italy

BlueReach: Harnessing Synchronous Chat to Support Expertise Sharing in a Large Organization

Kevin Singley, Jennifer Lai, Lei Kuang, Jung-Mu Tang, *IBM Research*, USA

We present a case study of BlueReach, an expertise sharing application that uses synchronous chat to connect question askers with subject-matter experts. We discuss how the solution evolved over time...

Defending Design Decisions with Usability Evidence: A Case Study

Erin Friess, *Carnegie Mellon University*, USA

I investigate if and how novice designers use findings from user-centered research and usability sessions to defend their claims within the framework of large-group, decision-making meetings.

First steps in Role Playing

Stella U. Boess, *Delft University of Technology*, Netherlands

This paper presents examples of role playing in design education. We investigate whether the techniques helped the students understand and question interaction and whether they used them in their own work.

■ **SPECIAL INTEREST GROUP | 301 FELLINI**

USABILITY SIG

ORGANIZERS:
John Karat, *IBM Research*, USA
Manfred Tscheligi, *University of Salzburg*, Austria

This SIG will collect feedback and discuss how CHI can best serve the Usability Community, both at the annual conference and in other activities.

■ PANELS | CAVANIGLIA PAVILION

DESIGN, MARKETING, STRATEGY? WHERE DOES USER RESEARCH BELONG?

ORGANIZERS:
Christian Rohrer, *eBay, Inc.*, USA
Irene Au, *Google*, USA
Elissa Darnell, *eBay, Inc.*, USA
Nancy Dickenson, *eBay, Inc.*, USA
Shelley Evenson, *Carnegie Mellon University*, USA
Klaus Kaasgaard, *Yahoo!, Inc.*, USA

In this interactive session, a panel of experts will discuss and debate an emerging and pressing issue: To have maximum impact on the user experience, how and where should a User Research team be structured within a corporation whose business depends on the development of successful interactive products through cross-functional collaboration? This has significant implications for organizations such as user experience, marketing, design, strategy, and academic programs preparing students entering corporate environments.

■ PAPERS/NOTES | ROOM: 101 DA VINCI

INVITED SESSION: USABILITY EVALUATION CONSIDERED HARMFUL?

SESSION CHAIR: Elizabeth Mynatt, *Georgia Institute of Technology*, USA

PAPER | Usability Evaluation Considered Harmful (Some of the Time)

Saul Greenberg, *University of Calgary*, Canada
Bill Buxton, *Microsoft Research*, USA

Raises specific concerns about the doctrine of usability evaluation as practiced by CHI researchers and practitioners, where our community's demand for evaluations means they are performed even in inappropriate situations.

Usability Evaluation Harmful?

ORGANIZERS:
Elizabeth Mynatt, *Georgia Tech*, USA
Bonnie John, *Carnegie Mellon*, USA
Dan Olsen, *Brigham Young University*, USA
Tom Rodden, *University of Nottingham*, UK

In this panel we present a number of viewpoints in response to the Greenberg and Buxton paper, "Usability Evaluation Considered Harmful (Some of the Time)." In particular we focus on the larger challenge of selecting methods to support HCI research and practice activities. We reflect on the dual dangers of (1) mis-applying established methods in HCI research and practice and (2) mis-framing research and practice activities to best match established methods. Does CHI have a myopic focus that is now reinforced in our research and educational efforts? Has the work of the CHI community matured to favor established measures that have sound scientific value inside and outside the CHI community? How can we as a community engage these questions as practitioners and researchers? Our goal is to inspire discussion and reflection during this invited panel session.

■ PAPERS/NOTES | ROOM: 102 RAPHAEL

HUMAN-ROBOT INTERACTION

SESSION CHAIR: Jettie Hoonhout, *Philips Research*, The Netherlands

PAPER | Exploring the Use of Tangible User Interfaces for Human-Robot Interaction: A Comparative Study

Cheng Guo, Ehud Sharlin, *University of Calgary*, Canada

To suggest alternatives to the often cumbersome use of the mouse and keyboard in interactive robotic tasks, we examined the Wiimote and Nunchuk as tangible user interfaces for controlling robots.

PAPER | Precision Timing in Human-Robot Interaction: Coordination of Head Movement and Utterance

Akiko Yamazaki, *Future University-Hakodate*, Japan
Keiichi Yamazaki, Yoshinori Kuno, Matthew Burdelski, Michie Kawashima, *Saitama University*, Japan
Hideaki Kuzuoka, *University of Tsukuba*, Japan

This paper discusses our work in developing a museum guide robot that moves it s head at interactionally significant points during its explanation of an exhi bit.

NOTE | The see-Puck: A Platform for Exploring Human-Robot Relationships

Mattias Jacobsson, Johan Bodin, *Viktoria Institute*, Sweden
Lars Erik Holmquist, *Swedish Institute of Computer Science*, Sweden

We present the see-Puck, a round display module that was designed for the robotic domain based on relationship and interaction qualities found in owners of rather unusual pets.

■ PAPERS/NOTES | ROOM: 103 CARAVAGGIO

LEARNING SUPPORT

SESSION CHAIR: Laura Beckwith, *Microsoft*, USA

PAPER | Explore! Possibilities and Challenges of Mobile Learning

Maria Francesca Costabile, *Università di Bari*, Italy
Antonella De Angeli, *The University of Manchester*, United Kingdom
Rosa Lanzilotti, Carmelo Ardito, Paolo Buono, *Università di Bari*, Italy
Thomas Pederson, *Umeå University*, Sweden

The experimental studies to evaluate an m-learning system, reported in this paper, provide knowledge on advantages and pitfalls of m-learning, that are instrumental in informing the current debate on e-learning.

PAPER | Pause, predict, and ponder: use of narrative videos to improve cultural discussion and learning

Amy Ogan, Vincent Aleven, Christopher Jones, *Carnegie Mellon University*, USA

In our experiment, an interactive pause-predict-ponder technique helped students increase intercultural competence while viewing film clips from a target culture. This technique promises to enhance video-based learning in many domains.

PAPER | WallCology: Designing Interaction Affordances for Learner Engagement in Authentic Science Inquiry

Tom Moher, Brian Uphoff, Darshan Bhatt, Brenda López Silva, Peter Malcolm, *University of Illinois at Chicago*, USA

Creatures in the classroom walls. Students investigate population ecologies through persistent simulations that promote authentic inquiry by physical embodying investigative processes, distributing collaboration, and removing constraints on loci of activity.

■ PAPERS/NOTES | ROOM: 104 MICHELANGELO

TRUST AND SECURITY

SESSION CHAIR: Clare-Marie Karat, *IBM TJ Watson Research Center*, USA

PAPER | Measuring Trust in Wi-Fi Hotspots

Tim Kindberg, *Hewlett-Packard Laboratories*, United Kingdom
Eamonn O'Neill, Chris Bevan, Vassilis Kostakos, Danae Stanton-Fraser, Tim Jay, *University of Bath*, United Kingdom

We describe a novel experimental methodology to measure trust in Wi-Fi hotspots. We found that decisions to access an unfamiliar hotspot may turn on locative images in its home page.

PAPER | Undercover: Authentication Usable in Front of Prying Eyes

Hirokazu Sasamoto, *Carnegie Mellon University* and *Sharp Corporation*, Japan
Nicolas Christin, *Carnegie Mellon University*, Japan
Eiji Hayashi, *Carnegie Mellon University* and *Mitsubishi Research*, Japan

We propose the first authentication scheme to rely on the human ability to combine different sensory inputs. We demonstrate the system is usable and resilient to eavesdropping and other attacks.

NOTE | Access Control by Testing for Shared Knowledge

Michael Toomim, Xianhang Zhang, James Fogarty, James A. Landay, *University of Washington*, USA

We propose sharers of photos, blogs, etc. protect content with concise questions like "What is Dad's favorite phrase?" rather than explicit authenticated white/blacklists. Tested via attack by Mechanical Turk workers.

NOTE | Love and Authentication

Markus Jakobsson, *Palo Alto Research Center*, USA
Erik Stolterman, *Indiana University*, USA
Susanne Wetzel, Liu Yang, *Stevens Institute of Technology*, USA

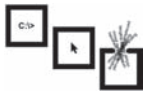
Many people occasionally forget passwords, and the reset mechanism is a security weakness in many systems. We describe a new method, based on personal preferences and derived from dating questionnaires.

■ PAPERS/NOTES | ROOM: 105 GIOTTO

POST-WIMP

SESSION CHAIR: Joelle Coutaz, *Universite Joseph Fourier*, France

PAPER | Reality-Based Interaction: A Framework for Post-WIMP Interfaces



Robert J.K. Jacob, Audrey Girouard, Leanne M. Hirshfield, Michael S. Horn, Orit Shaer, Erin Treacy Solovey, *Tufts University*, USA
Jamie Zigelbaum, *MIT Media Lab*, USA

We propose the notion of Reality-Based Interaction (RBI) as a unifying concept that ties together a large subset of emerging human-computer interaction styles.

NOTE | Inflatable Mouse: Volume-adjustable Mouse with Air-pressure-sensitive Input and Haptic Feedback

Seoktae Kim, Hyunjung Kim, Boram Lee, Tek-Jin Nam, Woohun Lee, *Korea Advanced Institute of Science and Technology*, South Korea

Inflatable Mouse is a volume-adjustable user interface. It can be flat for high portability and provides various interactions using an air-pressure sensor and touch sensors.

NOTE | MightyTrace: Multiuser Tracking Technology on LC-Displays

Ramon Hofer, *Inspire AG, ETH Zurich*, Switzerland
Patrick Kaplan, *Technical University Munich*, Germany
Andreas Kunz, *Inspire AG, ETH Zurich*, Switzerland

MightyTrace is a technology which allows multiple people to simultaneously interact on standard LC-Displays. Infrared light is used to identify position, state and orientation of active interaction devices.

NOTE | Quickdraw: The Impact of Mobility and On-Body Placement on Device Access Time

Daniel L Ashbrook, James R Clawson, *Georgia Tech*, USA
Kent Lyons, *Intel Research*, USA
Thad E Starner, Nirmal Patel, *Georgia Tech*, USA

A study showing that the placement of on-body technology such as mobile phones has significant effects on how long it takes to access the device: wrist-mounting outperforms pocket and holster.

NOTE | Using Tags to Assist Near-Synchronous Communication

Gary Hsieh, *Carnegie Mellon University*, USA
Jennifer Lai, *IBM*, USA
Scott E. Hudson, Robert Kraut, *Carnegie Mellon University*, USA

In this work, we introduce the use of tags to support the near synchronous use of instant messaging. As a proof-of-concept, we developed a plug-in in Lotus Sametime, an enterprise...

■ INTERACTIVITY | ROOM: 106 TITIAN

INTERACTIVITY

SESSION CHAIR: Mark Apperley, *Waikato University*, New Zealand

Dynamic Knobs: Shape Change as a Means of Interaction on a Mobile Phone

Fabian Hemmert, Gesche Joost, *TU Berlin*, Germany
André Knörig, Reto Wettach, *Potsdam University of Applied Sciences*, Germany

Shape change as a means of interaction is explored on a mobile phone: A dynamic knob is extended on the phone's side, enabling tactile input and output.

Natural Interaction SensitiveTable

Alessandro Valli, *iO* and *Natural Interaction*, Italy
Lorenzo Linari, *iO*, Italy

The SensitiveTable is a large multi-touch display that detects and tracks hands and objects in contact with it. A software application framework allows the creation of custom and exciting natural experiences.

SnapAndGrab -- Accessing and sharing contextual multi-media content using Bluetooth enabled camera phones and large situated displays.

Andrew J Maunder, Gary Marsden, *University of Cape Town*, South Africa
Richard Harper, *Microsoft Research*, United Kingdom

SnapAndGrab is an interactive public display system that allows anyone with a Bluetooth enabled camera-phone to access and share multi-media content.

Spoken Words: Activating Text-To-Speech through Eye Closure

Fabian Hemmert, *TU Berlin*, Germany
Danijela Djokic, Reto Wettach, *Potsdam University of Applied Sciences*, Germany

In Microsoft Word, a text-to-speech functionality is activated upon eye-closure: The user is enabled to relax his eyes and listen to his words, gaining a new perspective on his text.

Weaving Memories into Handcrafted Artifacts with Spyn

Daniela Rosner, Kimiko Ryokai, *University of California, Berkeley*, USA

Spyn is a system for knitters to virtually weave stories into their hand knit garments. Using Spyn, a knitter can record, playback and share information involved in the making of hand knit artifacts. In the design of Spyn, we investigate the role that technology can play in preserving and sharing the handcraft process over space and time.

■ ALT.CHI | 107 BOTTICELLI

SHARING AND HIDING

SESSION CHAIR: Joseph 'Jofish' Kaye, *Cornell University*, USA

Biometric Daemons: Authentication via electronic pets

Pamela Briggs, *Northumbria University*, UK
Patrick Olivier, *Newcastle University*, UK

A well-known security and identification problem involves the creation of secure but usable identification and authentication tools that the user is fully motivated to adopt. We describe an innovative solution...

Do We Bump into Things More While Speaking on a Cell Phone?

Noam Tractinsky, David Shinar, *Ben-Gurion University of the Negev*, Israel

Observing more than 8,800 pedestrians revealed that talking on a cell phone while walking did not increase the risk of bumping into an obstacle.

Keyholes: Selective Sharing in Close Collaboration

Les Nelson, Diana Smetters, *Palo Alto Research Center*, USA
Elizabeth Churchill, *Yahoo! Research*, USA

Documents are changing, becoming more malleable. Content operations progress, from command lines to annotation and tagging. Our studies reveal that people in practice share entire documents when portions would suffice...

Location and Activity Sharing in Everyday Mobile Communication

Frank Bentley, Crysta Metcalf, *Motorola Labs*, USA

We present a study on everyday communication of location and activity information based on analyzing recorded mobile phone calls. Based on our observations, we provide implications for new mobile applications.

■ INVITED SESSION | 301 FELLINI

FROM USABILITY TO USER EXPERIENCE: WHAT HAS REALLY CHANGED IN PRACTICE IN THE LAST 25 YEARS

ORGANIZERS:
John Karat, *IBM Research*, USA
Manfred Tscheligi, *University of Salzburg*, Austria

This panel will consider:
- Practitioner views of changes over last 25 years.
- How does technology evolution impact UX practice?
- What does the future of practice look like?

■ **INVITED SESSION | CAVANIGLIA PAVILION**

RANDY PAUSCH SPECIAL SESSION

SESSION CHAIR: Brad A. Myers, *Carnegie Mellon University*, USA

Randy Pausch is an inspiration to all with his research, teaching, the way he has lived his life, and his courage while confronting pancreatic cancer. This session brings together people he has touched through various phases of his career to discuss his research and legacy.

■ **PAPERS/NOTES | ROOM: 101 DA VINCI**

IMPROVED VIDEO NAVIGATION AND CAPTURE

SESSION CHAIR: Dan Morris, *Microsoft Research*, USA

PAPER | Improving Meeting Capture by Applying Television Production Principles with Audio and Motion Detection

Abhishek Ranjan, *University of Toronto*, Canada
Jeremy Birnholtz, *University of Toronto*, Canada and *Cornell University*, USA
Ravin Balakrishnan, *University of Toronto*, Canada

We report on the design, implementation and evaluation of an automated meeting capture system that applies television production principles to capture videos of small group meetings in a compelling manner.

PAPER | Video Browsing by Direct Manipulation

Pierre Dragicevic, *INRIA*, France and *University of Toronto*, Canada
Gonzalo Ramos, Jacobo Bibliowitcz, Derek Nowrouzezahrai, Ravin Balakrishnan, Karan Singh, *University of Toronto*, Canada

Presents a new type of direct manipulation technique called "relative flow dragging" that lets users control video playback by moving objects of interest along their visual trajectory.

NOTE | DRAGON: A Direct Manipulation Interface for Frame-Accurate In-Scene Video Navigation

Thorsten Karrer, Malte Weiss, *RWTH Aachen University*, Germany
Eric Lee, *Apple Inc.*, USA
Jan Borchers, *RWTH Aachen University*, Germany

By directly dragging objects along their movement trajectory, DRAGON enables users to quickly navigate to a specific point in time where an object of interest is in a desired location.

NOTE | Handsaw: Tangible Exploration of Volumetric Data by Direct Cut-Plane Projection

Leonardo Bonanni, Jason Alonso, *MIT Media Laboratory*, USA
Neil Chao, Greg Vargas, *MIT*, USA
Hiroshi Ishii, *MIT Media Laboratory*, USA

You can peer inside real-world objects by virtually slicing them open with an outstretched hand or a laser line projector.

■ **PAPERS/NOTES | ROOM: 102 RAPHAEL**

VISUAL SYNTHESIS

SESSION CHAIR: Jean-Daniel Fekete, *INRIA*, France

PAPER | Do I Live in a Flood Basin?: Synthesizing Ten Thousand Maps

Miguel Elias, *University of Chile*, Chile
Jeremy Elson, Danyel Fisher, Jon Howell, *Microsoft Research*, USA

We investigate how users handle multiple maps, based on interviews with archivists and librarians. MapSynthesizer, our prototype, allows users to query, discover, and integrate maps from a corpus of thousands.

PAPER | Integrating Statistics and Visualization: Case Studies of Gaining Clarity during Exploratory Data Analysis

Adam Perer, Ben Shneiderman, *University of Maryland*, USA

Four long-term case studies with a political analyst, a bibliometrician, a healthcare consultant, and a counter-terrorism researcher demonstrate social network analysis improves with a tight integration of statistics and visualizations.

PAPER | Your Place or Mine?: Visualization as a Community Component

Catalina M Danis, Fernanda B Viegas, Martin Wattenberg, IBM, Jesse Kriss, *IBM, T.J. Watson Research Center*, USA

This paper discusses how individuals incorporate the collaborative visualization web site Many Eyes into their practices related to working with data and creating public visualizations.

■ **PAPERS/NOTES | ROOM: 103 CARAVAGGIO**

TOUCH AND TARGET SELECTION

SESSION CHAIR: Patrick Baudisch, *Microsoft Research*, USA

PAPER | Escape: A Target Selection Technique Using Visually-cued Gestures

Koji Yatani, *University of Toronto*, Canada
Kurt Partridge, Marshall Bern, *Palo Alto Research Center, Inc.*, USA
Mark W Newman, *University of Michigan*, USA

Describes a selection technique using gestures visually cued by targets. Particularly useful for mobile touch-screen devices, this interaction is fast and accurate even for small targets.

PAPER | Rubbing and Tapping for Precise and Rapid Selection on Touch-Screen Displays

Alex Olwal, *Royal Institute of Technology (KTH)*, Sweden
Steven Feiner, *Columbia University*, USA
Sanna Heyman, *Royal Institute of Technology (KTH)*, Sweden

Rubbing and tapping use simple zooming gestures for precise interaction on passive touch-screens, with significantly improved performance. We present implementations in a standalone image viewer and a Windows plugin.

NOTE | Graffiti vs. Unistrokes: An Empirical Comparison

Steven J. Castellucci, I. Scott MacKenzie, *York University*, Canada

We compared entry speed, correction rate, stroke duration, and preparation time of Unistrokes and Graffiti. An analysis of variance yielded no statistical difference in entry speed between the two techniques.

NOTE | The Cone and the Lazy Bubble: Two Efficient Alternatives between the Point Cursor and the Bubble Cursor

Joona Laukkanen, Poika Isokoski, Kari-Jouko Räihä, *University of Tampere*, Finland

We evaluated two design alternatives to the 'bubble cursor'. Despite their smaller target selection areas our 'lazy cursors' only lost marginally in speed indicating some potential in the lazy algorithm.

■ **PAPERS/NOTES | ROOM: 104 MICHELANGELO**

GREEN DAY

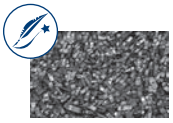
SESSION CHAIR: Eric Paulos, *Intel Research*, USA

PAPER | A Bright Green Perspective on Sustainable Choices

Allison Woodruff, *Intel Research*, USA
Jay Hasbrouck, *Intel*, USA
Sally Augustin, *PlaceCoach, Inc.*, USA

We present a qualitative study of United States "green" households whose occupants have made significant accommodations to their homes and behaviors in order to be more environmentally responsible.

PAPER | Breaking the Disposable Technology Paradigm: Opportunities for Sustainable Interaction Design for Mobile Phones



Elaine M. Huang, *RWTH Aachen University*, Germany and *Motorola Labs*, USA
Khai N. Truong, *University of Toronto*, Canada

What prompts people to replace devices, and what do people do with them when they stop using them? We explore these issues to inform the design of sustainable mobile phones .

PAPER | Sustainable Millennials: Attitudes towards Sustainability and the Material Effects of Interactive Technologies

Kristin Hanks, William Odom, David Roedl, Eli Blevis, *Indiana University Bloomington*, USA

This paper describes the design and interprets the results of a survey of 435 undergraduate students concerning the attitudes of this mainly millennial population towards sustainability apropos of the material...

■ PAPERS/NOTES | ROOM: 105 GIOTTO

KID'S STUFF

SESSION CHAIR: Panos Markopoulos, *Eindhoven University of Technology*, The Netherlands

PAPER | Children Attribute Moral Standing to a Personified Agent

Nathan G. Freier, *Rensselaer Polytechnic Institute*, USA

Children differentially attribute moral standing to a personified agent based upon the agent's articulation of psychological harm and its claim to rights in response to a verbal insult.

PAPER | Mischief:: Supporting Remote Teaching in Developing Regions

Neema Moraveji, Taemie Kim, James Ge, *Microsoft Research Asia*, China
Udai Singh Pawar, *Microsoft Research India*, India
Kathleen Mulcahy, *Microsoft Corp.*, USA
Kori Inkpen, *Microsoft Research*, USA

30 students. 1 teacher. 31 mice. One computer. 31 cursors on 1 screen. Teachers create PowerPoint files that become puzzles, quizzes, short answer questions, and other activities. Will chaos ensue?

PAPER | Playful Toothbrush: Ubicomp Technology for Teaching Tooth Brushing to Kindergarten Children

Yu-Chen Chang, Jin-Ling Lo, Chao-Ju Huang, Nan-Yi Hsu, Hao-Hua Chu, Hsin-Yen Wang, Pei-Yu Chi, Ya-Lin Hsieh, *National Taiwan University*, Taiwan

A case study of UbiComp technology presents Playful Toothbrush for assisting parents and teachers to motivate kindergarten children to learn proper and thorough brushing skills.

■ INTERACTIVITY | 106 TITIAN

INTERACTIVITY

SESSION CHAIR: Matt Jones, *Swansea University*, UK

Digital Rubbing: Playful and Intuitive Interaction Technique for Transferring a Graphic Image onto Paper with Pen-Based Computing

Hyunjung Kim, Seoktae Kim, Boram Lee, Jinhee Pak, Minjung Sohn, *KAIST*, South Korea
Geehyuk Lee, *ICU*, South Korea
Woohun Lee, *KAIST*, South Korea

Digital rubbing is a playful and intuitive interaction technique for transferring a graphic image directly onto paper. To realize digital rubbing possible, we designed TransPen and MimeoPad.

iCandy: a Tangible User Interface for iTunes

Jamey Graham, Jonathan J. Hull, *Ricoh Innovations, Inc.*, USA

The iCandy demonstration presents a tangible user interface for iTunes that enables easy access to digital media using visual tokens containing album art and barcodes.

PaperProof: A Paper-Digital Proof-Editing System

Nadir Weibel, Adriana Ispas, Beat Signer, Moira C. Norrie, *ETH Zurich*, Switzerland

PaperProof provides a pen and paper user interface for document editing. Any pen gesture-based edits are automatically interpreted based on the iPaper/iGesture framework and Anoto's digital pen and paper technology.

Rub the Stane

Roderick Murray-Smith, *Glasgow University and Hamilton Institute, NUI Maynooth*, United Kingdom
John Williamson, Stephen Hughes, *Glasgow University*, United Kingdom
Torben Quaade, *BackToHQ Aps*, Denmark
Steven Strachan, *Hamilton Institute, NUI Maynooth*, Ireland

Stane is a hand-held interaction device controlled by tactile input sensed by a piezo-microphone. Scratching or rubbing textured surfaces and tapping control the interaction.

TwelvePixels: Drawing & Creativity on a Mobile Phone

Ivan Poupyrev, *Sony Computer Science Laboratories*, Japan
Karl D.D. Willis, *The University of Tsukuba*, Japan

TwelvePixels is an interface for drawing pixel-based imagery with only the standard mobile phone keys. Using an essentially simple drawing method, an extensive range of imagery can be created.

■ CASE STUDY | 107 BOTTICELLI

USABILITY CASE STUDIES

SESSION CHAIR: John Karat, *IBM Research*, USA

Acceptance of Augmented Reality Instructions in a Real Work Setting

Susanna Nilsson, Björn Johansson, *Linköping University*, Sweden

This case study presents results from two on-site user studies, where informants at a hospital stated that Augmented Reality as an instructional tool may become an appreciated part of everyday work.

The Science of Fun: One-To-Many Moderated Game Research

Tony Tulathimutte, Nate Bolt, *Bolt | Peters*, USA

We present a game research model that is based on the simple idea that gamers will give much more accurate feedback when they play individually in a relaxed, home-like environment.

Using Online Communities to Drive Commercial Product Development

Sheena Lewis, *IBM*, USA

This case study demonstrates how HCI practitioners utilize an online community to drive commercial product development, which promotes stronger human-centered design processes be included in corporate strategic planning.

■ SPECIAL INTEREST GROUP | 301 FELLINI

INTERNATIONAL USER RESEARCH IN PRODUCT DEVELOPMENT CYCLE

ORGANIZERS:
Wei Zhou, *Oracle*, USA
Velynda Prakhantree, *Oracle*, USA
Kelly Braun, *PayPal*, USA
Shannon Farrington, *IBM*, USA

International user research is becoming more popular for developing global software. However, in what stages of the development cycle and using what methods, should international research be done? The seminar explores different scenarios from international user studies, and discusses strategies on how to best conduct such research with higher ROI.

■ COURSE 04 | ROOM: 305 ANTONIONI

MOBILE INTERACTION DESIGN PRACTICE

11:30-16:00

INSTRUCTORS:
Matt Jones, *University of Wales, Swansea*
Gary Marsden, *University of Cape Town*

Audience & Benefits:
- For developers and designers: These participants will be exposed to tried-and-tested design solutions for key and emerging mobile applications and services.
- For industrial and academic researchers: The course will present a set of research pointers. Those working on the topics of information access, image access and mobile communities will be given insights into the current and evolving thinking surrounding these application areas.
- For students: The attraction is a dynamic "literature review" of areas where there is still active, useful research going on.
- For mobile business and marketing analysts and strategists: They will benefit from insights and inspirations from the research community.

■ COURSE 05 | ROOM: 302 BERTOLUCCI

CONCEPTS AND TOOLS FOR MULTI-DEVICE USER INTERFACES: HOW TO ADAPT TO DEVICES WITH VARYING INTERACTION RESOURCES

11:30-16:00

INSTRUCTOR:
Fabio Paternò, *ISTI-CNR*

Benefits:
This tutorial aims to help user interface designers and developers to understand the issues involved in multi-device interactive applications, which can be accessed through both mobile and stationary devices even exploiting different interaction modalities (graphical, vocal, …). It will also provide a discussion of the possible solutions in terms of concepts, techniques, and tools. The tutorial will deal with how to address such issues both at design time, when authoring multi-device interfaces, and at run-time, when user interfaces for different devices are dynamically adapted and can even migrate across them to support the mobile user.

Audience:
The tutorial will be interesting for interactive software developers and designers who want more support than currently furnished by most commercially available tools. Likewise, user interface designers would benefit in understanding the space of the possible solutions and techniques for user interface adaptation to the device. In addition, other researchers who would like to have an update on the state of art and research results in terms of approaches, design criteria, tools in the field will find the tutorial of interest. Participants will not need to have any specific background knowledge to reap benefits. However, general familiarity with some HCI design principles or with some user interface authoring tool would be helpful.

■ COURSE 06 | ROOM: 304 VISCONTI

THE PERSONA LIFECYCLE: WHAT PERSONAS ARE, WHY THEY WORK, AND HOW TO CREATE AND USE THEM

11:30-18:00

INSTRUCTORS:
Tamara Adlin, *Adlin Inc.*
John Pruitt, *Microsoft*
Jonathan Grudin, *Microsoft*

Benefits:
Learn why personas can be an effective technique for design, development, and testing, when they are likely to be useful, and how to use them effectively. Get hands-on experience with practical persona creation and use methods.

Audience:
The course is intended for those who are or might be engaged in team-based design and development, those who teach design methods, and those interested in the psychology of design.

■ COURSE 07 | ROOM: 303 ROSSELLINI

ENSURING THE USABILITY OF SYSTEMS THAT ADAPT TO THEIR USERS

16:30-18:00

INSTRUCTOR:
Anthony Jameson, *DFKI*

Benefits:
You will acquire in-depth understanding of the usability issues that arise in the design of systems that adapt to their users—ranging from personalized e-commerce web sites to adaptive user interfaces—and of ways of dealing with these issues.

Audience:
Practitioners and researchers who are or will be involved in the design of systems that adapt to their users and who want a deeper understanding of the associated usability issues than that supplied by general guidelines and conventional wisdom.

■ COURSE 08 | ROOM: 305 ANTONIONI

ASSESSING USABILITY CAPABILITY USING ISO STANDARDS

16:30-18:00

INSTRUCTOR:
Nigel Bevan, *Professional Usability Services*

Benefits:
Participants will become familiar with the ISO 18529 model for human centered design, and learn how to use this to identify areas where an organization needs to improve its usability capability. The approach can be used informally for process improvement, or for more formal assessments of usability capability.

Audience:
Anyone who has some responsibility for user centered design in their organization, or who would like to make a case for improving their organizational capability. Basic familiarity with the area of user centered design is assumed, but no prior knowledge of ISO standards is needed.

■ COURSE 09 | ROOM: 302 BERTOLUCCI

THE PSYCHOLOGICAL BASIS FOR UI DESIGN RULES

16:30-18:00

INSTRUCTOR:
Jeff Johnson, *UI Wizards, Inc.*

Benefits:
UI design rules, guidelines, and heuristics are not simple recipes to be applied mindlessly. Applying them effectively requires determining their applicability and precedence in specific situations. It also requires balancing the trade-offs that inevitably arise in situations when design rules appear to contradict each other. By understanding the psychological basis for UI design rules, designers and evaluators enhance their ability to interpret and apply them. This course explains the underlying psychology.

Audience:
Software designers and developers of all experience levels. Also: Q/A engineers, usability testers, and managers.

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Notes

ACKNOWLEDGEMENTS CONTINUED

REVIEWERS CONTINUED

David Dearman, *University of Toronto*, Canada
Alexandre Demeure, *LIG*, France
Dimitar Denev, *Fraunhofer Institute for Applied Information Technology (FIT)*, Germany
Laurent Denoue, *FX Palo Alto Laboratory*, USA
Shilpa Deshpande, *Ms*, USA
Pieter Desmet, *Delft University of Technology*, The Netherlands
Anind Dey, *Carnegie Mellon University*, USA
Rachna Dhamija, *University of California, Berkeley*, USA
Nicoletta Di Blas, *Politecnico di Milano, POLIMI*, Italy
Fabian Di Fiore, *Expertise Centre for Digital Media (Hasselt University)*, Belgium
Paola Di Maio, *Mfu.ac.th*, England
Sergio Di Martino, *Università di Napoli "Federico II"*, Italy
Francesco Di Nocera, *University of Rome "La Sapienza"*, Italy
Nicholas Diakopoulos, *Georgia Tech*, USA
Carla Diana, *Georgia Institute of Technology*, USA
Paloma Diaz, *Universidad Carlos III de Madrid*, Spain
Anna Dickinson, *University of Dundee*, UK
Andreas Dieberger, *IBM Almaden Research Center*, USA
Xianghua Ding, *UCI*, USA
kate dingley, *university of portsmouth*, UK
Carl DiSalvo, *GA Tech*, USA
Anke Dittmar, *University of Rostock*, Germany
Alan Dix, *Lancaster University*, UK
Ellen Yi-Luen Do, *Georgia Institute of Technology*, USA
Aaron Doering, *University of Minnesota*, USA
Christian Doerner, *University of Siegen*, Germany
Gavin Doherty, *Trinity College Dublin*, Ireland
Judith Donath, *MIT*, USA
Mira Dontcheva, *University of Washington*, USA
Steven Dow, *Georgia Institute of Technology*, USA
Pierre Dragicevic, *INRIA*, France
Steve Draper, *University of Glasgow*, UK
Sara Drenner, *University of Minnesota*, USA
Heiko Drewes, *University of Munich*, Germany
Steven Drucker, *Microsoft LiveLabs Research*, USA
Allison Druin, *University of Maryland*, USA
Carlos Duarte, *Faculdade de Ciencias da Universidade de Lisboa*, Portugal
Emmanuel Dubois, *University of Toulouse III*, France
Nicolas Ducheneaut, *Palo Alto Research Center*, USA
Andrew Duchowski, *Clemson University*, USA
Casey Dugan, *IBM*, USA
Geoffrey Duggan, *University of Manchester*, UK
Henry Been-Lirn Duh, *Nanyang Technological University*, Singapore
Susan Dumais, *Microsoft Research*, USA
Cedric Dumas, *Ecole des Mines de Nantes*, France
Lynne Dunckley, *Thames Valley University*, UK
Michael Dunlavey, *Pharsight Corporation*, USA
Andreas Dünser, *HIT Lab NZ*, New Zealand
Elizabeth Dykstra-Erickson, *ACCESS Systems Americas*, USA
Achim Ebert, *University of Kaiserslautern*, Germany
Florian Echtler, *TU München*, Germany
Hal Eden, *Unervisity of Colorado at Boulder*, USA
Joel Eden, *iSchool at Drexel University*, USA
Darren Edge, *University of Cambridge*, UK
Kent Edmonds, *Smart Marketing, Inc*, USA
Alistair Edwards, *University of York*, UK
Keith Edwards, *Georgia Tech*, USA
Paula Edwards, *Georgia Institute of Technology*, USA
Patrick Ehlen, *CSLI, Stanford University*, USA
Brian Ehret, *Sun Microsystems Inc.*, USA
Sheryl Ehrlich, *Adobe Systems*, USA
Michael Eisenberg, *University of Colorado*, USA
Rana El Kaliouby, *University of Cambridge*, UK
Gunnar Ellingsen, *University of Tromsoe*, Norway
Ame Elliott, *IDEO*, USA
Jason Ellis, *IBM T.J. Watson Research Center*, USA
Nicole Ellison, *Michigan State University*, USA
Niklas Elmqvist, *INRIA*, France
Nwanua Elumeze, *University of Colorado*, USA
David England, *Liverpool John Moores University*, UK
Roman Englert, *T-Laboratories at Ben Gurion University*, Israel
Ingrid Erickson, *SV*, USA
Thomas Erickson, *IBM T.J. Watson Research Center*, USA
Mattias Esbjörnsson, *Mobility, The Interactive Institute*, Sweden
Katherine Everitt, *University of Washington*, USA
Inmaculada Fajardo Bravo, *University of Manchester*, UK
Daniel Fallman, *Umea University*, Sweden
Elisabetta Farella, *DEIS - University of Bologna*, Italy
Rod Farmer, *The University of Melbourne*, Australia
Robert Farrell, *IBM Research*, USA
Stephen Farrell, *IBM Almaden Research Center*, USA
Susan Faulkner, *Intel Corporation*, USA
Andrew Faulring, *Carnegie Mellon University*, USA
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Sidney Fels, *University of British Columbia*, Canada
Lee Felsenstein, *Fonly Institute*, USA
Jing Feng, *University of Toronto*, Canada
Sue Fenley, *Reading University*, UK
ylva fernaeus, *stockholm university*, Sweden
Amyris Fernandez, *Instituto Veris - Ibmec SP*, Brazil
Roland Fernandez, *Microsoft Research*, USA
Paolo Ferrara, *none*, Italy
Sally Fincher, *University of Kent*, UK
Leah Findlater, *University of British Columbia*, Canada
Andrew Fiore, *University of California*, Berkeley, USA
Robert Fish, *Mformation, Inc.*, USA
Brian Fisher, *University of British Columbia*, Canada
Danyel Fisher, *Microsoft Research*, USA
George Fitzmaurice, *Autodesk*, Canada
Geraldine Fitzpatrick, *University of Sussex*, UK
Morten Fjeld, *Chalmers University of Technology*, Sweden
Karl Flieder, *FH CAMPUS 02*, Austria
Ingbert Floyd, *University of Illinois at Urbana Champaign*, USA
James Fogarty, *University of Washington*, USA
Andrew Fogg, , UK
Jim Foley, *Georgia Tech*, USA
Asbjørn Følstad, *SINTEF*, Norway
Manuel Fonseca, *INESC-ID / IST / UTL*, Portugal
Peter Forbrig, *University of Rostock*, Germany
Clifton Forlines, *Mitsubishi Electric Research Laboratories*, USA
Jodi Forlizzi, *Carnegie Mellon University*, USA
Andrea Forte, *Georgia Institute of Technology*, USA
Marcus Foth, *Queensland University of Technology*, Australia
Brooke Foucault, *Northwestern University*, USA
Jackson Fox, *UNC Chapel Hill*, USA
Dan Frankowski, *University of Minnesota*, USA
Mike Fraser, *University of Bristol*, UK
Christopher Frauenberger, *Queen Mary, University of London*, UK
Nathan Freier, *Rensselaer Polytechnic Institute*, USA
Batya Friedman, *University of Washington*, USA
Leo Frishberg, *Tektronix, Inc.*, USA
Nancy Frishberg, *Sun Microsystems*, USA
Jon Froehlich, *University of Washington*, USA
Peter Fröhlich, *ftw. Telecommunications Research Center Vienna*, Austria
Wai-Tat Fu, *University of Illinois at Urbana-Champaign*, USA
Xin Fu, *UNC Chapel Hill*, USA
masaaki fukumoto, *NTT DoCoMo Inc. Research Labs.*, Japan
Susan Fussell, *Carnegie Mellon University*, USA
Silvia Gabrielli, *University of Udine*, Italy
Krzysztof Gajos, *University of Washington*, USA
Linda Gallant, *Emerson College*, USA
Luciano Gamberini, *university of padova*, Italy
Ben Gammon, *Kings College London*, UK
Franca Garzotto, *HOC-Politecnico di Milano*, Italy
Guillaume Gauffre, *LIIHS-IRIT*, France
Diana Gavales, *St. Jude Medical*, USA
William Gaver, *Goldsmiths College*, UK
Geri Gay, *Cornell University*, USA
Lalya Gaye, *Viktoria Institute*, Sweden
Erik Geelhoed, *Hewlett-Packard Laboratories Bristol*, UK
David Geerts, *K.U.Leuven*, Belgium
Gary Geisler, *The University of Texas at Austin*, USA
Hans Gellersen, *Lancaster University*, UK
cristina gena, *Dipartimento di Informatica, Torino*, Italy
Darren Gergle, *Northwestern University*, USA
Arjan Geven, *CURE*, Austria
Werner Geyer, *IBM T.J. Watson Research*, USA
Giuseppe Ghiani, *ISTI-CNR*, Italy
Joseph Giampapa, *Carnegie Mellon University*, USA
Eric Gilbert, *University of Illinois at Urbana-Champaign*, USA
Alastair Gill, *Northwestern University*, USA

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REVIEWERS CONTINUED

Kiel Gilleade, *Lancaster Univeristy*, UK
Robert Gillham, *Amberlight Partners Ltd*, UK
David Gilmore, *Logitech*, USA
Audrey Girouard, *Tufts University*, USA
Kentaro Go, *University of Yamanashi*, Japan
Sean Goggins, *University of Missouri*, USA
Jennifer Golbeck, *University of Maryland, College Park*, USA
Joseph Goldberg, *Oracle Corp.*, USA
Scott Golder, *HP Labs*, USA
David Golightly, *Experian*, UK
Gene Golovchinsky, *FX Palo Alto Laboratory*, USA
Gloria Gomez, *NIDR, Swinburne University of Technology*, Australia
Amy Gonzales, *Cornell University*, USA
Victor Gonzalez, *University of Manchester*, UK
Gustavo Gonzalez-Sanchez, *University of Girona*, Spain
Nathaniel Good, *University of California Berkeley*, USA
Elizabeth Goodman, *UC Berkeley School of Information*, USA
Bengt Göransson, *IT-Arkitekterna*, Sweden
Dorian Gorgan, *Technical University of Cluj-Napoca*, Romania
Andrew Gorman, *University of Colorado*, USA
Peter Gorny, *University of Oldenburg*, Germany
Susan Gov, *Georgia Institute of Technology*, USA
Christian Graf, *Fraunhofer-IESE (Fraunhofer-Institute for Experimental Software-Engineering)*, Germany
Beryl Graham, *University of Sunderland*, UK
Nicholas Graham, *Queen's University*, Canada
Sukeshini Grandhi, *New Jersey Institute of Technology*, USA
Phil Gray, *University of Glasgow*, UK
Collin Green, *NASA Ames Research Center*, USA
Saul Greenberg, *University of Calgary*, Canada
Andrea Grimes, *Georgia Institute of Technology*, USA
Rebecca Grinter, *Georgia Institute of Technology*, USA
Martin Groen, *University of Bristol*, UK
Kaj Gronbak, *University of Aarhus*, Denmark
Ben Gross, *University of Illinois Urbana-Champaign*, USA
Joshua Gross, The Pennsylvania State University, USA
Mark Gross, *Carnegie Mellon University*, USA
Tom Gross, *Bauhaus-University Weimar*, Germany
Tovi Grossman, *University of Toronto*, Canada
Dennis Groth, *Indiana University*, USA
Jonathan Grudin, *Microsoft Research*, USA
Anatoliy Gruzd, *University of Illinois at Urbana-Champaign*, USA
Lei Gu, *Microsoft*
Zhiwei Guan, *University of Washington*, USA
Tiago Guerreiro, *IST/UTL Technical Superior Institute/ Technical University of Lisboa*, Portugal
François Guimbretière, *University of Maryland*, USA
Jan Gulliksen, *Uppsala University*, Sweden
Michelle Gumbrecht, *Stanford University*, USA
Hatice Gunes, *University of Technology, Sydney (UTS)*, Australia
Lan Guo, *Siemens*, USA
Carl Gutwin, *University of Saskatchewan*, Canada
Mark Guzdial, *Georgia Tech*, USA
Gahgene Gweon, *Carnegie Mellon University*, USA
Antal Haans, *Technische Universiteit Eindhoven*, The Netherlands
Eben Haber, *IBM Almaden Research Center*, USA
Joshua Hailpern, *University of Illinois at Urbana Champaign*, USA
Philip haine, *Obvious Design*, USA
Maria Håkansson, *Viktoria Institute*, Sweden
Jonna Häkkilä, *Nokia Multimedia*, Finland
Jaakko Hakulinen, *University of Tampere*, Finland
Greg Hale, *York University*, UK
Michael Haller, *Upper Austria University of Applied Sciences*, Austria
Christine Halverson, *IBM T.J. Watson Research Center*, USA
Tim Halverson, *University of Oregon*, USA
Martin Halvey, *University of Glasgow*, UK
Kai-Christoph Hamborg, *University of Osnabrueck*, Germany
Tracy Hammond, *Texas A&M University*, USA
Jeff Hancock, *Cornell University*, USA
Mark Hancock, *University of Calgary*, Canada
Dan Handel, *Oregon Health & Science University*, USA
Mark Handel, *The Boeing Company*, USA
Lisa Hankin, *Google*, USA
John Paulin Hansen, *IT-University of Copenhagen*, Denmark
Thomas Hansen, *Aarhus University*, Denmark
Usman Haque, *Haque Design + Research Ltd*, UK
Susumu Harada, *University of Washington*, USA
Gunnar Harboe, *Motorola*, USA
Ian Hargraves, *Carnegie Mellon University*, USA
Barry Harper, *University of Wollongong*, Australia
Franklin Harper, *University of Minnesota*, USA
richard harper, *Microsoft Research, Cambridge*, UK
Beverly Harrison, *Intel Research Seattle*, USA
Chandra Harrison, *University of York*, UK
Steve Harrison, *Virginia Tech*, USA
Björn Hartmann, *Stanford University*, USA
Jan Hartmann, *University of Manchester*, England
Lonnie Harvel, *Georgia Institute of Technology*, USA
Mountaz Hascoet, *LIRMM, Université de Montpellier*, France
Denizz Hasircii, *Izmir University of Economics*,
Marc Hassenzahl, *University of Koblenz-Landau*, Germany
Michael Hatscher, *Google Switzerland GmbH*, Switzerland
Joerg Hauber, *Human Interface Technology Lab*, New Zealand
Kirstie Hawkey, *Dalhousie University*, Canada
Gillian Hayes, *University of California, Irvine*, USA
Steven Haynes, *The Pennsylvania State University*, USA
Richard Hazlett, *Johns Hopkins University*, USA
Xing He, *BrainMedia, LLC*, USA
Jennifer Healey, *Intel*, USA
Marti Hearst, *UC Berkeley*, USA
Jeffrey Heer, *University of California, Berkeley*, USA
Willemijn Heeren, *University of Twente*, The Netherlands
Tomi Heimonen, *University of Tampere*, Finland
Julie Heiser, *Stanford University*, USA
Ilona Heldal, *Chalmers University of Technology*, Sweden
Valerie Henderson, *Georgia Institute of Technology*, USA
Nathalie Henry, *INRIA Futurs/LRI/University of Sydney*, France
Jim Herbsleb, *CMU*, USA
Susan Herbst, *None*, USA
Eelco Herder, *L3S Research Center*
Jon Herlocker, *Oregon State University*, USA
Van Oostendorp Herre, *Center for Content and Knowledge Engineering*, The Netherlands
Jan Herrington, *University of Wollongong*, Australia
Julie Hersberger, *UNCG Dept of Library and Information Studies*, USA
Morten Hertzum, *Roskilde University*, Denmark
Cathy Herzon, *none*, USA
Otmar Hilliges, *University of Munich*, Germany
Starr Roxanne Hiltz, *NJIT*, USA
Ken Hinckley, *Microsoft Research*, USA
Pamela Hinds, *Stanford University*, USA
Debby Hindus, *Rapport Incorporated*, USA
Stephen Hirtle, *University of Pittsburgh*, USA
Martin Hitz, *Klagenfurt University*, Austria
Harry Hochheiser, *Towson University*, USA
Blaine Hoffman, *The Pennsylvania State University*, USA
Raphael Hoffmann, *University of Washington*, USA
Katja Hofmann, *University of Amsterdam*, The Netherlands
Bernie Hogan, *University of Toronto*, Canada
Eve Hoggan, *University of Glasgow*, UK
Paul Holleis, *University of Munich*, Germany
Tobias Hollerer, *University of California, Santa Barbara*, USA
David Holman, *RWTH-Aachen University*, Germany
Stefan Holmlid, *Santa Anna IT Research Institute*, Sweden
Lars Erik Holmquist, *Viktoria Institute*, Sweden
Jussi Holopainen, *Nokia Research Center*, Finland
Jane Holt, *Lancaster University*, UK
Andreas Holzinger, *Graz Medical University*, Austria
Kate Hone, *Brunel University*, UK
Jason Hong, *Carnegie Mellon University*, USA
Lichan Hong, *Palo Alto Research Center*, USA
Se-Joon Hong, *Korea University Business School*, Korea
Kristina Höök, *Stockholm University*, Sweden
Jettie Hoonhout, *Philips Research Europe*, The Netherlands
Heinz Ulrich Hoppe, *University of Duisburg-Essen*, Germany
Michael Horn, *Tufts University*, USA
Kasper Hornbæk, *University of Copenhagen*, Denmark
Eva Hornecker, *Technical University Vienna*, Austria
Anthony Hornof, *University of Oregon*, USA
Juan Pablo Hourcade, *University of Iowa*, USA

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April 8, 2008 | Tuesday

=10 minutes =15 minutes =25 minutes =30 minutes =unscheduled time

	8:15 - 9:00	9:00 - 10:30	11:30 - 13:00	14:30 - 16:00	16:30 - 18:00
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COMMONS

Exhibits, Interactivity, & Info Booth
10:30-18:00

SPECIAL EVENTS

Spotlight on Workshops & Work-in-Progress (#1-35) Posters
10:30-11:30
Poster Area on Ground Floor of Central Pavilon

Job Fair
18:00-20:00
Ground Floor of Central Pavilion

■ **CHI MADNESS | CAVANIGLIA PAVILION**

8:15-9:00

SESSION CHAIRS:
Gonzalo Ramos, *Microsoft LiveLabs*, USA
Jeffrey Nichols, *IBM Research*, USA

CHI's 30 second Madness, which premiered in Montréal, returns to give everyone a lighting speed overview of the day's program.

■ **INVITED SESSION | CAVANIGLIA PAVILION**

SOCIAL IMPACT AWARD: VICKI HANSON

SESSION CHAIR: Julie Jacko, *University of Minnesota Institute for Health Informatics*, USA

The Once and Future State of Accessible Computing

Vicki Hanson, *IBM T. J. Watson Research Center*, USA

The topic of designing interfaces that are usable by people with disabilities is not a new one. However, we can question how much real progress has been made. Clearly, much attention has been paid to the needs of this population, and a number of devices and software technologies have been created to allow disabled users to interact with computers. So why is it still so difficult in many cases to browse the Web or use standard software applications? One problem is the ongoing emergence of new technologies, each requiring 'catch-up' for accessibility. Many of the technologies involved in "Web 2.0", for example, pose new barriers to those with disabilities. This talk explores what it means to truly provide information access to disabled users, discussing issues of inclusive design, usability, and changing population demographics.

■ **PAPERS/NOTES | ROOM: 101 DA VINCI**

COLLABORATIVE USER INTERFACES

SESSION CHAIR: Darren Gergle, *Northwestern University*, USA

PAPER | Collaborative Editing for Improved Usefulness and Usability of Transcript-Enhanced Webcasts

Cosmin Munteanu, Ron Baecker, Gerald Penn, *University of Toronto*, Canada

An iterative design and evaluation of a webcast extension that engages users to collaboratively edit computer-produced imperfect transcripts. We show that this feasibly improves webcast lecture transcript quality.

PAPER | Collaborative Interaction with Volumetric Displays

Tovi Grossman, Ravin Balakrishnan, *University of Toronto*, Canada

We explore collaborative interaction with 3D volumetric displays. We discuss the key interaction issues which were encountered, describe a suite of new techniques in detail, and outline preliminary usage observations.

PAPER | Multimodal collaborative handwriting training for visually-impaired people

Beryl Plimmer, *University of Auckland*, New Zealand
Andrew Crossan, Stephen A Brewster, *University of Glasgow*, United Kingdom
Rachel Blagojevic, *University of Auckland*, New Zealand

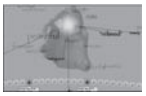
McSig allows a teacher to collaborate with a visually impaired child learning to write. We show through evaluation how McSig can improve the child's ability to form letter shapes.

■ **PAPERS/NOTES | ROOM: 102 RAPHAEL**

AESTHETICS, AWARENESS, AND SKETCHING

SESSION CHAIR: Tara Matthews, *IBM Almaden Research Center*, USA

PAPER | ArtLinks: Fostering Social Awareness and Reflection in Museums



Dan Cosley, Joel Lewenstein, Andrew Herman, Jenna Holloway, Jonathan Baxter, Saeko Nomura, Kirsten Boehner, Geri Gay, *Cornell University*, USA

ArtLinks supports museumgoers' goals around reflection and social connection, rather than information. Its carefully designed--and described--visualization of other patrons' reactions is well-liked and helps people achieve meaningful experiences.

PAPER | K-Sketch: A "Kinetic" Sketch Pad for Novice Animators

Richard C. Davis, *University of California, Berkeley*, USA
Brien Colwell, James A. Landay, *University of Washington*, USA

Field studies and a novel interface optimization method helped us design a fast, simple, and powerful animation tool that performs rough 2D animation tasks three times faster than commercial tools.

PAPER | The LilyPad Arduino: Using Computational Textiles to Investigate Engagement, Aesthetics, and Diversity in Computer Science Education

Leah Buechley, Mike Eisenberg, Jaime Catchen, Ali Crockett, *University of Colorado at Boulder*, USA

This paper describes the LilyPad Arduino–a fabric-based construction kit that enables novices to build soft wearable computers–and presents the results of a series of "electronic fashion" workshops.

■ PAPERS/NOTES | ROOM: 103 CARAVAGGIO

DATA COLLECTION

SESSION CHAIR: Robin Jeffries, *Google*, USA

PAPER | A Diary Study of Mobile Information Needs

Timothy Sohn, Kevin A. Li, William G. Griswold, James D. Hollan, *University of California at San Diego*, USA

Understanding mobile information needs and associated interaction challenges is fundamental to designing future mobile applications. We report on a two-week diary study of 20 people's information needs and how they were addressed.

PAPER | Tracking Real-Time User Experience (TRUE): A comprehensive instrumentation solution for complex systems

Jun H. Kim, Daniel V. Gunn, Eric Schuh, Bruce Phillips, Randy J. Pagulayan, Dennis Wixon, *Microsoft Game Studios*, USA

Automatic recording of user behavior within a system (instrumentation) to develop and test theories has a rich history in psychology and system design. Often, researchers analyze instrumented behavior in isolation...

NOTE | Crowdsourcing User Studies With Mechanical Turk

Aniket Kittur, Ed H. Chi, Bongwon Suh, *PARC*, USA

User studies are important for many aspects of the design process and involve techniques ranging from informal surveys to rigorous laboratory studies. However, the costs involved in engaging users often...

■ PAPERS/NOTES | ROOM: 104 MICHELANGELO

HEALTH AND WELLNESS

SESSION CHAIR: Dianne Murray, *Interacting with Computers Journal & Interaction*, UK

PAPER | Aligning Temporal Data by Sentinel Events: Discovering Patterns in Electronic Health Records

Taowei David Wang, Catherine Plaisant, Alexander J Quinn, Roman Stanchak, *University of Maryland*, USA
Shawn Murphy, *Massachusetts General Hospital*, USA
Ben Shneiderman, *University of Maryland*, USA

Finding prevalent precursor, co-occurring, and aftereffect events in patient records is difficult. We demonstrate how temporal alignment can effectively facilitate discovery of patterns in categorical data.

PAPER | Celebratory Technology: New Directions for Food Research in HCI

Andrea Grimes, *Georgia Institute of Technology*, USA
Richard Harper, *Microsoft Research*, United Kingdom

We describe the existing and potential HCI design space around human-food interaction and in particular motivate future research on designing technology that celebrates the positive interactions people have around food.

PAPER | MAHI: Investigation of Social Scaffolding for Reflective Thinking in Diabetes Management

Lena Mamykina, *Siemens Corporate Research Inc.*, USA
Elizabeth Mynatt, *Georgia Institute of Technology*, USA
Patricia Davidson, *St. Clair Hospital*, USA
Daniel Greenblatt, *Motorola*, USA

We describe the design and deployment of MAHI, a ubicomp application for individuals with diabetes, and its effect on individuals' ownership of their health and disease management.

■ DESIGN COMMUNITY EVENTS | 106 TITIAN

WHAT IS A CHI PORTFOLIO

SESSION CHAIRS:
Jonathan Arnowitz, *Google, Inc.*, USA
Elizabeth Dykstra-Erickson, *ACCESS Systems*, USA
Sebastiano Bagnara, *Università degli Studi di Siena*, Italy

Accessibility Challenge - a Game Show Investigating the Accessibility of Computer Systems for Disabled People

Maggie Morgan, *University of Dundee*, UK
Vicki Hanson, *IBM T.J. Watson Research Center*, USA
Chris Martin, Janet Hughes, Alan Newell, *University of Dundee*, UK

A professional live theatre event in the form of a game show has been designed to raise awareness of the challenges computer technology provides to older and disabled people and...

What is a CHI Portfolio?

Scott G. Pobiner, *Parsons The New School for Design*, USA
Anijo Punnen Mathew, Justin Taylor, *Mississippi State University*, USA

CHI Participants are increasingly creating work in multiple formats and media. Much of this work is well suited to the kind of efficient and effective graphic and text presentation found...

■ CASE STUDY | 107 BOTTICELLI

CHALLENGES AND QUESTIONS

SESSION CHAIR: Michael Arent, *SAP Labs*, USA

Barriers to Virtual Collaboration

Amy Tan, Ahmet M Kondoz, *University of Surrey*, United Kingdom

This case study evaluates with a combination of lifecycle, ethnographic, and usability engineering techniques the user experience of a distributed cross cultural team deploying a virtual collaboration system.

Healthy Technology:: a metaphor that pushed user experience to new strategic heights at Intel

Ashwini Asokan, Michael J. Payne, *Intel Corporation*, USA

Metaphors can play an important role in shifting conversations, strategies and solution spaces when attempting to create meaningful consumer experiences. An Intel case study illustrates the power of such a metaphor.

Increasing Design Buy-In Among Software Developer Communities

Satya Viswanathan, *SAP Labs India Pvt Ltd.*, India

By considering developers as 'users' of design artifacts; process, we identified new means to enable developers to follow design practices and to sensitize them about the User Centered Design process.

When the Designer Becomes the User: Designing a System for Therapists by Becoming a Therapist

Julie A. Kientz, Gregory D. Abowd, *Georgia Institute of Technology*, USA

We present the design process for developing technology to support therapists for children with autism, which involved having one researcher become trained as a therapist and work part time for over 10 months.

■ SPECIAL INTEREST GROUP | 301 FELLINI

END USER SOFTWARE ENGINEERING: CHI'2008 SPECIAL INTEREST GROUP MEETING

ORGANIZERS:
Brad Myers, *Carnegie Mellon University*, USA
Margaret Burnett, *Oregon State University*, USA
Mary Beth Rosson, *Pennsylvania State University*, USA
Andrew Ko, *Carnegie Mellon University*, USA
Alan Blackwell, *University of Cambridge*, UK

This SIG will bring together researchers and companies interested in how the software that end-users create for simulations, spreadsheets, web pages, etc., can be more reliable.

■ PANELS | CAVANIGLIA PAVILION

MEDIA SPACES: PAST VISIONS, CURRENT REALITIES, FUTURE PROMISE

ORGANIZERS:
Ron Baecker, *University of Toronto*, Canada
Steve Harrison, *Virginia Tech*, USA
Bill Buxton, *Microsoft Research*, USA
Steven Poltrock, *The Boeing Company*, USA
Elizabeth Churchill, *Yahoo Research*, USA

Established researchers and practitioners active in the development and deployment of media spaces review what seemed to be promised twenty years ago, what has actually been achieved, and what we might anticipate over the next twenty years.

■ PAPERS/NOTES | ROOM: 101 DA VINCI

I AM HERE. WHERE ARE YOU?

SESSION CHAIR: Alan Blackwell, *University of Cambridge*, UK

PAPER | Accountabilities of Presence: Reframing Location-Based Systems

Emily Troshynski, Charlotte Lee, Paul Dourish, *University of California, Irvine*, USA

A study of paroled prisoners monitored by GPS suggests new ways to think about privacy and location in ubiquitous computing systems.

PAPER | From Awareness to Repartee: Sharing Location within Social Groups

Louise Barkhuus, Barry Brown, *University of California, San Diego*, USA
Marek Bell, Scott Sherwood, Malcolm Hall, Matthew Chalmers, *University of Glasgow*, United Kingdom

We present a study of 'Connecto', a phone based location sharing application that allows a group to 'tag' areas and have individuals' locations shared automatically on mobile phones.

NOTE | Lean and Zoom: Proximity-Aware User Interface and Content Magnification

Chris Harrison, Anind K. Dey, *Carnegie Mellon University*, USA

Users often lean forward to examine content on their high-resolution displays. Lean-and-Zoom tracks user lean position using generic webcams and magnifies on-screen content proportionally.

NOTE | Stirring up Experience through Movement in Game Play: Effects on Engagement and Social Behaviour

Siân E Lindley, *Microsoft Research Cambridge*, United Kingdom
James Le Couteur, Nadia L Berthouze, *University College London*, United Kingdom

The recent development of controllers designed around natural body movements has altered the nature of gaming and contributed towards it being marketed as a more social activity. The study reported...

■ PAPERS/NOTES | ROOM: 102 RAPHAEL

PHYSIOLOGICAL SENSING FOR INPUT

SESSION CHAIR: Bo Begole, *PARC*, USA

PAPER | Demonstrating the Feasibility of Using Forearm Electromyography for Muscle-Computer Interfaces

T Scott Saponas, *University of Washington*, USA
Desney Tan, Dan Morris, *Microsoft Research*, USA
Ravin Balakrishnan, *University of Toronto*, Canada

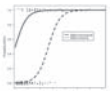
We explore the feasibility of muscle-computer interfaces (muCIs): an interaction methodology that directly senses and decodes human muscular activity rather than relying on physical device actuation or visible/audible user actions.

PAPER | Improving Eye Cursor's Stability for Eye Pointing Tasks

Xinyong Zhang, Xiangshi Ren, *Kochi University of Technology*, Japan
Hongbin Zha, *Peking University*, China

We proposed several simple but effective solutions for counteracting eye jitter i.e. stabilizing the gaze-controlled cursor so as to accelerate target selection and reduce errors in dwell-based eye pointing tasks.

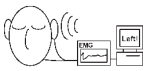
NOTE | Predicting Postcompletion Errors using Eye Movements



Raj M. Ratwani, *George Mason University*, USA
J. Malcolm McCurry, J. Gregory Trafton, *Naval Research Laboratory*, USA

Procedural errors occur frequently and can be disastrous. We present a theory and an empirical study that predicts these errors using eye movements and demo a real-time error prediction system.

NOTE | Detecting the Direction of Listening with the EMG Signals Measured behind Ears



Naoto Kaneko, *Nokia Research Center*, Japan

This presentation reveals the technique to detect whether a person is listening to the right or left with a pair of electromyogram signals measured behind ears.

■ PAPERS/NOTES | ROOM: 103 CARAVAGGIO

POLICY, TELEMEDICINE, AND ENTERPRISE

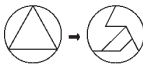
SESSION CHAIR: Jeffrey Pierce, *IBM Research*, USA

PAPER | A User Study of Policy Creation in a Flexible Access-Control System

Lujo Bauer, Lorrie Faith Cranor, Robert W. Reeder, *Carnegie Mellon University*, USA
Michael K. Reiter, *University of North Carolina*, USA
Kami Vaniea, *Carnegie Mellon University*, USA

We identify the ideal physical security policies for an office environment and show quantitatively that a new, smartphone-based access-control system implements these policies more accurately than do keys.

PAPER | Competence Articulation: Alignment of Competences and Responsibilities in Synchronous Telemedical Collaboration



Simon B. Larsen, *University of Aarhus*, Denmark
Jakob E. Bardram, *IT University of Copenhagen*, Denmark

This paper looks at how competences and collective responsibilities are mutually assessed, articulated, and developed in coordinated work as seen in a case of telemedical cooperation.

PAPER | Results from Deploying a Participation Incentive Mechanism within the Enterprise

Rosta Farzan, *University of Pittsburgh*, USA
Joan M. Dimicco, David R. Millen, Casey Dugan, Werner Geyer, Elizabeth A. Brownholtz, *IBM*, USA

We designed a reward system to encourage participation in an enterprise social networking site. We will present the system and our evaluation, highlighting how employees respond to rewarded points.

■ PAPERS/NOTES | ROOM: 104 MICHELANGELO

POST-QWERTY QWERTY

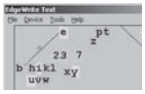
SESSION CHAIR: Kari-Jouko Räihä, *University of Tampere*, Finland

PAPER | Automatic Whiteout++: Correcting Mini-QWERTY Typing Errors Using Keypress Timing

James Clawson, *Georgia Institute of Technology*, USA
Kent Lyons, *Intel Research*, USA
Alex Rudnick, Robert A. Iannucci Jr., Thad Starner, *Georgia Institute of Technology*, USA

By analyzing features of users typing, Automatic Whiteout++ detects and corrects up to 32.37% of the errors made by typists while using a mini-QWERTY (RIM Blackberry style) keyboard. The system...

PAPER | EdgeWrite with Integrated Corner Sequence Help



Benoit Martin, *University Paul Verlaine - Metz*, France
Poika Isokoski, *University of Tampere*, Finland

A help system that informs users of the character shapes in the EdgeWrite text entry system was tested. It can replace printed character charts without hurting novice performances.

NOTE | Interlaced QWERTY - Accommodating Ease of Visual Search and Input Flexibility in Shape Writing

Shumin Zhai, *IBM Almaden Research Center*, USA
Per Ola Kristensson, *University of Cambridge*, United Kingdom

We present iQwerty, which offers excellent separation of word shapes for shape writing text input, while maintaining low visual search time. Many findings also apply to traditional touch screen keyboards.

■ PAPERS/NOTES | ROOM: 105 GIOTTO

BEYOND END-USER PROGRAMMING

SESSION CHAIR: Mary-Beth Rosson, *Pennsylvania State University*, USA

PAPER | Design, Adoption, and Assessment of a Socio-Technical Environment Supporting Independence for Persons with Cognitive Disabilities

Stefan Parry Carmien, *Fraunhofer Institute for Applied Information Technology*, Germany
Gerhard Fischer, *University of Colorado at Boulder*, USA

Lessons learned based on ethnographic studies about design (supporting end-user development by caregivers), adoption, learning, use, and abandonment of sociotechnical environments fitting the unique needs of people with cognitive disabilities.

PAPER | ingimp: Introducing Instrumentation to an End-User Open Source Application

Michael Terry, Matthew Kay, Brad Van Vugt, Brandon Slack, Terry Park, *University of Waterloo*, Canada

Open source software development presents new opportunities and challenges for creating usable software. This paper presents ingimp, an openly instrumented application that publicly collects and disseminates application usage data.

PAPER | Testing vs. Code Inspection vs. ... What Else? Male and Female End Users' Debugging Strategies

Neeraja Subrahmaniyan, Laura Beckwith, Valentina Grigoreanu, Margaret Burnett, *Oregon State University*, USA
Susan Wiedenbeck, *Drexel University*, USA
Vaishnavi Narayanan, Karin Bucht, Russell Drummond, Xiaoli Fern, *Oregon State University*, USA

Identifies 8 strategies of males and females in end-user debugging; 7 out of 8 showed significant gender differences. Strategies successful for males were not the ones successful for females.

■ DESIGN THEATER | ROOM: 106 TITIAN

FRONT ROW

SESSION CHAIR: Paul Moore, *Orange*, UK

Do that again?

Stella Boess, *Delft University of Technology*, Netherlands

A very small interaction is presented in several different ways. The audience is invited to read this interaction. What are the consequences of different readings for design?

Sketch Worth, Catch Dreams, Be Fruity

Gilbert Cockton, *University of Sunderland*, United Kingdom

We act out a method in didactic theatre to sketch designing, not just a design. We act out sketching that leads to a worth map as a keystone design representations.

Unhelpful Helpers: When Scaffolding Structures Veil Collaborative Interactions

Jakita O. Thomas, Lisa Kreeger, *IBM Almaden Research Center*, USA

Collaborative software tools are designed to support users in individual and group efforts to engage in complex tasks and/or to acquire and develop complex cognitive skills. The aim is to...

■ SPECIAL INTEREST GROUP | 107 BOTTICELLI

EDUCATION SIG

ORGANIZERS:
Alan Dix, *Lancaster University*, UK
Stefano Levialdi, *University of Rome "La Sapienza,"* Italy

HCI is changing: new issues including experience and trust, new technology from web2.0 to ubicomp. Discuss how HCI curricula should adapt to be useful now and in 20 years time?

■ PANELS | CAVANIGLIA PAVILION

WHAT WOULD YOU DO WITH A 1 MILLION DOLLAR USER EXPERIENCE MARKETING BUDGET?: INTERNAL VS. EXTERNAL USER EXPERIENCE EVANGELISM

ORGANIZERS:
Luke Kowalski, *Oracle Corp.*, USA
Carola Thompson, *SAP, AG*, USA
Tom Chi, *Yahoo!*, USA
Darren Mc Cormick, *Microsoft Corp.*, USA
Omar Vasnaik, *Microsoft Corp.*, USA
Peter Heller, *Oracle Corp.*, USA

User Experience evangelism inside an organization is a frequent topic. Methods for marketing user centered design to internal stakeholders have been analyzed in many papers and on panels. Emerging media and new venues have recently presented an opportunity to reexamine methods and goals for external user experience marketing and evangelism. This interactive panel will address motivations and brainstorm about discount methods for promoting the role of the human factors profession to the general public, and communicating directly with the end users. This will be contrasted with the position that a well designed product should market itself, and that money is best spent on design and internal evangelism instead.

The panel itself will involve 3 parts: 1. Moderator collecting answers to the What would you do with a 1 million dollar UX marketing budget? question via index cards. 2. Four panelists presenting short sales pitch proposing what they would do when faced with the same question. 3. Panel discussion focusing on the contributions from the audience and focused on producing two lists. One would include specific user experience marketing venues (targeted bloggers, un-conferences, think tanks, specific ad words, design-friendly printed publications like Business Week, etc.). The second list would focus on goals and of user experience marketing (raising awareness and promoting better image of user experience vs. engineering and other disciplines, increased sales, better brand, recruiting, swaying executives, etc.). The panel would continue to live after external publication of the two lists, with new blog installments, comments, and any subsequent and open discussions.

■ PAPERS/NOTES | ROOM: 101 DA VINCI

DIGNITY IN DESIGN

SESSION CHAIR: mc schraefel, *IAM Group, Electronics and Computer Science*, UK

PAPER | Designs on Dignity: Perceptions of Technology Among the Homeless

Christopher A. Le Dantec, W. Keith Edwards, *Georgia Institute of Technology*, USA

Technology has the potential to improve everyone's life: from the workplace, to entertainment, to easing chores around the home. But what of people who have neither job nor home?

PAPER | Empathy and experience in HCI

Peter Wright, *Sheffield Hallam University*, United Kingdom
John McCarthy, *University College Cork*, Ireland

In the world of experience design, 'knowing the user' translates into understanding how the user feels. A concept of empathy will be developed used to critically position experience design methodologies.

PAPER | Interactional Empowerment

Kristina Höök, *Stockholms Universitet* and *SICS (Swedish Institute of Computer Science)*, Sweden
Anna Ståhl, *SICS (Swedish Institute of Computer Science)*, Sweden
Petra Sundström, *Stockholms Universitet and SICS (Swedish Institute of Computer Science)*, Sweden
Jarmo Laaksolaahti, *SICS (Swedish Institute of Computer Science)*, Sweden

We argue that an interaction design perspective on affective interactive systems empowers end-users to create meaning and alter the system to fit with their needs, ideas, hopes and dreams.

■ PAPERS/NOTES | ROOM: 103 CARAVAGGIO

KNOWLEDGE ELICITATION

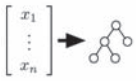
SESSION CHAIR: Joe Tullio, *Motorola Labs*, USA

PAPER | Experience Sampling for Building Predictive User Models: A Comparative Study

Ashish Kapoor, Eric Horvitz, *Microsoft Research*, USA

Experience sampling has been employed for decades to collect assessments of subjects' intentions, needs, and affective states. In recent years, investigators have employed automated experience sampling to collect data to...

PAPER | Investigating Statistical Machine Learning as a Tool for Software Development



Kayur Patel, James Fogarty, James A Landay, *University of Washington*, USA
Beverly Harrison, *Intel Research Seattle*, USA

Statistical machine learning algorithms enable novel applications of computing but can be hard to use. We explore obstacles faced by developers attempting to apply statistical machine learning to application development.

NOTE | CiteSense: Supporting Sensemaking of Research Literature

Xiaolong Zhang, *Pennsylvania State University*, USA
Yan Qu, *University of Maryland*, USA
C. Lee Giles, Piyou Song, *Pennsylvania State University*, USA

This paper presents the design of an integral environment to support literature search, organization and comprehension and a prototype to support a smooth transition among various activities.

NOTE | The Personal Project Planner: Planning to Organize Personal Information

William Jones, Predrag Klasnja, Andrea Civan, Michael Adcock, *University of Washington*, USA

The Personal Project Planner works as an extension to the file manager to provide rich-text overlays to the documents, email messages and web pages needed to complete a project.

■ PAPERS/NOTES | ROOM: 104 MICHELANGELO

TOOLS FOR EDUCATION

SESSION CHAIR: Franca Garzotto, *HOC-Politecnico di Milano*, Italy

PAPER | CareLog: A Selective Archiving Tool for Behavior Management in Schools

Gillian R. Hayes, *University of California, Irvine*, USA
Lamar M. Gardere, Gregory D. Abowd, *Georgia Institute of Technology*, USA
Khai N. Truong, *University of Toronto*, Canada

Identifying the function of problem behavior can lead to the development of more effective interventions. One way to identify the function is through functional behavior assessment (FBA). Teachers conduct FBA...

PAPER | Observing Presenters' Use of Visual Aids to Inform the Design of Classroom Presentation Software

Joel Lanir, Kellogg S Booth, Leah Findlater, *University of British Columbia*, Canada

We conducted an observational study to examine current practice with both traditional blackboards and computer slides, with the ultimate goal of designing rich presentation tools for high-resolution and multiple screens.

PAPER | Readability of Scanned Books In Digital Libraries

Alexander J Quinn, Chang Hu, *University of Maryland*, USA
Takeshi Arisaka, *Hitachi, Ltd.*, Japan
Anne Rose, Benjamin B Bederson, *University of Maryland*, USA

Readability of scanned picture books in the International Children's Digital Library is improved by using computer vision and DHTML technologies to separate the text from the illustrations.

■ PAPERS/NOTES | ROOM: 105 GIOTTO

SOUND OF MUSIC

SESSION CHAIR: Kenton O'Hara, *Hewlett-Packard Labs, Bristol*, UK

PAPER | Choice: abidcating or exercising?

Tuck Leong, Steve Howard, Frank Vetere, *The University of Melbourne*, Australia

Understanding the shuffle mechanism can inform understanding of how randomness can be harnessed strategically when designing interactives that are used to meet people's non-instrumental needs whilst supporting richer user-experiences.

PAPER | MySong: Automatic Accompaniment Generation for Vocal Melodies

Ian Simon, *University of Washington*, USA
Dan Morris, Sumit Basu, *Microsoft Research*, USA

We introduce MySong, a system that automatically accompanies vocal melodies. Two studies validate MySong's accompaniment quality and show that non-musicians can create accompaniments using MySong, enabling previously inaccessible creative expression.

NOTE | PlaceAndPlay: A Digital Tool for Children to Create and Record Music

Yasushi Akiyama, *Dalhousie University*, Canada
Sageev Oore, *Saint Mary's University*, Canada

We present the PlaceAndPlay, a novel interface for young children to interact with digital music. Multimodal interactions and a unique music layout accommodate the physical and cognitive abilities of children.

NOTE | The Sound of Touch: Physical Manipulation of Digital Sound

David Merrill, Hayes Raffle, *Massachusetts Institute of Technology*, USA
Roberto Aimi, *Alium Labs, LLC*, USA

A handheld wand is used to record audio and physically stimulate it by scraping the wand against physical materials. Realtime convolution blends the digital sound with physical textures.

■ CASE STUDY | 106 TITIAN

ON THE GO

SESSION CHAIR: Patrizia Marti, *Università degli Studi di Siena*, Italy

Challenges in Computerized Job Search for the Developing World

Indrani Medhi, *Microsoft Research India*, India
Geeta Menon, *Stree Jagruti Samiti*, India
Kentaro Toyama, *Microsoft Research India*, India

We examine the broad challenges facing a computer-based system to help match low-income domestic workers from an urban slum with potential middle-class employers in Bangalore, India. Due to the near...

Cutting Edge Usability Design and Smashing Graphics: The perfect Recipe for Firing up A Sophisticated Pharmaceutical Touch Screen Application

Christel Dehaes, Lore Nuyens, *Human Interface Group*, Belgium

We describe a pharmaceutical touch screen development project in which an appealing graphical design on top of a well-thought user interface elevate the benefits of a good user interface design.

Spontaneous scenarios: an approach to user engagement

Jeremy Yuille, Laurene Vaughan, *RMIT University* and *ACID*, Australia
Markus Rittenbruch, *NICTA*, Australia
Stephen Viller, *University of Queensland* and *ACID*, Australia
Ian MacColl, *Queensland University of Technology* and *ACID*, Australia

In this paper we present work on a scenario and persona based approach to exploring social software solutions for a globally distributed network of researchers, designers and artists. We discuss...

Wheels Around the World: Windows Live Mobile Interface Design

Christine Anderson, Sandra G. Hirsh, Andre Mohr, *Microsoft*, USA

Access all the information you care about on your phone, without a single page scroll. It's not only possible, but proven delightful in iterative studies across US, Japan, and China.

■ ALT.CHI | 107 BOTTICELLI

META-CHI

SESSION CHAIR: Louise Barkhuus, *UC San Diego*, USA

Interaction Criticism: A Proposal and Framework for a New Discipline of HCI

Jeffrey Bardzell, Shaowen Bardzell, *Indiana University*, USA

Though interaction designers critique interfaces as a regular part of their research and practice, the field of HCI lacks a proper discipline of interaction criticism. By interaction criticism we mean...

Revisiting Usability's Three Key Principles

Gilbert Cockton, *University of Sunderland*, UK

A look forward after a critique of the three classic principles for usability presented and defended by Gould and colleagues: early focus on users and tasks; empirical measurement; iterative design.

What Is Good? — A Comparison Between The Quality Criteria Used In Design And Science

Christoph Bartneck, *Eindhoven University of Technology*, The Netherlands

The HCI community is an umbrella for many disciplines. Conflicts between scientists and designers occur based on their different quality criteria. I compare them to promote a better mutual understanding.

■ SPECIAL INTEREST GROUP | 301 FELLINI

RESEARCH SIG

ORGANIZERS:
Desney Tan, *Microsoft Research*, USA
Ken Hinckley, *Microsoft Research*, USA

This SIG is an open discussion of research directions important for CHI to pursue, as well as the process by which specific content is picked for presentation at the conference.

■ SPECIAL INTEREST GROUP | 305 ANTONIONI

DESIGN FOR INTUITIVE USE: BEYOND USABILITY

ORGANIZERS:
Anja B. Naumann, *Berlin University of Technology*, Germany
Anna E. Pohlmeyer, *Berlin University of Technology*, Germany
Steffi Husslein, *University of Applied Sciences*, Germany
Martin Christof Kindsmüller, *Lübeck University*, Germany
Carsten Mohs, *Human Factors Consult GmbH*, Germany
Johann Habakuk Israel, *Berlin University of Technology*, Germany

After introducing our concept of intuitive use of user interfaces we invite the participants to discuss two issues: How does intuitive use and aesthetics relate? Does physicality enable intuitive use?

■ PANELS | CAVANIGLIA PAVILION

AGILE OR AWKWARD: SURVIVING AND FLOURISHING IN AN AGILE/ SCRUM PROJECT

ORGANIZERS:
Mary Lukanuski, *SAP Labs*, US
Michel Milano, *PayPal*, USA
Jeroen de Bruin, *TietoEnator*, Netherlands
Miles Rochford, *Nokia Design, London*, Great Britain
Reinoud Bosman, *MediaCatalyst*, Netherlands

User The Agile development methodology poses challenges to the traditional user centered design process. In this panel discussion differing experiences and approaches will be shared and debated along the panelists with the audience encouraged to contribute to the discussion. The goal of the session is both a survey of UCD experience with the Agile/Scrum method and collectively developing best practices on working within an Agile/Scrum environment.

■ PAPERS/NOTES | ROOM: 101 DA VINCI

HEALTHCARE IN THE DEVELOPING WORLD

SESSION CHAIR: Shamsi T. Iqbal, *University of Illinois at Urbana-Champaign*, USA

PAPER | Asynchronous Remote Medical Consultation for Ghana

Rowena Luk, *Intel Research*, USA
Melissa Ho, *University of California, Berkeley*, USA
Paul M. Aoki, *Intel Research*, USA

Computer-mediated communication systems can be used to bridge the gap between doctors in underserved regions with local shortages of medical expertise and medical specialists worldwide. To this end, we describe...

PAPER | e-IMCI: Improving Pediatric Health Care in Low-Income Countries

Brian DeRenzi, *University of Washington*, USA
Neal Lesh, *D-tree International* and *Dimagi Inc.*, USA
Tapan Parikh, *University of California, Berkeley*, USA
Clayton Sims, *Dimagi Inc.*, USA
Werner Maokla, Mwajuma Chemba, Yuna Hamisi, David Schellenberg, *Ifakara Health Research & Development Centre*, Tanzania
Marc Mitchell, *D-tree International* and *Harvard University*, USA
Gaetano Borriello, *University of Washington*, USA

We present e-IMCI, software to aid health workers treating children in low-income countries. With the goal of replacing current paper-based methods, we have found that e-IMCI increases adherence to clinical guidelines.

NOTE | Participant and Interviewer Attitudes toward Handheld Computers in the Context of HIV/AIDS Programs in Sub-Saharan Africa

Karen G. Cheng, Charles R. *Drew University of Medicine and Science*, USA
Francisco Ernesto, *Angolan Armed Forces*, Angola
Khai N. Truong, *University of Toronto*, Canada

In sub-Saharan Africa, we assessed the impact of computerized-data collection on people's comfort and willingness to disclose HIV/AIDS-related risk behaviors. We also report interviewer attitudes toward using handheld computers.

■ PAPERS/NOTES | ROOM: 102 RAPHAEL

DISPLAYFUL AND DISPLAYLESS

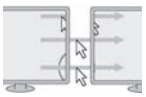
SESSION CHAIR: Andy Cockburn, *University of Canterbury*, New Zealand

PAPER | It's on my other computer!: Computing with Multiple Devices

David Dearman, *University of Toronto*, Canada
Jeffery S Pierce, *IBM Research*, USA

Computing devices here, there, everywhere! We interviewed people to understand why and how they use multiple computing devices. We report salient findings and suggest opportunities to improve the user experience.

PAPER | Targeting across Displayless Space



Miguel A. Nacenta, Regan L. Mandryk, Carl Gutwin, *University of Saskatchewan*, Canada

We investigate the effects of different inter-monitor gaps on cross-display targeting performance with three techniques: ignoring the physical gap (Stitching), Mouse Ether, and Mouse Ether with visual feedback.

PAPER | Wedge: Clutter-Free Visualization of Off-Screen Locations

Sean Gustafson, *University of Manitoba*, Canada
Patrick Baudisch, *Microsoft Research*, USA
Carl Gutwin, *University of Saskatchewan*, Canada
Pourang Irani, *University of Manitoba*, Canada

To overcome display limitations of small-screen devices, researchers have proposed techniques that point users to objects located off-screen. Arrow-based techniques such as City Lights convey only direction. Halo conveys direction...

■ PAPERS/NOTES | ROOM: 103 CARAVAGGIO

FRIENDS, FOE, AND FAMILY

SESSION CHAIR: Joe McCarthy, *Nokia Research Center*, USA

PAPER | Assessing Attractiveness in Online Dating Profiles

Andrew T. Fiore, Lindsay Shaw Taylor, G.A. Mendelsohn, Marti Hearst, *University of California, Berkeley*, USA

We examined how users perceive attractiveness in online dating profiles. Qualities of the photograph were the strongest predictors of attractiveness, but free-response text also played an important role.

PAPER | Keeping in Touch by Technology: Maintaining Friendships After a Residential Move

Irina Shklovski, *University of California Irvine*, USA
Robert Kraut, *Carnegie Mellon University*, USA
Jonathon Cummings, *Duke University*, USA

Many observers have praised new communication technologies for providing convenient and affordable tools for maintaining relationships at a distance. Yet the precise role of mediated communication in relationship maintenance has...

NOTE | Friends and foes: Ideological social networking

Michael J Brzozowski, Tad Hogg, Gabor Szabo, *Hewlett Packard Laboratories*, USA

To see whether acquaintances or similar people are more persuasive in spreading content, we analyzed usage behavior on a site that provides both social and similarity networks.

NOTE | Life Scheduling to Support Multiple Social Roles

Andrea Grimes, *Georgia Institute of Technology*, USA
A.J. Brush, *Microsoft Research*, USA

We discuss how the dual roles of parent and employee compel individuals to record personal information on their professional calendars, the tensions this creates, and suggestions for future calendaring applications.

■ PAPERS/NOTES | ROOM: 104 MICHELANGELO

COGNITION, PERCEPTION, AND MEMORY

SESSION CHAIR: Mary Czerwinski, *Microsoft Research*, USA

PAPER | Collaborating to Remember: A Distributed Cognition Account of Families Coping with Memory Impairments

Mike Wu, *The University of Toronto*, Canada
Jeremy Birnholtz, *Cornell University*, USA
Brian Richards, *Baycrest*, Canada
Ronald Baecker, Mike Massimi, *The University of Toronto*, Canada

We study ten families coping with the consequences of amnesia. By applying distributed cognition theory, we show that the families work together as "cognitive systems" to combat their memory issues.

PAPER | Feasibility and Pragmatics of Classifying Working Memory Load with an Electroencephalograph

David Grimes, *University of Washington*, USA
Desney Tan, *Microsoft Research*, USA
Scott E Hudson, *Carnegie Mellon University*, USA
Pradeep Shenoy, Rajesh P.N. Rao, *University of Washington*, USA

We demonstrate high accuracies classifying working memory load using an electroencephalograph (EEG), even with little temporal lag, not much training data, and a small number of EEG channels.

PAPER | Human-Aided Computing: Utilizing Implicit Human Processing to Classify Images

Pradeep Shenoy, *University of Washington*, USA
Desney Tan, *Microsoft Research*, USA

Human-Aided Computing uses an electroencephalograph (EEG) device to measure the outcomes of implicit cognitive processing to perform image classification, even when users are not explicitly performing the task.

■ PAPERS/NOTES | ROOM: 105 GIOTTO

EXPLORING WEB CONTENT

SESSION CHAIR: Maria Francesca Costabile, *University of Bari*, Italy

PAPER | Framing the User Experience: Information Biases on Website Quality Judgement

Jan Hartmann, Antonella De Angeli, Alistair Sutcliffe, *University of Manchester*, United Kingdom

Understanding the complexities of users' judgements and user experience is a prerequisite for informing HCI design. Current user experience (UX) research emphasises that, beyond usability, non-instrumental aspects of system quality...

PAPER | Predictors of Answer Quality in Online Q&A Sites

F. Maxwell Harper, *University of Minnesota*, USA
Daphne Raban, Sheizaf Rafaeli, *University of Haifa*, Israel
Joseph A. Konstan, *University of Minnesota*, USA

We are interested in understanding where to find the best answers to difficult questions online. Can the Yahoo! Answers community provide better answers than reference librarians?

NOTE | AutoCardSorter: Designing the information architecture of a Web site using Latent Semantic Analysis

Christos Katsanos, Nikolaos Tselios, Nikolaos Avouris, *University of Patras*, Greece

Presents an innovative tool that supports design and evaluation of a Web site's information architecture. A case study demonstrated that it can significantly reduce resources required to design information-rich applications.

NOTE | Designing for Bystanders: Reflections on Building a Public Digital Forum

Anthony Tang, Mattias Finke, Michael Blackstock, Rock Leung, Meghan Deutscher, Rodger Lea, *University of British Columbia*, Canada

Based on the design and deployment of a large SMS-enabled public display, we discuss observations of bystanders around the display, and then provide design implications for similar displays.

■ CASE STUDY | 106 TITIAN

RESEARCH CASE STUDIES

SESSION CHAIR: Dennis Wixon, *Microsoft*, USA

Designing Embodied Interfaces for Casual Sound Recording Devices

Ivan Poupyrev, *Sony Computer Science Laboratories, Inc.*, Japan
Haruo Oba, Takuo Ikeda, *Sony Creative Center*, Japan
Eriko Iwabuchi, *Ochanamizu University*, Japan

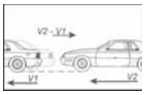
In the Special Moment project we prototype and evaluate the design of interfaces for casual sound recording devices. These devices are envisioned to be used by a casual user to...

Development of Information Terminal 'IT scarecrow' for Rural Station

Fuminori Tsunoda, Go Yanagisawa, *East Japan Railway Company*, Japan
Koichi Wakasugi, *Uchida Yoko Co., Ltd.*, Japan
Katsushi Nagumo, *Nagumo Design*, Japan
Takayuki Matsumoto, Takeshi Nakagawa, Mariko Utsunomiya, *East Japan Railway Company*, Japan

IT scarecrow" is a symbol of rural station. It was designed to blend into a landscape and to inform passengers of train location information.

Monitoring time-headway in car-following task



Matteo Fiorani, *University of Turin*, Italy
Michele Mariani, Luca Minin, Roberto Montanari, *University of Modena and Reggio Emilia*, Italy

Time-headway monitoring during a simulator based experiment revealed sistematic deviations from optimal behaviour in car-following tasks. Possibile intervention and warning strategies for drivers' support systems to come are presented.

■ **INVITED SESSION | 107 BOTTICELLI**

THE NEXT CHALLENGE: FROM EASY-TO-USE TO EASY-TO-DEVELOP. ARE YOU READY?

ORGANIZERS:
Joerg Beringer,
Gerhard Fischer, *University of Colorado at Boulder*, USA
Piero Mussio, *Università degli Studi di Milano*, Italy
Brad Myers, *Carnegie Mellon University*, USA
Fabio Paternò, *ISTI-CNR, Pisa*, Italy
Boris de Ruyter, *Philips Research*, The Netherlands

In this panel we want to discuss the key aspects in End User Development, which aims to allow users, who are non-professional software developers, to create or modify software artefacts.

■ **SPECIAL INTEREST GROUP | 301 FELLINI**

TIPS AND TRICKS FOR AVOIDING COMMON PROBLEMS IN USABILITY TEST FACILITATION

ORGANIZERS:
Rolf Molich, *DialogDesign*, Denmark
Chauncey Wilson, *Autodesk, Inc.*, USA

Usability test practitioners brainstorm common problems in test facilitation and how to prevent them. Facilitation is the actual interaction between a test participant and a facilitator from greeting through debriefing.

■ **SPECIAL INTEREST GROUP | 305 ANTONIONI**

CULTURE CALLING: WHERE IS CHI?

ORGANIZER: Ashwini Asokan, *Intel Corporation*, USA

Despite some incredible books and works on culture in the past decade by wonderful designers, anthropologists and thinkers like Kenji Ekuan, Genevieve Bell and Howard Rheingold, the CHI community is...

■ COURSE 10 | ROOM: 305 ANTONIONI

QUANTITATIVE RESEARCH METHODS FOR HUMAN-COMPUTER INTERACTION

9:00-13:00

INSTRUCTOR:
Scott MacKenzie, *York University*

Benefits:
Participants in this course will benefit by learning how to conduct quantitative (aka empirical) research in human-computer interaction. This course is of value to any member of the CHI community who does research, or, more specifically, quantitative research conforming to the scientific method. Of course, this includes those who wish to learn about, or refine their skill in, conducting such research (e.g., students).

Audience:
Of the six HCI "communities" listed in the CHI 2008 web site, this course is best suited to the Design, Education, Engineering, and Research communities. No specific background is required other than a general knowledge of human-computer interaction as conveyed, for example, through an undergraduate HCI course or attendance at CHI conferences. Some knowledge of statistics is an asset, for example, knowing how to enter formulae in an Excel spreadsheet to compute means, standard deviations, etc. The course will also be of limited interest to individuals in the Management and Usability communities listed in the CHI 2008 web site.

■ COURSE 11 | ROOM: 303 ROSSELLINI

USABILITY & PRODUCT DEVELOPMENT: AN INTRODUCTORY USABILITY COURSE FOR MANAGEMENT

9:00-18:00

INSTRUCTOR:
Jon Meads, *Usability Architects, Inc.*

Benefits:
Attendees will obtain a better understanding of why usability engineering is needed – why something that seems so simple is so difficult to achieve in practice.

They will learn what the various usability engineering techniques and methods provide and how to integrate them into the development process (both standard and Agile). Finally they will understand the strategic value of usability engineering, how to estimate ROI and how to include the usability engineering function in their organization.

This is a product development course that focuses on what to do – it is not a course on user interface guidelines or on the "how to do" usability engineering. It is targeted towards mid-level management and product managers with no formal usability training. It will describe how to integrate usability engineering into both standard and agile development processes.

Audience:
Managers and project leaders responsible for developing usable products who have little or no knowledge of usability engineering techniques and methods.

■ COURSE 12 | ROOM: 304 VISCONTI

UNDERSTANDING USERS IN CONTEXT: FIELDWORK IN USER-CENTERED DESIGN

9:00-18:00

INSTRUCTOR:
Susan Dray, *Dray & Associates, Inc*

Benefits:
You will learn how to plan for and carry out studies of users in the field. Rather than teaching a single way to do field research, we provide you with the tools to think critically about the many planning and methodological choices you will have to make. You will also practice techniques and see video examples from actual fieldwork projects in a variety of settings and countries.

Audience:
This hands-on session is aimed at practitioners doing, planning, and leading field research, including developers, designers, and managers who are responsible for user experience or user requirements identification. This is an introductory to intermediate level tutorial. It will be useful for beginners in fieldwork, as well as those with some experience who want to broaden their knowledge of approaches.

■ **COURSE 13 | ROOM: 302 BERTOLUCCI**

COGNITIVE FACTORS IN DESIGN: BASIC HUMAN MEMORY AND PROBLEM SOLVING

9:00-18:00

INSTRUCTOR:
Tom Hewett, *Drexel University*

Benefits:
You will learn some theoretical and practical aspects of how people remember information and how they solve problems. You will gain insights about how to take advantage of some of these capabilities in designing for your most important interaction component, the human mind.

Audience:
Interaction designers and developers who have found that users have minds of their own. Anyone involved with interactive system design who has not done course work in cognitive psychology. Not intended for the human factors specialist, the individual with extensive coursework in psychology, or the person seeking a state-of-the-art literature review of the latest research. The approach to the material is reflective and the course is not intended for the person seeking "instant" or pre-packaged solutions for the problems of this week's project.

Notes

REVIEWERS CONTINUED

Andrew Howes, *University of Manchester*, UK
Gary Hsieh, *Carnegie Mellon University*, USA
Jiang Hu, *Stanford University*, USA
Zhigang Hua, *Georgia Tech*, USA
Elaine Huang, *Georgia Institute of Technology*, USA
Jim Hudson, *PayPal, an eBay, Inc. company*, USA
Scott Hudson, *Carnegie Mellon University*, USA
David Huffaker, *Northwestern University*, USA
Stephen Hughes, *University of Pittsburgh*, USA
John Huitema, *Verizon Laboratories*, USA
Andy Hunt, *University of York*, UK
Anne Hunt, *Microsoft*, USA
Stephane Huot, *Université Paris-Sud, LRI/ CNRS*, France
Amy Hurst, *Carnegie Mellon University*, USA
Khaled Hussein, *Center for Human Computer Interaction, Department of Computer Science*, USA
Heinrich Hussmann, *Ludwig-Maximilians-Universitaet Muenchen*, Germany
Dugald Hutchings, *Bowling Green State University*, USA
Hilary Hutchinson, *Google*, USA
Pertti Huuskonen, *Nokia*, Finland
David Huynh, *MIT CSAIL*, USA
Faustina Hwang, *The University of Reading*, UK
Aulikki Hyrskykari, *University of Tampere*, Finland
Giovanni Iachello, *Georgia Institute of Technology*, USA
Takeo Igarashi, *The University of Tokyo*, Japan
Claudia-Lavinia Ignat, *INRIA Lorraine*, France
Tom Igoe, *New York University*, USA
Netta Iivari, *University of Oulu*, Finland
Masa Inakage, *Keio University*, Japan
Masahiko Inami, *The University of Electro-Communications (UEC Tokyo)*, Japan
Ohad Inbar, *BGU*, Israel
Kori Inkpen, *Microsoft Research*, USA
Tomoo Inoue, *University of Tsukuba*, Japan
Victoria Interrante, *University of Minnesota*, USA
Stephen Intille, *Massachusetts Institute of Technology*, USA
Maria Ioveva, *Publicis Dialog*, USA
Shamsi Iqbal, *University of Illinois, Urbana-Champaign*, USA
Lilly Irani, *Google*, USA
Pourang Irani, *University of Manitoba*, Canada
Derek Isaacowitz, *Brandeis University*, USA
Ellen Isaacs, *Izix Consulting*, USA
Katherine Isbister, *none*, USA
Petra Isenberg, *University of Calgary*, Canada
Poika Isokoski, *University of Tampere*, Finland
Minna Isomursu, *University of Oulu*, Finland
Howell Istance, *De Montfort University*, UK
Subbarao Ivaturi, *Cisco Systems*, USA
Hiroo Iwata, *University of Tsukuba*, Japan
Shahram Izadi, *Microsoft Research*, UK
Linda Jackson, *Michigan State University*, USA
Melody Jackson, *Georgia Institute of Technology*, USA
Baizil Jacob, *Indiana University*, USA
Robert Jacob, *Tufts University*, USA
Thomas Jacobson, *u leipzig, d*
Mattias Jacobsson, *Viktoria Institute*, Sweden
Nassim Jafarinaimi, *Carnegie Mellon University*, USA
Ryan Jahn, *Electronic Ink*, USA
Alex Jaimes, *IDIAP Research Institute*, Switzerland
Jhilmil Jain, *Hewlett Packard Labs*, USA
Vikramaditya Jakkula, *Washington State University*, USA
Mikkel Jakobsen, *University of Copenhagen*, Denmark
Frankie James, *SAP*, USA
Anthony Jameson, *German Research Institute for Artificial Intelligence (DFKI)*, Germany
Christian Janiesch, *SAP Research*, Australia
Maddy Janse, *Philips Research*, The Netherlands
Giti Javidi, *VSU*, USA
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April 9, 2008 | Wednesday

=15 minutes =30 minutes =unscheduled time

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COMMONS

Exhibits, Interactivity, & Info Booth
10:30-18:00

SPECIAL EVENTS

Spotlight on Work-in-Progress Posters (#36-96)
10:30-11:30
Poster Area on Ground Floor of Central Pavilon

SIGCHI Member Meeting
18:10-20:30
107 Botticelli

Hospitality Events
18:30-20:30
Grand Hotel Florence
Piazza Ognissanti 1

■ **CHI MADNESS | CAVANIGLIA PAVILION**

8:15-9:00

SESSION CHAIRS:
Gonzalo Ramos, *Microsoft LiveLabs*, USA
Jeffrey Nichols, *IBM Research*, USA

CHI's 30 second Madness, which premiered in Montréal, returns to give everyone a lighting speed overview of the day's program.

■ **INVITED SESSION | CAVANIGLIA PAVILION**

CELEBRATING "THE PSYCHOLOGY OF HUMAN-COMPUTER INTERACTION"

SESSION CHAIR: Bonnie John, *Carnegie Mellon University*, USA

Twenty-five years ago, Card, Moran and Newell's book, "The Psychology of Human-Computer Interaction", named our field and launched us into a new world of user-centered design and development. These pioneers believed that "a scientific psychology should help us in arranging [the human-computer] interface so it is easy, efficient, error-free – even enjoyable."

This session is a celebration of this vision, the progress we have made, and the directions we are pursuing. Stu Card and Tom Moran will remind us of the original vision, practitioners will present its practical utility today, researchers will summarize progress and potential, and commentators will invite you to participate in testimonial and critique.

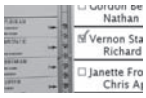
Share the heritage and the future of our field in this gala event.

■ **PAPERS/NOTES | ROOM: 101 DA VINCI**

MEASURING, BUSINESS, AND VOTING

SESSION CHAIR: Alistair Sutcliffe, *University of Manchester*, UK

PAPER | Electronic Voting Machines versus Traditional Methods: Improved Preference, Similar Performance



Sarah P Everett, Kristen K Greene, Michael D Byrne, Dan S Wallach, Kyle Derr, Daniel Sandler, Ted Torous, *Rice University*, USA

We compared an electronic voting machine (DRE) and more traditional voting technologies on usability. There was little difference between the DRE and older methods in efficiency or effectiveness.

PAPER | Introducing Item Response Theory for Measuring Usability Inspection Processes

Martin Schmettow, Wolfgang Vietze, *University Passau*, Germany

Measuring usability evaluations has always been a usability research issue. IRT as a modern statistical approach (IRT) allows for measuring impact factors in the process on a metric scale level.

PAPER | Making Use of Business Goals in Usability Evaluation: An Experiment with Novice Evaluators

Kasper Hornbæk, Erik Frøkjær, *University of Copenhagen*, Denmark

Get inspiration for improving usability evaluation by considering business goals while planning, conducting and reporting evaluations: it seems worth the effort!

■ **PAPERS/NOTES | ROOM: 102 RAPHAEL**

MULTIPLE AND LARGE DISPLAYS

SESSION CHAIR: Gina Venolia, *Microsoft Research*, USA

PAPER | Evaluating Visual Cues for Window Switching on Large Screens

Raphael Hoffmann, *University of Washington*, USA
Patrick Baudisch, *Microsoft Research*, USA
Daniel S Weld, *University of Washington*, USA

On large displays changes outside the user's visual field often go unnoticed. In this work we survey graphical cues designed to direct visual attention and adapt them to window switching.

PAPER | IMPROMPTU: A New Interaction Framework for Supporting Collaboration in Multiple Display Environments and Its Field Evaluation for Co-located Software Development

Jacob T Biehl, William T Baker, Brian P Bailey, *University of Illinois*, USA
Desney Tan, Kori M Inkpen, Mary Czerwinski, *Microsoft Research*, USA

We present a new interaction framework for supporting group work in multiple device environments and presents results from a field study investigating its use in face-to-face group software development teams.

PAPER | Ninja Cursors: Using Multiple Cursors to Assist Target Acquisition on Large Screens

Masatomo Kobayashi, Takeo Igarashi, *The University of Tokyo*, Japan

Multiple distributed cursors reduce the average distance in target pointing tasks.

■ PAPERS/NOTES | ROOM: 103 CARAVAGGIO

MIXED-INITIATIVE INTERACTION

SESSION CHAIR: James Fogarty, *University of Washington*, USA

PAPER | Generalized Selection via Interactive Query Relaxation

Jeffrey Heer, Maneesh Agrawala, Wesley Willett, *University of California, Berkeley*, USA

Selection is a fundamental task in interactive applications, typically performed by clicking or lassoing items of interest. However, users may require more nuanced forms of selection. Selecting regions or attributes...

PAPER | Implicit User-Adaptive System Engagement in Speech and Pen Interfaces

Sharon Oviatt, Colin Swindells, *Incaa Designs*, USA
Alex Arthur, *Adapx*, USA

Implicit User-Adaptive System Engagement in Speech and Pen Interfaces Students naturally adapted their speech amplitude and pen pressure to engage a tutorial system entirely implicitly while solving math problems, resulting in 75-86% engagement accuracies while minimizing cognitive load.

PAPER | Mixed-Initiative Dialog Management for Speech-based Interaction with Graphical User Interfaces

Andreas Löhr, *Inmedius Europa GmbH*, Germany
Bernd Brügge, *Technische Universität München*, Germany

Describes the usage of form-based dialog management techniques for directly controlling graphical widgets by spoken commands. Presents a preliminary user study which evaluates this approach.

■ PAPERS/NOTES | ROOM: 104 MICHELANGELO

HELP ME SEARCH

SESSION CHAIR: John Karat, *IBM TJ Watson Research Center*, USA

PAPER | Augmented Information Assimilation: Social and Algorithmic Web Aids for the Information Long Tail

Brynn Evans, *University of California, San Diego*, USA
Stuart Card, *Palo Alto Research Center*, USA

This study examines how users integrate new World Wide Web services, such as social bookmarking, with everyday information assimilation practices.

PAPER | What to Do When Search Fails: Finding Information by Association

Duen Horng Chau, Brad Myers, Andrew Faulring, *Carnegie Mellon University*, USA

Feldspar lets people find personal information on their computer by specifying chains of associated information as queries, emulating the retrieval process of human associative memory.

NOTE | Conversation Pivots and Double Pivots

Daniel Xiaodan Zhou, Nathan Oostendorp, Michael Hess, Paul Resnick, *University of Michigan*, USA

Conversation pivots and double pivots allow readers to navigate from pages about items to relevant conversations and to other items that are mentioned in the same conversations.

NOTE | Query Suggestions for Mobile Search: Understanding Usage Patterns

Maryam Kamvar, *Google* and *Columbia University*, USA
Shumeet Baluja, *Google*, USA

Entering search terms on mobile phones is a time consuming and cumbersome task. In this paper, we explore the usage patterns of query entry interfaces that display suggestions. Our primary...

■ PAPERS/NOTES | ROOM: 105 GIOTTO

ONLINE SOCIAL NETWORKS

SESSION CHAIR: Catalina Danis, *IBM TJ Watson Research Center*, USA

PAPER | Harvesting with SONAR - The Value of Aggregating Social Network Information

Ido Guy, Michal Jacovi, Elad Shahar, Noga Meshulam, Vladimir Soroka, *IBM Haifa Research Lab*, Israel
Stephen Farrell, *IBM Almaden Research Center*, USA

SONAR is a system for sharing and aggregating social network information across diverse data sources. We describe and demonstrate SONAR and present experimental results conducted with a SONAR-based application.

PAPER | Looking at, Looking up or Keeping up with People? Motives and use of Facebook

Adam N Joinson, *University of Bath*, United Kingdom

The research reported in this paper examines people's motivations for using the social networking site Facebook, and investigates whether different motivations lead to distinct patterns of site usage.

NOTE | Lifting the Veil: Improving Accountability and Social Transparency in Wikipedia with WikiDashboard

Bongwon Suh, Ed H Chi, Aniket Kittur, Bryan A Pendleton, *Palo Alto Research Center*, USA

Providing social transparency to Wikipedia. Do you know who is behind the Wikipedia page you are reading?

NOTE | Social Tagging Roles: Publishers, Evangelists, Leaders

Jennifer Thom-Santelli, *Cornell University*, USA
Michael J. Muller, David R. Millen, *IBM T.J. Watson Research*, USA

This note examines the characteristics of users who employ tags to reach an audience and suggests design implications for social tagging systems based on interviews with enterprise taggers

■ CASE STUDY | 106 TITIAN

ENGINEERING CASE STUDIES

SESSION CHAIRS:
Alberto del Bimbo, *University of Florence*, Italy
Fabio Paterno, *ISTI-CNR, Pisa*, Italy

Force Feedback: New Frontier as The Innovative Driving Comfort Tool

Luca Minin, Roberto Montanari, Cesare Corbelli, Cristina Iani, *University of Modena and Reggio Emilia*, Italy

We assessed the effects of six steering-wheel force-feedbacks on drivers behaviour. Results indicated that the effects depended on the driving environment, thus suggesting the utility of an environment-adaptive force-feedback steering.

Probing an Agile Usability Process

Peter Wolkerstorfer, Manfred Tscheligi, Reinhard Sefelin, *CURE - Center of Usability Research & Engineering*, Austria
Harald Milchrahm, Zahid Hussain, Martin Lechner, Sara Shahzad, *Technical University Graz*, Austria

We explain a practical approach to Usability in Xtreme Programming projects and show how to maximise the impact usability engineers can accomplish in agile projects.

Scenario-Based Usability Engineering Techniques in Agile Development Processes

Hartmut Obendorf, *C1 Workplace Solutions*, Germany
Matthias Finck, *effective webwork*, Germany

Improving the users' experience is a common goal of both software engineering and usability engineering. However, although practitioners of both disciplines collaborate in practice, development processes often rely on a...

■ INVITED SESSION | 107 BOTTICELLI

LATE FRAGMENT INTERACTIVE FEATURE FILM

SESSION CHAIR: Ana Serrano, *Canadian Film Center*, Canada

Produced by the Canadian Film Centre in co-Production with the National Film Board
CFC Media Lab Interactive Project

An Interactive
Film by: Daryl Cloran, Anita Doron, Mateo Guez, Anita Lee and Ana Serrano
Written by: Daryl Cloran, Anita Doron, Mateo Guez
Directed by: Daryl Cloran, Anita Doron, Mateo Guez
Produced by: Anita Lee, Ana Serrano

Executive Producers: Silva Basmajian, Ana Serrano

Late Fragment is an interactive film that addresses a new language for filmmaking in the 21st century, where viewers can impact the way the story unfolds by navigating the interlocking narratives of the film with a simple click of their remote. This interactive film is an important model of collaboration in leading-edge experimental dramatic content and format. Late Fragment's multi-plot, non-linear and interactive narrative lets audiences discover the stories of three strangers. Faye (Krista Bridges), Kevin (Michael Healy) and Theo (Jeff Parrazo) are drawn together as participants in a restorative justice process, where victims and offenders share their stories. Emotionally broken from the violence they have experienced, they turn to the restorative justice process in hopes of finding wholeness, balance, forgiveness, redemption and a sense of safety. Three story lines interconnect, and this unique cinematic experience allows the viewer to "play" a creative and interactive role by weaving in and out of the film's story lines – whenever they choose – by clicking the remote.

■ SPECIAL INTEREST GROUP | 301 FELLINI

ALL ROADS LEAD TO CHI: INTERACTION IN THE AUTOMOBILE

ORGANIZERS:
David Krum, *Bosch Research and Technology Center*, USA
Jens Faenger, *Bosch Research and Technology Center*, USA
Brian Lathrop, *Volkswagen Group of America*, USA
Jo Ann Sison, *Volkswagen Group of America*, USA
Annie Lien, *Volkswagen Group of America*, USA

A discussion of key automotive interaction issues. Selected participants will also present their work. The session aims to strengthen connections between academia and industry in the automotive interaction design space.

■ **PANELS | CAVANIGLIA PAVILION**

LONGITUDINAL USABILITY DATA COLLECTION: ART VERSUS SCIENCE?

ORGANIZERS:
Misha Vaughan, *Oracle USA*, USA
Catherine Courage, *salesforce.com*, USA
Stephanie Rosenbaum, *Tec-Ed*, USA
Jhilmil Jain, *HP Labs*, USA
Monty Hammontree, *Microsoft*, USA
Russell Beale, *University of Birmingham*, United Kingdom
Dan Welsh, *Intuit*, USA

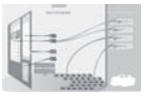
In this proposal the authors describe an exciting panel for CHI 2008 on Longitudinal Usability Data Collection. Collecting usability data over time is increasingly becoming best practice in industry, but lacks thought leadership in the current literature very few articles or books exist addressing the topic. To inspire academic research and share best practices with practitioners, we propose a panel to debate some key questions that arose from the CHI 2007 SIG on the same topic.

■ **PAPERS/NOTES | ROOM: 101 DA VINCI**

AM I SAFE

SESSION CHAIR: Carlos Jensen, *Oregon State University*, USA

PAPER | Sesame: Informing User Security Decisions with System Visualization



Jennifer Stoll, Craig S Tashman, W. Keith Edwards, Kyle Spafford, *Georgia Institute of Technology*, USA

Users have difficulty making informed computer security decisions. We extend the desktop metaphor to provide a spatial, direct manipulation firewall UI which, in our evaluation, helped users make better decisions.

PAPER | TALC: Using Desktop Graffiti to Fight Software Vulnerability

Kandha Sankarpandian, Travis Little, W. Keith Edwards, *Georgia Institute of Technology*, USA

TALC is a software system designed to detect software vulnerabilities, and gently encourage users to repair them through the use of visual "graffiti" drawn over the user's desktop.

PAPER | You've Been Warned: An Empirical Study of the Effectiveness of Web Browser Phishing Warnings

Serge Egelman, Lorrie Faith Cranor, Jason Hong, *Carnegie Mellon University*, USA

In this laboratory study we simulated a spear phishing attack to examine the effectiveness of current anti-phishing warnings. We examined if, how, and why they fail users.

■ **PAPERS/NOTES | ROOM: 102 RAPHAEL**

SEARCH

SESSION CHAIR: Steven Drucker, *Microsoft Research*, USA

PAPER | The Adaptation of Visual Search Strategy to Expected Information Gain

Yuan-Chi Tseng, Andrew Howes, *The University of Manchester*, United Kingdom

This work provides empirical evidence that visual search strategy is adapted to expected information gain. It informs cognitive models of interactive search and the design of Search engine result pages.

NOTE | PeerChooser: Visual Interactive Recommendation

John O'Donovan, Barry Smyth, *University College Dublin*, Ireland
Tobias Hollerer, Brynjar Gretarsson, Svetlin Bostandjiev, *University of California, Santa Barbara*, USA

PeerChooser is an interactive interface for collaborative filtering recommender systems. The application allows users to visualize peer relationships within a collaborative environment and manipulate relations to generate better recommendations.

NOTE | Pick Me! Link Selection in Expertise Search Results

N. Sadat Shami, *Cornell University*, USA
Kate Ehrlich, David R. Millen, *IBM TJ Watson Research Center*, USA

In expertise search results, do individuals consider contacting unknown others that could be a source of diverse expertise? Or do they contact someone that they share mutual contacts with?

NOTE | Searching for expertise

Kate Ehrlich, *IBM*, USA
N. Sadat Shami, *Cornell University*, USA

This paper describes 4 different motivations for expertise search, the range of tools that people use and how job function influences the search process

NOTE | What Drives Content Tagging: The Case of Photos on Flickr

Oded Nov, *Polytechnic University, New York*, USA
Mor Naaman, *Yahoo! Inc.*, USA
Chen Ye, *University of Illinois at Chicago*, USA

We examine dirvers of tagging on Flickr, a photo-sharing website, using multiple data sources. We offer implications for designers of social systems on the web.

■ PAPERS/NOTES | ROOM: 103 CARAVAGGIO

SHARED AUTHORING

SESSION CHAIR: Gerhard Fischer, *University of Colorado*, USA

PAPER | Don't Look Now, But We've Created a Bureaucracy: The Nature and Roles of Policies and Rules in Wikipedia

Brian Butler, *University of Pittsburgh*, USA
Elisabeth Joyce, *Edinboro University of Pennsylvania*, USA
Jacqueline Pike, *University of Pittsburgh*, USA

Open, free-form, hyperlinked ... and bureaucratic. Policies in Wikipedia are complex, multi-faceted, and essential. Examples illustrate how wikis can facilitate the creation of rich policy systems to support mass collaboration.

PAPER | Exploring the Role of the Reader in the Activity of Blogging

Eric Baumer, Mark Sueyoshi, Bill Tomlinson, *University of California, Irvine*, USA

There are social networks of blogs, blogging conversation analysis, and ethnographies of bloggers. But what about the readers? This qualitative study explores blogging from the perspective of the reader.

NOTE | Emotion Rating from Short Blog Texts

Alastair J Gill, Darren Gergle, *Northwestern University*, USA
Robert M French, *University of Burgundy*, France
Jon Oberlander, *University of Edinburgh*, United Kingdom

This work examines whether detailed emotions can be accurately rated from short samples of naturally-occurring personal weblogs. We discuss findings in context of CMC theory and applications.

NOTE | Word Usage and Posting Behaviors: Modeling Blogs with Unobtrusive Data Collection Methods

Adam D. I. Kramer, *University of Oregon*, USA
Kerry Rodden, *Google*, USA

We analyzed of 1.8 million Blogger blogs using LIWC, resulting in a 5-factor structure of the psychologically relevant words used in weblogs: Rantiness, Metaphysics, Social Activity, Work, and Melancholy.

■ PAPERS/NOTES | ROOM: 104 MICHELANGELO

TANGIBLES; INPUT & OUTPUT

SESSION CHAIR: Jacob O. Wobbrock, *University of Washington*, USA

PAPER | Topobo in the Wild: Longitudinal Evaluations of Educators Appropriating a Tangible Interface

Amanda J. Parkes, Hayes Solos Raffle, Hiroshi Ishii, *Massachusetts Institute of Technology (MIT) Media Lab*, USA

What issues arise when designing and deploying tangibles for learning in long term evaluations? This paper reports on a series of studies in which the Topobo system, a 3D tangible...

PAPER | You Can Touch, but You Can't Look: Interacting with In-Vehicle Systems

Kenneth Majlund Bach, Mads Gregers Jæger, Mikael B. Skov, Nils Gram Thomassen, *Aalborg University*, Denmark

Interacting with in-vehicle systems while driving a car can be dangerous. We examine driver attention and driving behavior for three different interaction techniques.

NOTE | 'Touchers' and 'Mousers': Commonalities and Differences in Co-located Collaboration with Multiple Input Devices

Christian Mueller-Tomfelde, Claudia Schremmer, *CSIRO*, Australia

We present a qualitative analysis of multiple touch/mouse input device trajectories. We observe balanced selection of preferred device and reveal more commonalities than differences in interaction patterns on tabletops.

NOTE | Information Distance and Orientation in Liquid Layout

Joseph H. Goldberg, Jonathan I. Helfman, *Oracle Corporation*, USA
Lynne Martin, *Naviscent LLC*, USA

After accounting for vertical scrolling, horizontally separated portlets provided a 5-25% task completion time savings over vertically separated portlets in a study that provided guidelines for liquid page layout.

■ PAPERS/NOTES | ROOM: 105 GIOTTO

ON THE MOVE

SESSION CHAIR: Giulio Jacucci, *Helsinki Institute for Information Technology*, Finland

PAPER | Activity-Based Serendipitous Recommendations with the Magitti Mobile Leisure Guide

Victoria Bellotti, Bo Begole, Ed H. Chi, Nicolas Ducheneaut, Ji Fang, Ellen Isaacs, Tracy King, Mark W. Newman, Kurt Partridge, Bob Price, Paul Rasmussen, Michael Roberts, Diane J. Schiano, Alan Walendowski, *PARC*, USA

Magitti is a mobile leisure guide that directs recommendations based on user context, preferences, history and predicted activity. We present Magitti's fieldwork, UI and system design and its preliminary evaluation.

PAPER | Performing Thrill: Designing Telemetry Systems and Spectator Interfaces for Amusement Rides

Holger Schnädelbach, Stefan Rennick Egglestone, Stuart Reeves, Steve Benford, *Mixed Reality Lab*, United Kingdom
Brendan Walker, *Aerial*, United Kingdom
Michael Wright, *Mixed Reality Lab*, United Kingdom

Fairground: Thrill Laboratory was a series of live events that augmented the experience of amusement rides. A wearable telemetry system captured video, audio, heart-rate and acceleration data, streaming them live...

PAPER | Understanding geocaching practices and motivations

Kenton O'Hara, *Hewlett-Packard Labs*, United Kingdom

We present a field study of geocaching, an established location-based experience. We discuss participation from creation to consumption and from in-situ to on-line community, highlighting implications for location-based experiences.

■ DESIGN THEATER | 106 TITIAN

AT THE IMPROV

SESSION CHAIR: Ji Sun Yang, *Samsung*, Korea

Co-located Group Interaction Design

Cecily Morrison, Alan F Blackwell, *University of Cambridge*, United Kingdom

This participatory design theatre event explores the use of improvisation exercises inspired by choreography to reflect on the structure of interaction in mobile, co-located groups.

If You Build It, They Will Come ... If They Can: Pitfalls of Releasing the Same Product Globally

Ann Hsieh, Todd Hausman, Nerija Titus, Jennifer Miller, *Yahoo, Inc.*, USA

Change your "I'attitude" with a new perspective on the pitfalls of building a single product for a global market. Many disparities prevent users from accessing favorite products.

Requirements gathering with diverse user groups and stakeholders

Maggie Morgan, Chris Martin, *University of Dundee*, UK
Marilyn McGee-Lennon, *University of Glasgow*, UK
Julia Clark, *University of Stirling*, UK
Nick Hine, *University of Dundee*, UK
Maria Wolters, *University of Edinburgh*, UK
John L Arnott, *University of Dundee*, UK

An interactive theatre piece has been designed to facilitate requirements gathering with a diverse range of user groups and stakeholders within the conceptual stage of telecare equipment for the home...

■ SPECIAL INTEREST GROUP | 107 BOTTICELLI

DESIGN FOR CREATING, UPLOADING AND SHARING USER GENERATED CONTENT

Marianna Obrist, *ICT&S Center, University of Salzburg*, Austria
David Geerts, *Centre for Usability Research, Leuven*, Belgium
Petter Bae Brandtzæg, *SINTEF ICT, Oslo*, Norway
Manfred Tscheligi, *ICT&S Center, University of Salzburg*, Austria

New media enable people to become active producers and content creators. How to design and evaluate User Generated Content applications? On-the-spot uploading of media content will stimulate interaction among participants.

■ SPECIAL INTEREST GROUP | 301 FELLINI

TOWARDS A SHARED DEFINITION OF USER EXPERIENCE

ORGANIZERS:
Effie Law, *ETH Zurich* and *University of Leicester*
Virpi Roto, *Nokia Research Center*
Arnold Vermeeren, *Delft University of Technology*
Joke Kort, *TNO-Information & Communication Technology*
Marc Hassenzahl, *University of Koblenz-Landau*

A In this SIG we work towards a shared definition of User eXperience, based on input from practitioners and researchers elicited through a pre-conference questionnaire. Interested? Participate via: http://www.tumcat.nl/sig_ux/

■ PANELS | CAVANIGLIA PAVILION

BRANDING THE FEEL: APPLYING STANDARDS TO ENABLE A UNIFORM USER EXPERIENCE

ORGANIZER: Mohini Wettasinghe, *SAP Labs, LLC*, USA

There is nothing more dissatisfying to users than the inconsistent behavior of a particular interaction within or between different software applications from the same company. A company s unified interaction is part of the company brand: the feel of look and feel. Many companies throw away their brand when they do not observe interaction consistency across products. However what is precisely meant by consistency and to what level this consistency should be attained is open for debate.

Moreover, user interface designers and developers ignore standards since they assume that complying with standards stifles design innovation. The lack of understanding on what are standards and how they can be effectively applied, results in unnecessarily complicated user interface designs and dissatisfied users.

This panel discusses how there is still much room for design innovation after applying appropriate user interface standards and how application designers can contribute to the creation of standards.

■ PAPERS/NOTES | ROOM: 101 DA VINCI

WEB VISITS IN THE LONG

SESSION CHAIR: Tiziana Catarci, *Universita' degli Studi di Roma "La Sapienza,"* Italy

PAPER | Exploring Multi-session Web Tasks

Bonnie MacKay, Carolyn Watters, *Dalhousie University*, Canada

We present the results of two studies (a web-based diary study and a field study that used a customized browser) that examined web tasks that require multiple sessions to complete.

PAPER | Large Scale Analysis of Web Revisitation Patterns

Eytan Adar, *University of Washington*, USA
Jaime Teevan, Susan T. Dumais, *Microsoft Research*, USA

Using large-scale analysis of Web visitation logs coupled with user surveys and Web content analysis, we explore the diverse ways people revisit Web pages and the reasons behind their actions.

PAPER | SearchBar: A Search-Centric Web History for Task Resumption and Information Re-finding

Dan Morris, Meredith Ringel Morris, Gina Venolia, *Microsoft Research*, USA

We present SearchBar, a search-centric Web history that supports re-acquiring search context. An evaluation shows that this activity is common, and is better supported by SearchBar than status-quo Web browsers.

■ PAPERS/NOTES | ROOM: 102 RAPHAEL

VISUALIZATION TO SUPPORT INFORMATION WORK

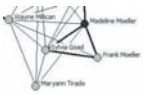
SESSION CHAIR: George Robertson, *Microsoft Research*, USA

PAPER | An Exploratory Study of Visual Information Analysis

Petra Isenberg, *University of Calgary*, Canada
Anthony Tang, *University of British Columbia*, Canada
Sheelagh Carpendale, *University of Calgary*, Canada

We argue that collaborative infovis tools should support flexible temporal flow. We base this argument on an analytic framework derived from an exploratory study of collaborative visual information analysis.

PAPER | Do Visualizations Improve Synchronous Remote Collaboration?



Aruna D. Balakrishnan, Susan R. Fussell, Sara Kiesler, *Carnegie Mellon University*, USA

Information visualization tools can improve collaborative problem solving by fostering communication, but this improvement depends on the visualization tool's features. Come learn which types of visualizations are most effective.

PAPER | Supporting the Analytical Reasoning Process in Information Visualization

Yedendra Babu Shrinivasan, Jarke J. van Wijk, *Technische Universiteit Eindhoven (TU/e)*, Netherlands

Data analysts using information visualization are provided with three integrated views to support their analytical reasoning process. They can record and structure their findings, and review analyses. Experience live demo!

■ PAPERS/NOTES I ROOM: 104 MICHELANGELO

ADAPTATION

SESSION CHAIR: Brad Myers, *Carnegie Mellon University*, USA

PAPER I Impact of Screen Size on Performance, Awareness, and User Satisfaction With Adaptive Graphical User Interfaces

Leah Findlater, Joanna McGrenere, *University of British Columbia*, Canada

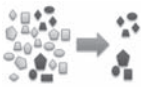
We conducted a study to compare adaptive interfaces for small versus desktop-sized screens, showing that high accuracy adaptive menus have a relatively larger positive impact for small screen displays.

PAPER I Improving the Performance of Motor-Impaired Users with Automatically-Generated, Ability-Based Interfaces

Krzysztof Z. Gajos, Jacob O. Wobbrock, Daniel S. Weld, *University of Washington*, USA

Interacting with in-vehicle systems while driving a car can be dangerous. We examine driver attention and driving behavior for three different interaction techniques.

NOTE I Evaluation of a Role-Based Approach for Customizing a Complex Development Environment



Leah Findlater, Joanna McGrenere, *University of British Columbia*, Canada
David Modjeska, *University of Toronto*, Canada

In an interview study with software developers, we identify challenges of designing coarse-grained approaches to customization. The findings highlight potentially critical design choices and provide direction for future research.

NOTE I Predictability and Accuracy in Adaptive User Interfaces

Krzysztof Z Gajos, Katherine Everitt, *University of Washington*, USA
Desney Tan, Mary Czerwinski, *Microsoft Research*, USA
Daniel S. Weld, *University of Washington*, USA

We examine the relative effects of predictability and accuracy of the adaptive algorithm on the usability of user interfaces that automatically adapt to users' tasks.

■ PAPERS/NOTES I ROOM: 105 GIOTTO

MULTITOUCH AND SURFACE COMPUTING

SESSION CHAIR: Andy Wilson, *Microsoft Research*, USA

PAPER I Indirect Mappings of Multi-touch Input Using One and Two Hands

Tomer Moscovich, *University of Toronto*, Canada and *Brown University*, USA
John F. Hughes, *Brown University*, USA

This work examines a number of design considerations in the selection of effective multi-touch input mappings. One- and two-handed mappings are evaluated for control compatibility and DOF coordination.

PAPER I It's Mine: Don't Touch!: Interactions at a Large Multi-Touch Display in a City Centre

Peter Peltonen, Esko Kurvinen, Antti Salovaara, Giulio Jacucci, Tommi Ilmonen, John Evans, Antti Oulasvirta, Petri Saarikko, *Helsinki Institute for Information Technology* and *University of Helsinki*, Finland

CityWall is a large multi-touch display installed in a central location in Helsinki, Finland. Our study presents results from an analysis of 1199 social encounters at the display.

NOTE I PressureFish: A Method to Improve Control of Discrete Pressure-based Input

Kang Shi, Pourang Irani, Sean Gustafson, *University of Manitoba*, Canada
Sriram Subramanian, *University of Bristol*, United Kingdom

Presents an improved fisheye based discretization function for a pressure augmented mouse. The fisheye function dynamically modifies the range of pressure values based on the position of the pressure cursor.

NOTE I Stane: Synthesized surfaces for tactile input

Roderick Murray-Smith, *Glasgow University* and *Hamilton Institute, NUI Maynooth*, United Kingdom
John Williamson, Stephen Hughes, *Glasgow University*, United Kingdom
Torben Quaade, *BackToHQ*, Denmark

Stane is a hand-held interaction device controlled by tactile input sensed by a piezo-microphone. Scratching or rubbing textured surfaces and tapping control the interaction.

■ ALT.CHI THEATER | 106 TITIAN

HUMAN PRACTICES WITH TECHNOLOGY

SESSION CHAIR: Jennifer Thom-Santelli, *Cornell University*, USA

Can an Orc Catch a Cab in Stormwind? Cybertype Preference in the World of Warcraft Character Creation Interface

Tyler Pace, *Indiana University*, USA

The World of Warcraft character creation interface remediates racially repressive cultural data. This paper identifies dominant racial codings and discusses their effect on player choices.

Early OLPC Experiences in a Rural Uruguayan School

Juan Pablo Hourcade, *University of Iowa*, USA
Daiana Beitler, *London School of Economics*, UK
Fernando Cormenzana, *NEXT Consulting*, Uruguay
Pablo Flores, *Universidad de la Republica*, Uruguay

A discussion of children's and teachers' experiences in a small rural town in Uruguay where every child in elementary school has received a laptop from the OLPC Foundation.

Minimal Connectedness: Exploring the Effects of Positive Messaging using Mobile Technology

Marije Kanis, Mark Perry, *Brunel University*, UK
Willem-Paul Brinkman, *Delft University of Technology*, Netherlands

Presents a lightweight mobile technology to investigate the potential of positive messaging. We discuss how it was used, understood and supported the notion of 'minimal connectedness'.

Seeing Like a Rover: Embodied Experience on the Mars Exploration Rover Mission

Janet Vertesi, *Cornell University*, USA

How and why learning to see and move like a Mars Rover is essential to operating two robots on another planet -- and why this is important to HCI.

■ INVITED SESSION | 107 BOTTICELLI

INTERACTIONS MAGAZINE COMES ALIVE

ORGANIZERS:
Richard Anderson, *interactions magazine*
Jon Kolko, *interactions magazine*

So you thought interactions magazine was only a print publication? Think again. Come and experience interactions magazine performed live on stage, find out what is and has been happening behind the scenes, and engage in a discussion of the role of a fee-based print version of interactions in the world and in an environment in which online content -- often free -- is increasingly prevalent.

In January, Italy's own Mark Vanderbeekun, author of "Putting People First" (a blog of great worldwide popularity), wrote: "This morning I received a print copy of Interactions Magazine with the mail. Wow. It looks, feels, and reads exactly like a magazine for our profession should be. Why did no one think of this before?" Why did no one think of this before?

■ SPECIAL INTEREST GROUP | 301 FELLINI

ENGINEERING SIG

ORGANIZERS:
Alberto del Bimbo, *University of Florence*, Italy
Fabio Paterno, *ISTI-CNR, Pisa*, Italy

This SIG will focus on the engineering challenges in using Natural Interfaces to access knowledge through multi-modal interaction. Integration with existing knowledge repositories and CSCW tools will also be addressed.

■ PANELS | CAVANIGLIA PAVILION

EXTREME USABILITY: ADAPTING RESEARCH APPROACHES FOR AGILE DEVELOPMENT

ORGANIZERS:
Melissa Federoff, *salesforce.com*, USA
Craig Villamor, *salesforce.com*, USA
Lynn Miller, *Autodesk*, Canada
Jeff Patton, *ThoughtWorks*, USA
Aviva Rosenstein, *Yahoo! Inc.*, USA
Kathy Baxter, *Google*, USA
Kuldeep Kelkar, *PayPal*, USA

Agile development is being adopted by many leading software companies, such as those represented by this panel. Though many instructional resources exist to guide companies through a change to Agile Development, there are few resources available on the subject of Agile development and User Centered Design (UCD). As a result, user experience practitioners have had to develop their own tactics and strategies for maintaining sound UCD practices within their organizations when moving to Agile. This panel consists of six practitioners who actively work with development teams using Agile. Panel members will share the challenges and successes they face while championing UCD within their respective development organizations. Panelists will focus on adaptations to research methodology and strategy that make UCD possible to attain within Agile cultures.

■ PAPERS/NOTES | ROOM: 101 DA VINCI

ACTIVITY-BASED PROTOTYPING AND SOFTWARE

SESSION CHAIR: Allen Cypher, *IBM Almaden Research Center*, USA

PAPER | Activity-Based Prototyping of Ubicomp Applications for Long-Lived, Everyday Human Activities

Yang Li, *University of Washington*, USA
James A. Landay, *University of Washington* and *Intel Research Seattle*, USA

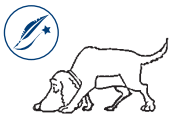
The ActivityDesigner system supports activity-based ubicomp prototyping. It allows a single designer to design and deploy a prototype for longitudinal, in-situ testing in a matter of hours rather than months.

PAPER | Employing Patterns and Layers for Early-Stage Design and Prototyping of Cross-Device User Interfaces

James Lin, *IBM Almaden Research Center*, USA
James A. Landay, *University of Washington*, USA

Damask is an early-stage design tool for web, mobile phone, and voice UIs. Designers illustrate their designs with design patterns and layers, which Damask uses to generate device-specific UIs.

PAPER | Using Information Scent to Model the Dynamic Foraging Behavior of Programmers in Maintenance Tasks



Joseph Lawrance, *Oregon State University* and *IBM Research*, USA
Rachel Bellamy, *IBM Research*, USA
Margaret Burnett, Kyle Rector, *Oregon State University*, USA

PFIS, an information foraging model of programmer navigation during software maintenance, is competitive with the collective wisdom of expert programmers maintaining real issues in an open source application.

■ PAPERS/NOTES | ROOM: 102 RAPHAEL

MULTIDIMENSIONAL VISUALIZATION

SESSION CHAIR: Beverly Harrison, *Intel*, USA

PAPER | Melange: Space Folding for Multi-Focus Interaction

Niklas Elmqvist, *INRIA*, France
Nathalie Henry, *INRIA* and *Univ. Paris-Sud*, France and *University of Sydney*, Australia
Yann Riche, *INRIA* and *Univ. Paris-Sud*, France and *University of Queensland*, Australia
Jean-Daniel Fekete, *INRIA*, France

Presents a focus+context technique that folds 2D space into 3D to guarantee visibility of multiple foci, supporting exploration of large visual spaces for applications such as maps, visualization, and graphs.

PAPER | Sigma Lenses: Focus-Context Transitions Combining Space, Time and Translucence

Emmanuel Pietriga, *Institut National de Recherche en Informatique et en Automatique (INRIA)*, France
Caroline Appert, *LRI - Université Paris Sud*, France

Defines a unified design space for transitions between focus and context through spatial distortion, time and translucence. Identifies new efficient lenses in that space and evaluates them.

NOTE | FacetZoom: A Continuous Multi-Scale Widget for Navigating Hierarchical Metadata

Raimund Dachselt, Mathias Frisch, Markus Weiland, *Dresden University of Technology*, Germany

The novel multi-scale widget FacetZoom combines facet browsing with Zoomable UIs. The versatile hierarchy visualization widget adapts to different screen sizes, interaction modes and application scenarios, e.g. mobile music browsing.

NOTE | LivOlay: Interactive Ad-Hoc Registration and Overlapping of Applications for Collaborative Visual Exploration

Hao Jiang, *MERL- Mitsubishi Electric Research Labs*, USA and *Tsinghua University*, China
Daniel Wigdor, Clifton Forlines, *MERL- Mitsubishi Electric Research Labs*, USA
Michelle Borkin, *Harvard University*, USA
Jens Kauffmann, *Harvard University* and *Harvard Smithsonian Center for Astrophysics*, USA
Chia Shen, *MERL- Mitsubishi Electric Research Labs*, USA

A lightweight walk-up-and-use visual collaboration tool for rapid, user-controlled, spatial registering and overlaying of visual data from multiple live applications, data sources and personal computing devices.

■ **PAPERS/NOTES | ROOM: 103 CARAVAGGIO**

MENU AND COMMAND SELECTION

SESSION CHAIR: Poika Isokoski, *University of Tampere*, Finland

PAPER | PieCursor: Merging Pointing and Command Selection for Rapid In-place Tool Switching

George Fitzmaurice, Justin Matejka, Azam Khan, Mike Glueck, Gordon Kurtenbach, *Autodesk*, Canada

We describe a new type of graphical user interface widget called the PieCursor. The PieCursor is based on the Tracking Menu technique and consists of a radial cluster of command...

PAPER | Tilt Menu: Using the 3D Orientation Information of Pen Devices to Extend the Selection Capability of Pen-based User Interfaces

Feng Tian, Lishuang Xu, Hongan Wang, *Chinese Academy of Sciences*, China
Xiaolong Zhang, *The Pennsylvania State University*, USA
Yuanyuan Liu, *Chinese Academy of Sciences*, China
Vidya Setlur, *Nokia Research Palo Alto*, USA
Guozhong Dai, *Chinese Academy of Sciences*, China

Describes a one-handed menu for simultaneously generating the secondary input while drawing/interacting with a pen tip, that uses 3D-orientation information of pens. Can significantly reduce targeting times comparing with ToolPalette.

NOTE | AAMU: Adaptive Activation Area Menus for Improving Selection in Cascading Pull-Down Menus

Erum Tanvir, Jonathan Cullen, Pourang Irani, *University of Manitoba*, Canada
Andy Cockburn, *University of Canterbury*, New Zealand

Selecting items in cascading pull-down menus is a frequent task in most GUIs. These selections involve two major components: steering and selection, with the steering component being the most time-consuming...

NOTE | Genetic Algorithm Can Optimize Hierarchical Menus

Shouichi Matsui, *CRIEPI*, Japan
Seiji Yamada, *National Institute of Informatics*, Japan

We present a genetic algorithm for minimizing the average selection time of menu items by considering movement and decision time, and show the effectiveness using a cellular phone's menu.

■ **PAPERS/NOTES | ROOM: 104 MICHELANGELO**

MOBILE INTERACTION

SESSION CHAIR: Jeffrey Nichols, *IBM Research*, USA

PAPER | BlindSight: Eyes-Free Access to Mobile Phones

Kevin A. Li, *UC San Diego*, USA
Patrick Baudisch, Ken Hinckley, *Microsoft Research*, USA

BlindSight allows mobile phone users to access phone calendar and contacts in situations where they cannot look at the screen, such as while talking on the phone or while driving. Based on auditory feedback.

PAPER | One-Handed Touchscreen Input for Legacy Applications

Amy K. Karlson, Benjamin B. Bederson, *University of Maryland*, USA

We present two controlled studies aimed at understanding the relative tradeoffs that five different input methods (including direct and indirect) offer for operating dense mobile touchscreen interfaces with one hand.

PAPER | Target Acquisition with Camera Phones when used as Magic Lenses

Michael Rohs, *TU Berlin*, Germany
Antti Oulasvirta, *Helsinki Institute for Information Technology HIIT*, Finland

We examine target acquisition in magic lens pointing with camera-phones. We present a Fitts' law extension that models the performance and show that dynamic peephole pointing follows the standard Fitts' law.

■ **PAPERS/NOTES | ROOM: 105 GIOTTO**

DOMESTICITY AND DESIGN

SESSION CHAIR: Abigail Sellen, *Microsoft Research*, UK

PAPER | Sonic Interventions: Understanding and Extending the Domestic Soundscape

Gerard Oleksik, David Frohlich, *University of Surrey*, United Kingdom
Lorna M Brown, Abigail Sellen, *Microsoft Research*, United Kingdom

Presents a study of the role, importance and meaning of sound in the home, gathered through interviews and audio recordings. Includes a number of design concepts inspired by the findings.

PAPER | Threshold Devices: Looking Out From The Home

William Gaver, Andy Boucher, Andy Law, Sarah Pennington, John Bowers, Jacob Beaver, *Goldsmiths, University of London*, United Kingdom
Jan Humble, *University of Nottingham*, United Kingdom
Tobie Kerridge, *Goldsmiths, University of London*, United Kingdom
Nicholas Villar, *Lancaster University*, United Kingdom
Alex Wilkie, *Goldsmiths, University of London*, United Kingdom

Open Threshold devices use localised information to provide new views from the home. We present two new systems, the Local Barometer and Plane Tracker, and describe volunteers' experiences living with them.

NOTE | Requirements Engineering for Home Care Technology

Marilyn Rose McGee-Lennon, *University of Glasgow*, United Kingdom

This paper discusses sources of change and complexity in the home care domain and presents a synthesised list of features that should be supported in Requirements Engineering in this domain.

■ **SPECIAL INTEREST GROUP | 106 TITIAN**

CURRENT ISSUES IN ASSESSING AND IMPROVING INFORMATION USABILITY

ORGANIZERS:
Stephanie Rosenbaum, *Tec-Ed, Inc.*, USA
Judith Ramey, *University of Washington*, USA

A very small interaction is presented in several different ways. The audience is invited to read this interaction. What are the consequences of different readings for design?

■ ALT.CHI | 107 BOTTICELLI

ART, PLAY AND INTERACTION

SESSION CHAIR: Jeffrey Bardzell, *Indiana University*, USA

AuralScapes: Engaging Ludic Ambiquity in the Design of a Spatial System

Anijo Punnen Mathew, Justin Taylor, *Mississippi State University*, USA

Auralscapes is a spatial system set at the intersection of architecture and computing; based on ludic ambiguity – where interaction is derived from abstraction and information is open to hermeneutic interpretation.

Fragile: A Case Study for Evoking Specific Emotional Responses

Carla Diana, *Georgia Institute of Technology*, USA

Describes "Fragile" an immersive, interactive environment that motivated users to balance emotions of fear and delight. This study explores object qualities and the use of a sound-based rewarded system.

Future Craft: How Digital Media is Transforming Product Design

Leonardo Bonanni, Amanda Parkes, Hiroshi Ishii, *MIT Media Lab*, USA

The open and collective traditions of the interaction community have created new opportunities for product designers to engage in the social issues around industrial production. This paper introduces Future Craft...

Slurp: Tangibility, Spatiality, and an Eyedropper

Jamie Zigelbaum, Adam Kumpf, Alejandro Vazquez, Hiroshi Ishii, *MIT Media Lab*, USA

Slurp is a digital eyedropper that provides haptic and visual feedback for interacting with locative media; it's presented as an exploration of current issues in tangible interface design.

■ SPECIAL INTEREST GROUP | 301 FELLINI

DESIGN SIG

ORGANIZERS:
Jonathan Arnowitz, *Google, Inc.*, USA
Elizabeth Dykstra-Erickson, *ACCESS Systems*, USA
Sebastiano Bagnara, *Università degli Studi di Siena*, Italy

What is the future of the Practitioner Design communities at CHI, with DUX, IXdA, and SXSW, as well as other design-friendly interactive conferences abound. What role do you want to play? We will do a little discussion, a little brainstorming, and a little debate.

■ COURSE 14 | ROOM: 303 ROSSELLINI

AUGMENTING USABILITY WITH EYE MOVEMENT PROCESS METRICS: HANDS-ON TRAINING

9:00-18:00

INSTRUCTORS:
Amy Alberts, *Microsoft*
Ed Cutrell, *Microsoft*
Andrew Duchowski, *Clemson University*

Benefits:
Eye movement metrics provide powerful evidence of why usability performance measures (e.g., speed/accuracy) came out the way they did. This helps pinpoint visual design features that hinder good performance. This course will provide hands-on training with state-of-the-art eye-tracking equipment (provided by Tobii) and lead you through four simulation examples we have created expressly for this course. The methodology you will learn from these practical examples will provide guidance for your own future studies. Origins: This course will be developed for the first time for CHI 2008, however, it draws on several previous sources rooted in research, practice, and pedagogy. Specifically, course origins can be traced back to usability eye-tracking training taught at Microsoft, eye-tracking Web research performed at Microsoft Research, and eye-tracking methodology taught at Clemson University (the basis for a half-day course taught at SIGGRAPH 2000).

Audience:
The course is intended for researchers and practitioners who may be familiar with (e.g., have heard of) eye tracking, and who would like to bolster the validity and credibility of their research through hands-on training with modern equipment. The course will not spend a great deal of time on underlying theories of human vision, eye movements, eye movement analysis, experimental design, or statistics but will focus on practical usage.

■ COURSE 15 | ROOM: 305 ANTONIONI

A PRACTICAL APPROACH TO INTERACTIVE SYSTEM DESIGN

9:00-18:00

INSTRUCTORS:
Michael Atwood, *Drexel University*
Thomas Hewett, *Drexel University*

Benefits:
In this 1-day course you will learn how to successfully design and improve useful and useable interactive systems by being able to answer the following questions.

- What is cognitive task analysis? Why do I want it and how can I do it?
- How do the users of the system think about their tasks and work they do?
- How can I tell how useful and useable a system is now or how useful it can be?
- How do I get started in designing a cognitively useful and useable system?
- How can I determine what parts of a system should be changed and how to change them?
- How can I communicate well with others on my design and development team?

Audience:
This course is intended for anyone who is or who will be part of a team that designs and develops interactive systems to support complex human work or problem solving. The objectives of this course are to provide attendees with the skills needed to ask and answer questions about how the people who will use the system think about their tasks and their work.

■ COURSE 16 | ROOM: 304 VISCONTI

BEYOND ANECDOTES: ANALYZING QUALITATIVE DATA FROM FIELD STUDIES

9:00-18:00

INSTRUCTOR:
David Siegel, *Dray & Associates, Inc.*

Benefits:
Field studies are essential to user-centered design, but the data from these studies can be overwhelming and ambiguous. As a result, conclusions are all too often impressionistic or anecdotal, with vague or even misleading implications for design. This course will teach you techniques for analysis to improve the credibility and validity of your findings, to keep them focused on design, and to help you avoid drowning in your data.

Audience:
This tutorial is intended for practitioners who want to improve the validity and credibility of their field user research. Ideally, participants will have some experience in fieldwork, including ethnography, contextual inquiry, or naturalistic (field) usability, with a practical focus on any aspect of product definition and design. However, it also will be of interest to people who have a background in more structured forms of user research, such as lab usability, who want to prepare for the less structured world of field research. However, the course does not focus on techniques of data gathering in fieldwork, and assumes that people have a basic knowledge of these techniques.

■ COURSE 17 | ROOM: 302 BERTOLUCCI

3D USER INTERFACES: FROM LAB TO LIVING ROOM

9:00-18:00

INSTRUCTORS:
Ernst Kruijff, *Graz University of Technology*
Doug Bowman, *Virginia Tech*
Joseph LaViola, *University of Central Florida*
Ivan Poupyrev, *Sony Computer Science Laboratories*

Benefits:
Over the last decade, the field of 3D user interfaces has grown out of its infancy, forming the basis for many game and industry applications. In this course, you will gain a solid background in the theory and the methods needed to create your own 3D spatial interfaces. Focusing particularly on real-world applications, we identify the particular difficulties of designing and developing spatial interfaces, carefully embedding the latest evaluation results. In addition, the course will address novel research themes such as 3D interaction for large displays and games; and integrating 3DUIs with mobile devices, robotics, and the environment.

Audience:
The intended audience is anyone interested in learning about 3DUIs for both research and real-world applications. Selected course blocks will also be interesting for those who deal with interface, design, and human factors issues related to 3D video games, animation and modeling, and the arts. A basic background in HCI is preferred.

REVIEWERS CONTINUED

Karon MacLean, *University of British Columbia*, Canada
takanori maesako, *osaka university*, Japan
Farah Magrabi, *University of New South Wales*, Australia
Sascha Mahlke, *D-LABS*, Germany
Jim Mahoney, *None*, USA
Julie Maitland, *University of Glasgow*, UK
Päivi Majaranta, *University of Tampere*, Finland
Anirban Majumdar, *University of Auckland*, New Zealand
Kevin Makice, *Indiana University*, USA
Heidy Maldonado, *Stanford University*, USA
Shahzad Malik, *University of Toronto*, Canada
Lena Mamykina, *Siemens Corporate Research Inc.*, USA
Gretchen Manco, *Hawaiian Telcom, Inc.*, USA
Thomas Mandl, *Universität Hildesheim*, Germany
Regan Mandryk, *University of Saskatchewan*, Canada
Jennifer Mankoff, *Carnegie Mellon University*, USA
Wendy March, *Intel Research*, USA
Gary Marchionini, *University of North Carolina at Chapel Hill*, USA
Aaron Marcus, *Aaron Marcus and Associates, Inc.*, USA
Larry Marine, *Intuitive Design Group*, USA
Paolo Marino, *ALaDIn research group*
Gloria Mark, *University of California, Irvine*, USA
Panos Markopoulos, *Eindhoven University of Technology*, The Netherlands
Gary Marsden, *University of Cape Town*, South Africa
Steve Marsh, *NRC Canada*
Catherine C. Marshall, *Microsoft*, USA
Paul Marshall, *Open University, OU*, UK
Patrizia Marti, *University of Siena*, Italy
Stefan Marti, *Samsung*, USA
Stefano Marzani, *University of Modena and Reggio Emilia*, Italy
Simona Maschi
Masood Masoodian, *The University of Waikato*, New Zealand
Guillaume Masserey, *ICTT Lab (Ecole Centrale de Lyon)*, France
Michael Massimi, *University of Toronto*, Canada
Judith Masthoff, *University of Aberdeen*, UK
Toshiyuki Masui, *National Institute of Advanced Industrial Science and Technology*, Japan
Michael Mateas, *The Georgia Institute of Technology*, USA
Maristella Matera, *Politecnico di Milano*, Italy
Anijo Mathew, *Mississippi State University*, USA
Yutaka Matsuo, *The University of Tokyo*, Japan
Tara Matthews, *IBM Almaden Research*, USA
Agnieszka Matysiak Szostek, *TU/e*, The Netherlands
Frank Maurer, *University of Calgary*, Canada
Jon May, *University of Plymouth*, UK
Richard Mayer, *Univrsity of California, Santa Barbara*, USA
Ali Mazalek, *Georgia Tech*, USA
Graham McAllister, *Queen's University Belfast*, UK
Rod McCall, *Fraunhofer FIT*, Germany
John McCarthy, *University College Cork*, Ireland
Scott McCrickard, *Virginia Tech*, USA
David McDonald, *University of Washington*, USA
Gregor McEwan, *National ICT Australia*, Australia
Marilyn McGee-Lennon, *University of Glasgow*, UK
Jennifer McGinn, *Sun Microsystems, Inc.*, USA
David McGookin, *University of Glasgow*, Scotland
Joanne Mcgrath Cohoon
Michael McGuffin, *École de technologie supérieure*, Canada
Paul McInerney, *IBM*, Canada
Matt McKeon, *IBM Research*, USA
Sean McNee, *Attenex Corporation*, USA
Scott McQuiggan, *North Carolina State University*, USA
Michael McTear, *University of Ulster*, Northern Ireland
Yevgeniy Medynskiy, *Georgia Institute of Technology*, USA
Bernt Meerbeek, *Philips Research*, The Netherlands
Paulo Melo, *Recife Center for Advanced Studies and Systems*, Brazil
Helena Mentis, *Pennsylvania State University*, USA
David Merrill, *Massachusetts Institute of Technology*, USA
Peter Messner, *bwin Interactive Entertainment AG*, Austria
Georgios Metaxas, *TU/e*, The Netherlands
Crysta Metcalf, *Motorola Labs*
Ruud Meulenbroek, *Nijmegen Institute for Cognition and Information*, The Netherlands
Herbert Meyer, *artop - Institute*, Germany
Harrison Michael, *Newcastle University*, England
marie-anne midy, *Oregon State University*, France
Kris Mihalic, *University of Salzburg*, Austria
Silvia Miksch, *Vienna University of Technology*, Austria
m. milano, *none*, USA
Natasa Milic-Frayling, *Microsoft Research*, UK
David Millard, *University of Southampton*, UK
Rob Miller, *Massachusetts Institute of Technology*, USA
Katie Minardo, *MITRE Corporation*, USA
HAREKRISHNA MISRA, *Institute of Rural Management Anand*, India
April Mitchell, *Hewlett-Packard*, USA
Motoki Miura, *Japan Advanced Institute of Science and Technology*, Japan
Sonia Modeo, *CSP scarl*, Italy
Paulina Modlitba, *MIT Media Lab*, USA
Andrea Moed, *University of California, Berkeley*, USA
Karyn Moffatt, *University of British Columbia*, Canada
nurhizam mohd satar, *mr.*, malaysia
Tom Moher, *University of Illinois at Chicago*, USA
Wendy Moncur, *University of Aberdeen*, Scotland
noirhomme Monique, *FUNDP, university of Namur*, Belgium
Andrew Monk, *University of York*, UK
Andrés Monroy-Hernández, *MIT Media Lab*, USA
Michelle Montgomery Masters, *University of Strathclyde*, UK
Antoni Moore, *University of Otago*, New Zealand
Sonali Morar, *Brunel University*, England
Anders Morch, *InterMedia, University of Oslo*, Norway
Marcia Morelli, *Vanguard*, USA
Rob Mori, *Sun Microsystems*, USA
osamu morikawa, *aist*
Carlos Morimoto, *University of Sao Paulo*, Brazil
Meredith Morris, *Microsoft Research*, USA
Scooter Morris, *UCSF Computer Graphics Laboratory*, USA
Cecily Morrison, *University of Cambridge*, UK
Julie Morrison, *Glendale Community College*, USA
Emile Morse, *National Institute of Standards & Technology*, USA
Tomer Moscovich, *University of Toronto*, Canada
Javed Mostafa, *University of North Carolina at Chapel Hill*, USA
Denis Mottet, *Université de Montpellier 1*, France
Alexandros Mourouzis, *Centre for Research and Technology Hellas*, Greece
Xiangming Mu, *University of Wisconsin-Milwaukee*, USA
Florian Mueller, *CSIRO*, Australia
Florian Floyd Mueller, *University of Melbourne, Christian Mueller-Tomfelde, CSIRO ICT Centre*, Australia
Guliz Mugan, *Bilkent University*
Elena Mugellini, *University of Applied Sciences of Western Switzerland - Fribourg*, Switzerland
Kizito Mukasa, *Fraunhofer Institute for Experimental Software Engineering (Fraunhofer IESE)*, Germany
Ingrid Mulder, *Telematica Instituut*, The Netherlands
Michael Muller, *IBM Research*, USA
Cosmin Munteanu, *University of Toronto*, Canada
Tamara Munzner, *University of British Columbia*, Canada
Gail Murphy, *University of British Columbia*, Canada
Dianne Murray, *None*, UK
Roderick Murray-Smith, *Glasgow University & Hamilton Institute, NUI Maynooth*, UK
Marcela Musgrove, *UNT*
Piero Mussio, *UNIMI*, italy
Bilge Mutlu, *Carnegie Mellon University*, USA
Adity Mutsuddi, *Indiana University*, USA
Brad Myers, *Carnegie Mellon University*, USA
Elizabeth Mynatt, *Georgia Institute of Technology*, USA
Mor Naaman, *Yahoo! Research Berkeley*, USA
Miguel Nacenta, *University of Saskatchewan*, Canada
Daniel Nadeau, *none*, USA
Kristine Nagel, *Georgia Gwinett College*, USA
Rahul Nair, *Yahoo! Research Berkeley*, USA
Yelena Nakhimovsky, *Google*, USA
Tek-Jin Nam, *Korea Advanced Institute of Science and Technology*, South Korea
Alok Nandi, *Architempo*, Belgium

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REVIEWERS CONTINUED

Michele Nappi, *Dipartimento di Matematica e Informatica*, Italy
Bonnie Nardi, *Agilent Technologies*, USA
Chris Nash, *University of Cambridge*, UK
Andreas Nauerz, *IBM Research and Development*, Germany
david Navarre, *IRIT*, France
Raquel Navarro-Prieto, *Barcelona Media-Innovation Center*, Spain
Ali Asghar Nazari Shirehjini, *Fraunhofer IGD*, Germany
Steve Neely, *University College Dublin*, Ireland
Les Nelson, *PARC*, USA
Carman Neustaedter, *Kodak Research Labs*, USA
Christine Neuwirth, *Carnegie Mellon University*, USA
Alan Newell, *Dundee University*, Scotland
Mark Newman, *PARC*, USA
William Newman, *University College London*, UK
David Tong Nguyen, *University of California, Berkeley*, USA
Quang Vinh Nguyen, *University of Technology, Sydney*, Australia
Tao Ni, *Virginia Polytechnic Institute and State University*, USA
David Nichols, *University of Waikato*, New Zealand
Jeffrey Nichols, *IBM Research*, USA
Jianhu Nie, *University of Nevada, Las Vegas*, USA
Laurence Nigay, *University of Grenoble 1*, France
Anton Nijholt, *University of Twente*, The Netherlands
Sonya Nikolova, *Princeton University*, USA
Takeshi Nishida, *The University of Tokyo*, Japan
James Noble, *Victoria University of Wellington*, New Zealand
Sylvie Noël, *Communications Research Centre*, Canada
Haruo Noma, *ATR Media Information Science Labs*, Japan
Mie Nørgaard, *University of Copenhagen*, Denmark
Maria Normark, *Södertörn University College*, Sweden
Lorraine Normore, *n/a*, USA
Moira Norrie, *ETH Zurich*, Switzerland
Chris North, *Virginia Polytechnic Institute and State University*, USA
Jasminko Novak, *University of Zurich*, Switzerland
Paul Nuschke, *Electronic Ink*, USA
Stina Nylander, *Swedish Institute of Computer Science*, Sweden
Clemens Nylandsted Klokmose, *University of Aarhus*, Denmark
Ian Oakley, *Electronics and Telecommunications Research Institute*, Korea
Zeljko Obrenovic, *CWI, Amsterdam*, The Netherlands
Marianna Obrist, *ICT&S Center, University of Salzburg*, Austria
William Odom, *Indiana University Bloomington*, USA
John O'Donovan, *University College Dublin*, Ireland
Michael Oehl, *University of Lueneburg*, Germany
Lora Oehlberg, *Berkeley Institute of Design*
Michael O'Grady, *University College Dublin*, Ireland
Masao Ohira, *Nara Institute of Science and Technology*, Japan
Nuria Oliver, *Telefonica R&D*, Spain
Adriana Olmos, *Bluesponge*, Canada
Dan Olsen, *Brigham Young University*, USA
Gary Olson, *University of Michigan*, USA
Judith Olson, *University of Michigan*, USA
Michael O'Mahony, *University College Dublin*, Ireland
Eamonn O'Neill, *University of Bath*, UK
Reinhard Oppermann, *Fraunhofer-FIT*, Germany
Nuno Otero, *University of Hertfordshire*, UK
Benoit Otjacques, *Public Research Centre - Gabriel Lippmann*, Luxembourg
Antti Oulasvirta, *Helsinki Institute for Information Technology*, Finland
Saila Ovaska, *University of Tampere*, Finland
Scott Overmyer, *Baker College - Center for Graduate Studies*, USA
Sharon Oviatt, *Oregon Health & Science University*, USA
Nadine Ozkan, *Lanterna Magica*, Canada
Basak Oztan, *University of Rochester*
Jeni Paay, *Aalborg University*, Denmark
Steven Pace, *Central Queensland University*, Australia
Tyler Pace, *Indiana University*, USA
Tim Paciolla, *none*, USA
Andreas Paepcke, *Stanford University*, USA
Randy Pagulayan, *Microsoft Game Studios*, USA
Pietro Pala, *University of Firenze*, Italy
Philippe Palanque, *LIIHS-IRIT, Université Paul Sabatier Toulouse 3*, France
Leysia Palen, *University of Colorado, Boulder*, USA
Susan Palmiter, *Design Technologies*, USA
Bing Pan, *Cornell University*, USA
Erin Panttaja, *BBN Technologies*, USA
Paolo Paolini
Franco Papeschi, *Politecnico di Milano*, UK
Sofia Pardo, *The University of Melbourne*, Australia
Tapan Parikh, *University of Washington*, USA
Cecile Paris, *CSIRO/ICT Centre*, Australia
YUN RIM PARK, *Oregon State University*, USA
J. Karen Parker, *University of British Columbia*, Canada
amanda parkes, *mit media lab*, USA
Timo Partala, *Helsinki Institute of Information Technology*, Finland
Kurt Partridge, *PARC*, USA
Avi Parush, *Carleton University*, Canada
Oscar Pastor, *Universidad Politecnica de Valencia*, Spain
Dynal Patel, *University of Cape Town*, South Africa
Kayur Patel, *University of Washington*, USA
Shwetak Patel, *Georgia Institute of Technology*, USA
Fabio Paternò, *ISTI-CNR*, Italy
Andrew Patrick, *National Research Council of Canada*, Canada
Celeste Paul, *User-Centered Design, Inc.*, USA
Sharoda Paul, *The Pennsylvania State University*, USA
Cesare Pautasso, *University of Lugano (USI)*
Antonella Pavese, *The Vanguard Group*, USA
Ioannis Pavlidis, *University of Houston*, USA
Andriy Pavlovych, *York University*, Canada
claudia pederson, *cornell university*, USA
Thomas Pederson, *Umeå University*, Sweden; *Bari University*, Italy
Samuli Pekkola, *Tampere University of Technology*, Finland
Catherine Pelachaud, *University of Paris 8*, France
Adam Perer, *University of Maryland*, USA
Manuel Perez-Quinones, *Virginia Tech*, USA
Trevor Pering, *Intel Research*, USA
Mark Perry, *Brunel University*, UK
Christian Peter, *Fraunhofer Institute for Computer Graphics Rostock*, Germany
Andy Peterson, *Microsoft*, USA
Daniela Petrelli, *University of Sheffield*, UK
Helen Petrie, *University of York*, UK
Georg Petschnigg, *Microsoft Research*, USA
Mårten Pettersson, *Malmö University*, Sweden
Bruce Phillips, *Microsoft*, USA
Antonio Piccinno, *Università di Bari*, Italy
Wayne Piekarski, *WorldViz*, USA
Jeffrey Pierce, *IBM Research*, USA
Emmanuel Pietriga, *Institut National de Recherche en Informatique et en Automatique*, France
David Pinelle, *University of Nevada, Las Vegas*, USA
Claudio Pinhanez, *IBM Research, T.J. Watson*, USA
Niels Pinkwart, *TU Clausthal*, Germany
Alberto Pinto, *Università degli Studi di Milano*, Italy
Volkmar Pipek, *University of Siegen*, Germany
Peter Pirolli, *PARC*, USA
Fabio Pittarello, *Università Ca' Foscari di Venezia*, Italy
Catherine Plaisant, *University of Maryland*, USA
Christopher Plaue, *Georgia Institute of Technology*, USA
Bernd Ploderer, *University of Salzburg*, Austria
Barry Po, *HSBC*, Canada
Scott Pobiner, *Parsons The New School for Design*, USA
Antonella Poggi, *Dipartimento di Informatica e Sistemistica "Antonio Ruberti" - La Sapienza" Università di Roma*, Italy
Isabella Poggi, *Università Roma Tre*, Italy
Franck Poirier, *VALORIA - UBS \ Campus de Tohannic*, France
Roberto Polillo, *University of Milano Bicocca*, Italy
Peter Polson, *University of Colorado*, USA
Steven Poltrock, *The Boeing Company*, USA
Erika Poole, *Georgia Institute of Technology*, USA
Vesna Popovic, *Queensland University of Technology*, Australia
ILONA POSNER, *Usability Consultant*, Canada
Ivan Poupyrev, *Sony Computer Science Laboratories*, Japan
Zachary Pousman, *Georgia Institute of Technology*, USA
Luis Prada, *George Mason University*, USA
Venkatesha Prasad, *WMC, EEMCS, TU Delft*, Netherlands
Jenny Preece, *University of Maryland*, USA
Scott Preece, *Yahoo!*, USA

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April 10, 2008 | Thursday

=10 minutes =15 minutes =25 minutes =30 minutes =unscheduled time

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101 Da Vinci		**Papers/Notes** Game Zone Page 74	**Papers/Notes** Culture and Technology Page 78	**Papers/Notes** Pointing and Flicking Page 81	
102 Raphael		**Papers/Notes** Visualizations Page 74	**Papers/Notes** Fitt's Law Lives Page 78	**Papers/Notes** End-Users Sharing and Tailoring Software Page 81	
103 Caravaggio		**Papers/Notes** Character Development Page 75	**Papers/Notes** Collaboration and Cooperation Page 79	**Papers/Notes** Picture Perfect Page 81	
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COMMONS

Exhibits, Interactivity, & Info Booth
10:30-14:30

SPECIAL EVENTS

Spotlight on Work-in-Progress Posters (#97-157)
10:30-11:30
Poster Area on Ground Floor of Central Pavilon

■ CHI MADNESS | CAVANIGLIA PAVILION

8:15-9:00

SESSION CHAIRS:
Gonzalo Ramos, *Microsoft LiveLabs*, USA
Jeffrey Nichols, *IBM Research*, USA

CHI's 30 second Madness, which premiered in Montréal, returns to give everyone a lighting speed overview of the day's program.

■ PANELS | CAVANIGLIA PAVILION

BEYOND THE HYPE: SUSTAINABILITY & HCI

ORGANIZERS:
Lisa P. Nathan, *University of Washington*, USA
Eli Blevis, *Indiana University*, USA
Batya Friedman, *University of Washington*, USA
Jay Hasbrouck, *Intel*, USA
Phoebe Sengers, *Cornell University*, USA

In this panel we explore: (1) the burgeoning discourse on sustainability concerns within HCI, (2) the material and behavioral challenges of sustainability in relation to interaction design, (3) the benefits and risks involved in labeling a project or product as environmentally sustainable, and (4) implications of taking on (or ignoring) sustainability as a research, design, and teaching topic for HCI.

■ PAPERS/NOTES | ROOM: 101 DA VINCI

GAME ZONE

SESSION CHAIR: Sriram Subramanian, *Philips Research Netherlands*, The Netherlands

PAPER | Game Over: Learning by Dying

Dimitris Grammenos, *Foundation for Research and Technology - Hellas*, Greece

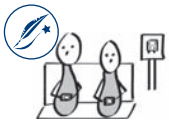
Design and evaluation of the world's first universally inaccessible game. The game is meant to be used as an educational tool for disseminating and teaching game accessibility guidelines.

PAPER | Heuristic Evaluation for Games: Usability Principles for Video Game Design

David Pinelle, *University of Nevada, Las Vegas*, USA
Nelson Wong, *University of Saskatchewan*, Canada
Tadeusz Stach, *Queen's University*, Canada

Most video games require constant interaction, so game designers must pay careful attention to usability issues. However, there are few formal methods for evaluating the usability of game interfaces. In...

PAPER | Renegade Gaming: Practices Surrounding Social Use of the Nintendo DS Handheld Gaming System



Christine Szentgyorgyi, Michael Terry, Edward Lank, *University of Waterloo*, Canada

The Nintendo DS enables people to play multiplayer games anywhere, anytime. Do they? We present findings from a qualitative study investigating the collocated gaming practices of Nintendo DS owners.

■ PAPERS/NOTES | ROOM: 102 RAPHAEL

VISUALIZATIONS

SESSION CHAIR: Lars Erik Holmquist, *Mobile Life Center*, Sweden

PAPER | Expandable Grids for Visualizing and Authoring Computer Security Policies

Robert W Reeder, Lujo Bauer, Lorrie Faith Cranor, *Carnegie Mellon University*, USA
Michael K Reiter, *University of North Carolina at Chapel Hill*, USA
Kelli Bacon, *Gonzaga University*, USA
Keisha How, Heather Strong, *Carnegie Mellon University*, USA

We introduce the Expandable Grid, a novel visualization technique for security policy authoring. The Expandable Grid approach vastly outperformed the native Windows file permissions interface in our user study.

PAPER | LiveRAC: Interactive Visual Exploration of System Management Time-Series Data

Peter McLachlan, Tamara Munzner, *University of British Columbia*, Canada
Eleftherios Koutsofios, Stephen North, *AT&T Labs Inc. - Research*, USA

LiveRAC is a visualization system for analysis of large collections of system management data. We describe the staged design and field study of this system in a production environment.

NOTE | Metrics for Measuring Human Interaction with Interactive Visualizations for Information Analysis

Theresa O'Connell, Yee-Yin Choong, *National Institute of Standards and Technology*, USA

Lacking metrics for evaluating analysts' experiences with interactive visualizations (IV) for information analysis, we derive them from human-computer interaction heuristics. No existing heuristics? Analysts' needs and experiences inform new heuristics.

NOTE | On the Benefits of Confidence Visualization in Speech Recognition

Keith Vertanen, Per Ola Kristensson, *University of Cambridge*, United Kingdom

We developed a speech recognition interface which denotes low-confidence words with red underlining. We describe results of our user trial which assessed the impact of confidence visualization.

■ PAPERS/NOTES | ROOM: 103 CARAVAGGIO

CHARACTER DEVELOPMENT

SESSION CHAIR: Arnie Lund, *Microsoft*, USA

PAPER | A Latent Semantic Analysis Methodology for the Identification and Creation of Personas

Tomasz Miaskiewicz, Tamara Sumner, Kenneth A. Kozar, *University of Colorado at Boulder*, USA

Our study develops and presents a new methodology for the identification and creation of personas through the application of Latent Semantic Analysis (LSA).

PAPER | The Effects of Empathetic Virtual Characters on Presence in Narrative-centered Learning Environments

Scott W. McQuiggan, Jonathan P. Rowe, James C. Lester, *North Carolina State University*, USA

Recent years have seen a growing interest in the role that narrative can play in learning. With the emergence of narrative-centered learning environments that engage students by drawing them into...

NOTE | Data-Driven Persona Development

Jennifer (Jen) McGinn, Nalini Kotamraju, *Sun Microsystems, Inc.*, USA

In this talk, we describe a new method for creating and validating personas, based on the statistical analysis of data and subsequent participant interviews, which is fast and cost effective.

■ PAPERS/NOTES | ROOM: 104 MICHELANGELO

SOCIAL PRESENCE

SESSION CHAIR: Boris de Ruyter, *Philips Research*, The Netherlands

PAPER | Cross-channel mobile social software: an empirical study

Clint Heyer, *The University of Queensland*, Australia
Margot Brereton, *Queensland University of Technology*, Australia
Stephen Viller, *University of Queensland*, Australia

We discuss the usage, design and effects of a cross-channel, mobile tool to support group socializing, and describe how it is different to other forms of group communication.

PAPER | Social Copresence in Anonymous Social Interactions Using a Mobile Video Telephone

Sin-Hwa Kang, James H. Watt, Sasi Kanth Ala, *Rensselaer Polytechnic Institute(RPI)*, USA

We present study exploring the effect of behavioral and visual realism of avatars on users' *Social Copresence* in emotionally engaged conversations conducted via a simulated mobile video telephone.

PAPER | Use and Reuse of Shared Lists as a Social Content Type

Werner Geyer, Casey Dugan, Joan DiMicco, David R. Millen, Beth Brownholtz, Michael Muller, *IBM T.J. Watson Research*, USA

We describe the design, use, and reuse of shared lists in a social networking system. Our findings suggest that users socialize more around lists than photos, and use lists for self-representation.

■ PAPERS/NOTES | ROOM: 105 GIOTTO

TACTILE AND HAPTIC USER INTERFACES

SESSION CHAIR: James Landay, *University of Washington*, USA

PAPER | Emotional and Behavioral Responses to Haptic Stimulation

Katri Salminen, Veikko Surakka, Jani Lylykangas, Jukka Raisamo, Rami Saarinen, Roope Raisamo, Jussi Rantala, Grigori Evreinov, *University of Tampere*, Finland

The present work showed the potential of using haptic stimulation to arouse emotional processes in users. Haptics could be used to, for example, convey mediated social touch.

PAPER | Evaluating Tactile Feedback and Direct vs. Indirect Stylus Input in Pointing and Crossing Selection Tasks

Clifton Forlines, *Mitsubishi Electric Research Laboratories*, USA and *University of Toronto*, Canada
Ravin Balakrishnan, *University of Toronto*, Canada

In this paper, we will present a pair of experiments that illuminate the effects of tactile-feedback and direct vs. indirect pen input on pointing and crossing selection tasks.

PAPER | Investigating the Effectiveness of Tactile Feedback for Mobile Touchscreens

Eve Hoggan, Stephen A. Brewster, Jody Johnston, *University of Glasgow*, United Kingdom

Touchscreen keyboards lack tactile feedback and this causes problems for entering text and numbers. Experimental results showed that using the internal vibration motor to add tactile feedback significantly improved performance.

■ STUDENT DESIGN COMPETITION | 106 TITIAN

STUDENT DESIGN COMPETITION

SESSION CHAIRS:
Jon Kolko, *frog design*, USA
Ilona Posner, *Usability Consultant*, Canada

JUDGES:
Eric Schaffer, *Human Factors International*, India
Fabio Sergio, *frog design inc.*, Italy
Sheelagh Carpendale, *University of Calgary*, Canada

Come watch the judging of the Student Design Competition, now in its 5th year. This year, students took on the difficult task of designing to support the homeless; specifically, they were tasked with designing an object, interface, system or service intended to support the state of living without a house. The UN Human Settlements Programme estimates that there are 3 million homeless in the EU, and the United States Department of Housing and Urban Development reference close to three quarters of a million homeless in the US. Some are temporarily homeless by environmental circumstance, while some are born into poverty; some even elect a nomadic lifestyle rather than participate in the culturally accepted norms of society. Whatever the reason, these people often depend on public services and support for food, shelter, medicine, and other forms of necessary assistance and guidance.

Students were asked to use methods of ethnography and contextual research to understand the problem space, and to then develop user-centered design solutions to support, assist, enhance or otherwise benefit the target audience. Solution address the environmental state of being without a house, including issues of physical sustenance and safety, and also investigate the emotional, social and cultural needs of this group of people.

■ CASE STUDY | 107 BOTTICELLI

TOWARDS BEST PRACTICES

SESSION CHAIR: Irene Au, *Google, Inc*, USA

Agile User Centered Design: Enter the Design Studio - A Case Study

Jim Ungar, Jeff White, *Jewelry Television*, USA

This case study describes the design studio as practiced in an agile environment. Benefits and challenges to a design studio approach are discussed, and the design studio process is presented.

Tag-it, Snag-it, or Bag-it: Combining Tags, Threads, and Folders in E-mail

John C. Tang, Eric Wilcox, Julian A. Cerruti, Hernan Badenes, Stefan Nusser, Jerald Schoudt, *IBM Research*, USA

Bluemail is a web-based email system that provides message tagging, message threading, and email folders. Our limited field study of bluemail identified some surprising ways these features interact.

They call it Surfing for a Reason: Identifying mobile Internet needs through PC Internet deprivation

Rachel Hinman, *Adaptive Path*, USA
Mirjana Spasojevic, *Nokia Research Lab*, USA
Pekka Isomursu, *Nokia Design*, Finland

In this paper we describe the details of a PC Internet deprivation research study as well as design insights and implications for development of mobile applications and services.

Using Comics to Communicate Qualitative User Research Findings

Evangeline Haughney, *Adobe Systems, Inc.*, USA

One challenge for design researchers is getting stakeholders to actually read the report. In this technique, learn how qualitative interview findings were communicated via the visual design language of comics.

■ SPECIAL INTEREST GROUP | 301 FELLINI

VOCAL INTERACTION

ORGANIZERS:
Sri Kurniawan, *University of California Santa Cruz*, USA
Adam Sporka, *Univerisità degli Studi di Trento*, Italy

This meeting discusses human vocalizations, speech, and vocal gestures. Topics include advantages and challenges of using voice versus other modalities and vocal interaction in assistive technology, games, ubiquitous computing etc.

.

■ PANELS | CAVANIGLIA PAVILION

CHI POLICY ISSUES AROUND THE WORLD

ORGANIZERS:
Jonathan Lazar, *Towson University*, USA
Harry Hochheiser, *Towson University*, USA
Jeff Johnson, *UI Wizards, Inc*, USA
Clare-Marie Karat, *IBM*, USA
Benjamin Bederson, *University of Maryland*, USA

While public policy is a recognized important topic within human-computer interaction, not enough attention has been paid to public policy efforts outside of the USA. We propose a panel at CHI 2008 to focus on CHI policy issues around the world. Specifically, we plan to address at least three major topics: accessibility, privacy, and voting.

■ PAPERS/NOTES | ROOM: 101 DA VINCI

CULTURE AND TECHNOLOGY

SESSION CHAIR: Philippe Palanque, *Universitè Paul Sabatier*, France

PAPER | A Co-Located Interface for Narration to Support Reconciliation in a Conflict: Initial Results from Jewish and Palestinian Youth

Oliviero Stock, Massimo Zancanaro, *FBK-irst*, Italy
Chaya Koren, *University of Haifa*, Israel
Cesare Rocchi, *FBK-irst*, Italy
Zvi Eisikovits, Dina Goren-bar, *University of Haifa*, Israel
Daniel Tomasini, *FBK-irst*, Italy
Patrice (Tamar) Weiss, *University of Haifa*, Israel

The paper describes a co-located interface for shared narration to promote reconciliation within a dyad intervention. A case study with pairs of Arab and Jewish youth in Israel is discussed.

PAPER | Cultural Theory and Real World Design: Dystopian and Utopian Outcomes

Christine Satchell, *The University of Melbourne*, Australia

The integration of cultural theory within HCI provides a critically informed perspective contributing to techniques that can leverage philosophical insights into practical future mobile phone design concepts.

PAPER | The Network in the Garden: An Empirical Analysis of Social Media in Rural Life

Eric Gilbert, Karrie Karahalios, Christian Sandvig, *University of Illinois at Urbana-Champaign*, USA

Empirical analysis of behavioral differences between over 3,000 rural and urban social media users. Provides a quantitative understanding of rural users and design implications for building richer social media experiences.

■ PAPERS/NOTES | ROOM: 102 RAPHAEL

FITT'S LAW LIVES

SESSION CHAIR: Gerrit van der Veer, *Vrije Universiteit*, The Netherlands

PAPER | An Error Model for Pointing Based on Fitts' Law

Jacob O. Wobbrock, *University of Washington*, USA
Edward Cutrell, *Microsoft Research*, USA
Susumu Harada, *University of Washington*, USA
I. Scott MacKenzie, *York University*, Canada

Presents a model for target acquisition accuracy as a complement to Fitts' law (1954) for target acquisition speed. Rounds out the speed-accuracy dichotomy with an "accuracy version of Fitts' law."

PAPER | Optimal Parameters for Efficient Crossing-Based Dialog Boxes

Morgan Dixon, Francois Guimbretiere, Nicholas Chen, *University of Maryland, College Park*, USA

We analyze user performance of crossing-based interactions in a multi-parameter dialog box. Our results establish that crossing-based dialog boxes can be as spatially efficient and faster than their point-and-click counterpart.

NOTE | Fitts' Throughput and the Speed-Accuracy Tradeoff

I Scott MacKenzie, *York University*, Canada
Poika Isokoski, *University of Tampere*, Finland

Does haste make waste? Perhaps, but according to Fitts' law, when speed is traded with accuracy, the overall efficiency in performance, measured as throughput, remains constant.

■ PAPERS/NOTES | ROOM: 103 CARAVAGGIO

COLLABORATION AND COOPERATION

SESSION CHAIR: Jacob Biehl, *University of Illinois at Urbana-Champaign*, USA

PAPER | Articulating Common Ground in Cooperative Work: Content and Process

Gregorio Convertino, Helena M. Mentis, Mary Beth Rosson, John M. Carroll, Aleksandra Slavkovic, Craig H. Ganoe, *Penn State University*, USA

Presents the development of team process and content common ground while performing a complex face-to-face geographic planning task. Implications for theory as well as the design of geo-collaborative systems are presented.

PAPER | CoSearch: A System for Co-located Collaborative Web Search

Saleema Amershi, *University of Washington*, USA
Meredith Ringel Morris, *Microsoft Research*, USA

People often gather around a single computer to work. CoSearch is a tool that leverages multiple mice and mobile phones to facilitate co-located collaborative Web search around shared computers.

NOTE | A Survey of Collaborative Web Search Practices

Meredith Ringel Morris, *Microsoft Research*, USA

This Note presents results of a survey of 204 people, providing data on the prevalence, frequency, configurations, methods, tasks, and obstacles associated with collaborative Web search using status quo tools.

NOTE | OpenMessenger: Gradual Initiation of Interaction for Distributed Workgroups

Jeremy P Birnholtz, *Cornell University*, USA
Carl Gutwin, *University of Saskatchewan*, Canada
Gonzalo Ramos, *University of Toronto*, Canada
Mark Watson, *Institute without Boundaries*, Canada

This paper describes OpenMessenger, a novel instant messaging client that more closely replicates real world interaction by providing for multiple "levels" of information about what others are doing.

■ PAPERS/NOTES | ROOM: 104 MICHELANGELO

DRIVING IN MY CAR

SESSION CHAIR: Emmanuel Pietriga, *INRIA*, France

PAPER | How Accurate must an In-Car Information System be? Consequences of Accurate and Inaccurate Information in Cars

Ing-Marie Jonsson, *Linköping University*, Sweden
Helen Harris, Clifford Nass, *Stanford University*, USA

Talking Cars should know their Drivers: Investigating how Inaccurate Information in Speech based In-Vehicle Information Systems affects Different Drivers' Attitude and Driving Performance.

PAPER | In-Car GPS Navigation: Engagement witn and Disengagement from the Environment

Gilly Leshed, Theresa Velden, Oya Rieger, Blazej Kot, Phoebe Sengers, *Cornell University*, USA

We explore how in-car GPS navigation leads to new forms of engagement and disengagement with the external environment. Fieldwork and theoretical framing lead to design suggestions for enriching engagement.

NOTE | In-car Interaction Using Search-Based User Interfaces

Stefan Graf, Wolfgang Spiessl, *BMW Group Research and Technology*, Germany
Albrecht Schmidt, *Universität Duisburg-Essen*, Germany
Anneke Winter, *BMW Group Research and Technology*, Germany
Gerhard Rigoll, *Technische Universität München*, Germany

As in-vehicle information systems (IVIS) become more complex and offer extended functionalities, our research deals with search-based user interfaces for IVIS. We explore their suitability for safe and efficient use.

■ **STUDENT RESEARCH COMPETITION | ROOM: 106 TITIAN**

STUDENT RESEARCH COMPETITION

SESSION CHAIRS:
Kori Inkpen, *Microsoft Research*, USA
Luciano Gamberini, *University of Padova*, Italy

JUDGES:
Lorrie Faith Cranor, *Carnegie Mellon University*, USA
Geri Gay, *Cornell University*, USA
Francesco de Nocera, *University of Rome*, Italy
John Tang, *IBM Research*, USA
Patrizia Marti, *University of Siena*, Italy
Mariano Alcañiz, *Politecnica de Valencia*, Spain
David Benyon, *Napier University*, UK
Gregory Abowd, *Georgia Tech*, USA
David Benyon, *Napier University*, UK
Ivan Poupyrev, *Sony CSL*, Japan

This is the final round of the CHI 2008 Student Research Competition, in which the student finalists give short talks about their research to CHI attendees. A panel of expert judges will evaluate and score both the research and the presentation, and select the winning entries.

■ **MANAGEMENT SIG | 107 BOTTICELLI**

THE IMPORTANCE OF THE MANAGEMENT PERSPECTIVE IN THE HUMAN-COMPUTER INTERACTION FIELD

ORGANIZERS:
Ping Zhang, *Syracuse University*, USA
Roberto Polillo, *University of Milano Bicocca*, Italy

A brainstorming session exploring the roles and importance of having a management community inside the CHI community, with the goal of developing a list of ideas and actionable suggestions for the future years.

■ **SPECIAL INTEREST GROUP | 301 FELLINI**

USER INTERFACE HISTORY

ORGANIZERS:
Anker Helms Jorgensen, *IT University of Copenhagen*, Denmark
Brad A. Myers, *Carnegie Mellon University*, USA

This SIG seeks to launch an effort towards creating a History of User Interfaces. The SIG welcomes HCI community members with a historical bent and historians of computing.

■ PAPERS/NOTES | ROOM: 101 DA VINCI

POINTING AND FLICKING

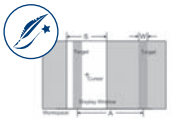
SESSION CHAIR: Bonnie E. John, *Carnegie Mellon University*, USA

PAPER | Multi-Flick: An Evaluation of Flick-Based Scrolling Techniques for Pen Interfaces

Dzimitry Aliakseyeu, *Philips Research Eindhoven*, Netherlands
Pourang Irani, *University of Manitoba*, Canada
Andres Lucero, *Eindhoven University of Technology*, Netherlands
Sriram Subramanian, *University of Bristol*, United Kingdom

Multi-flick, which consists of repeated flick actions, has received popular media attention as an intuitive and natural document-scrolling technique for stylus based systems. In this paper we put multi-flick to...

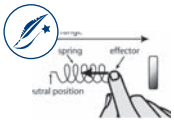
PAPER | Peephole Pointing: Modeling Acquisition of Dynamically Revealed Targets



Xiang Cao, Jacky Jie Li, Ravin Balakrishnan, *University of Toronto*, Canada

We develop and evaluate a quantitative model for pointing to targets that are dynamically revealed by moving a spatially aware "peephole" display. Results can inform the design of peephole interaction.

PAPER | The Effect of Spring Stiffness and Control Gain with an Elastic Rate Control Pointing Device



Géry Casiez, *LIFL, INRIA* and *University of Lille*, France
Daniel Vogel, *University of Toronto*, Canada

The effect of elastic stiffness and control gain on user performance will be presented. Based on these results, design guidelines for elastic rate control devices are given.

■ PAPERS/NOTES | ROOM: 102 RAPHAEL

END-USERS SHARING AND TAILORING SOFTWARE

SESSION CHAIR: Margaret Burnett, *Oregon State University*, USA

PAPER | CoScripter: Automating & Sharing How-To Knowledge in the Enterprise

Gilly Leshed, *Cornell University*, USA
Eben M Haber, Tara Matthews, Tessa Lau, *IBM Almaden Research Center*, USA

How do people learn and share procedures in large companies? Can automation help? We interviewed employees and empirically investigated use of a tool for recording, automating, and sharing web-based processes.

PAPER | The Buzz: Supporting User Tailorability in Awareness Applications

James R. Eagan, John Stasko, *Georgia Institute of Technology*, USA

Information awareness applications offer the exciting potential to help people to better manage the data they encounter on a routine basis, but customizing these applications is a difficult task. Most...

■ PAPERS/NOTES | ROOM: 103 CARAVAGGIO

PICTURE PERFECT

SESSION CHAIR: Matt Jones, *Swansea University*, UK

PAPER | Photos on the Go: A Mobile Application Case Study

Mor Naaman, Rahul Nair, Vlad Kaplun, *Yahoo! Inc.*, USA

A deployment of Zurfer, a mobile photo-browsing application, exposed themes of mobile application use and helped establish design implications for mobile photos applications, mobile social systems, and mobile entertainment applications.

PAPER | PhotoSpread: A Spreadsheet for Managing Photos

Sean Kandel, Andreas Paepcke, Martin Theobald, Hector Garcia-Molina, Eric Abelson, *Stanford University*, USA

PhotoSpread is a spreadsheet system for organizing and analyzing annotated photo collections. Formulas can manipulate sets of photos and refer to tags. Photos can be reorganized by drag-and-drop operations.

PAPER | Picbreeder: Evolving Pictures Collaboratively Online

Jimmy Secretan, Nicholas Beato, David B. D'Ambrosio, Adelein Rodriguez, Adam Campbell, Kenneth O. Stanley, *University of Central Florida*, USA

Picbreeder is an online service for collaboratively evolving images, which enables all users, regardless of talent, to participate in the creative process.

NOTE | Rendering Navigation and Information Space with HoneyComb

Sebastian Ryszard Kruk, Bill McDaniel, *DERI NUI Galway*, Ireland

We introduce the HoneyComb, an information visualization and browsing paradigm. We present the design objectives, a prototype implementation, and the results of an evaluation in the context of search and browsing.

■ PAPERS/NOTES | ROOM: 104 MICHELANGELO

FINDING YOUR WAY

SESSION CHAIR: Catherine Plaisant, *University of Maryland*, USA

PAPER | Evaluating Motion Constraints for 3D Wayfinding in Immersive and Desktop Virtual Environments

Niklas Elmqvist, *INRIA*, France
Mihail Eduard Tudoreanu, *University of Arkansas at Little Rock*, USA
Philippas Tsigas, *Chalmers University of Technology*, Sweden

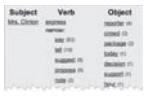
Studies the benefit of motion constraints for assisting 3D navigation in desktop and immersive environments. Presents a technique for desktop computers that outperforms immersive displays in terms of wayfinding efficiency.

PAPER | Navigation Techniques for Dual-Display E-Book Readers

Nicholas Chen, Francois Guimbretiere, Morgan Dixon, Cassandra Lewis, *University of Maryland*, USA
Maneesh Agrawala, *University of California*, USA

We present the design and evaluation of a dual-display electronic reader, which supports a wide range of reading activities like lightweight navigation, global search and multi-document interactions.

NOTE | Idea Navigation: Structured Browsing for Unstructured Text



Robin Stewart, *MIT*, USA
Gregory Scott, *Tufts University*, USA
Vladimir Zelevinsky, *Endeca*, USA

Don't search for keywords! Search for ideas! Our system extracts subject-verb-object triples from unstructured text, groups them into hierarchies, and allows iterative refinement to find exactly what you want.

■ PAPERS/NOTES | ROOM: 105 GIOTTO

PERSONAL HEALTH

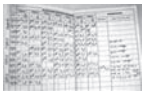
SESSION CHAIR: Joseph A. Konstan, *University of Minnesota*, USA

PAPER | Activity Sensing in the Wild: A field trial of UbiFit Garden

Sunny Consolvo, *Intel Research Seattle*, USA
David W. McDonald, *University of Washington*, USA
Tammy Toscos, Mike Y. Chen, *Intel Research Seattle*, USA
Jon Froehlich, *University of Washington*, USA
Beverly Harrison, Predrag Klasnja, Anthony LaMarca, Louis LeGrand, *Intel Research Seattle*, USA
Ryan Libby, *University of Washington*, USA
Ian Smith, *Intel Research Seattle*, USA
James A. Landay, *University of Washington*, USA

We report findings from a 3-week field trial of UbiFit Garden - a mobile, persuasive technology that uses on-body sensing, activity inference, and an ambient display to encourage physical activity.

PAPER | Healthcare in Everyday life - Designing Healthcare Services for Daily Life



Stinne Aaløkke Ballegaard, Thomas Riisgaard Hansen, Morten Kyng, *University of Aarhus*, Denmark

We argue for support of the everyday life and routines of citizens. This participatory design approach supplements present day technology development, which is driven by healthcare professionals and technology companies.

PAPER | SuperBreak: Using Interactivity to Enhance Ergonomic Typing Breaks

Dan Morris, A.J. Bernheim Brush, Brian R Meyers, *Microsoft Research*, USA

We introduce SuperBreak, a system that motivates users to take typing breaks using hands-free interactions during breaks. A field study demonstrates the benefits of interactivity in encouraging healthy ergonomic behavior.

■ DESIGN THEATER | ROOM: 106 TITIAN

AT THE THEATER

SESSION CHAIR: Roberto Montanari, *Università di Modena e Reggio*, Italy

Nightmarket Workshops: Art & Science in Action

Chia-Hsun Jackie Lee, *MIT Media Lab*, USA
Yi-Hsiang Daniel Chao, *MIT*, USA
Edward Yu-Te Shen, Anna Huang, Wu-Hsi Li, *MIT Media Lab*, USA
Marisa Jahn, *MIT*, USA

This 10-minute documentary film illustrates the experience in Nightmarket Workshops that we saw art and science in action when we investigated Taiwanese sociocultural phenomena and created interactive art pieces.

What about a Local Wrapper around an Universal core?

apala lahiri chavan, *human factors international*, India

In this paper, I examine the possibility of restructuring our premise about cross cultural design and explore a possible new way to look at how we can create products in...

■ CASE STUDY | 107 BOTTICELLI

USABILITY CASE STUDY

SESSION CHAIR: Manfred Tscheligi, *University of Salzburg*, Austria

A Comparative Evaluation of Heuristic-Based Usability Inspection Methods

Jarinee Chattratichart, *Kingston University*, United Kingdom
Gitte Lindgaard, *Carleton University*, Canada

Using three variations of Heuristic Evaluation (HE) methods, this study found that methods giving evaluators more precise guidance outperformed the traditional HE. Expert usability practitioners performed no better than novices.

Seeing the bigger picture: A multi-method field trial of Google Maps for Mobile

Jens Riegelsberger, *Google*, United Kingdom
Yelena Nakhimovsky, *Google*, USA

This case study discusses a 2-week field trial of Google Maps for Mobile (GMM) in the UK and Germany that combined usage tracking, field interviews, and lab sessions in innovative ways.

Using Participants' Real Data in Usability Testing: Lessons Learned

Todd Zazelenchuk, Kari Sortland, Alex Genov, Sara Sazegari, Mark Keavney, *Intuit Inc.*, USA

Disover the challenges and benefits of using participants' real-life data in usability research to improve the ecological validity of your findings.

■ SPECIAL INTEREST GROUP | 301 FELLINI

CHILD COMPUTER INTERACTION

ORGANIZERS:
Janet Read, *University of Central Lancashire*, UK
Panos Markopoulos, *Technical University, Eindhoven*, The Netherlands
Narcis Pares, *Universitat Pompeu Fabra*, Spain
Juan Pablo Hourcade, *University of Iowa*, USA
Alissa Antle, *Simon Fraser University*, Canada

Do you want to shape the future of Child Computer Interaction? This SIg will explore where we are, and discuss where we want to be. Be there!

■ **CLOSING PLENARY | CAVANIGLIA PAVILION**

FROM THE MATERIALISTIC TO THE EXPERIENTIAL – A CHANGING PERSPECTIVE ON DESIGN

BILL BUXTON, MICROSOFT RESEARCH, USA

Abstract: A Personal Mantra: *Ultimately, we are deluding ourselves if we think that the products that we design are the "things" that we sell, rather than the individual, social and cultural experience that they engender, and the value and impact that they have. Design that ignores this is not worthy of the name.*

I will be talking about how we are in the midst of a transition from where we view design as primarily concerned with the material object (the device, dress, home, service, etc.) to a new state where our focus is on the experience that result from those same objects and services. One of the consequences is that great design (which equates to great experience) cannot be confined to, or the sole prevue of, any one department – be it design, marketing, or engineering, for example. Rather, in this perspective, design has to be viewed in a holistic manner, and executing great design must involve every person in the food chain that produces the product. This not only has deep implications on what designers do. It also compels us to rethink who or what is a designer, and who is not. In order to do great design in the future – whatever that may mean – implies that the most important thing that we need to design is design itself. And yet, the paradox is, this is the only way to save design as a distinct and critical profession.

Biography: Bill Buxton is the author of the new book, Sketching User Experiences: Getting the Design Right and the Right Design, published by Morgan Kaufmann.

Trained as a musician, Bill began using computers over thirty years ago in his art. This early experience, both in the studio and on stage, helped develop a deep appreciation of both the positive and negative aspects of technology. This increasingly drew him into design and research, with a very strong emphasis on interaction and the human aspects of technology. He first came to prominence for his work at the University of Toronto on digital musical instruments and the novel interfaces that they employed. This work in the late 70s gained the attention of Xerox PARC, where Buxton participated in pioneering research in collaborative work, interaction techniques and ubiquitous computing. This work was carried on in parallel with his activities as Scientific Director of the Ontario Telepresence Project at the University of Toronto. In 1994, Buxton joined Alias Research (and in 1995 its parent company SGI, as well) where he had the opportunity to work with some of the top filmmakers and industrial designers in the world. He was Chief Scientist at Alias during the entire development of an animation package called Maya, which won an Academy Award for Scientific and Technical Achievement. He is now a principal researcher at Microsoft Corp., where he splits his time between research and helping make design a fundamental pillar of the corporate culture. In 2007, Buxton was named Doctor of Design, Honoris Causa, by the Ontario College of Art and Design.

For more information, visit www.billbuxton.com.

■ COURSE 19 | ROOM: 303 ROSSELLINI

GIVING CHILDREN A VOICE IN THE DESIGN OF TECHNOLOGY: WHAT'S NEW AND OLD BUT STILL WORKS

9:00-13:00

INSTRUCTORS:
Allison Druin, University of Maryland
Mona Leigh Guha, University of Maryland
Jerry Fails, University of Maryland

Benefits:
Over the years, children have taught us what it means to be brave; how difficult it is to be different; and how playing matters. When children are given a voice in the design of technology, their viewpoints, experiences, and needs can be supported. Attendees in this course will be introduced to the latest methods in designing new technologies with and for children. The course will include hands-on design activities that can be put to use tomorrow. Each design method activity will be given a context by presenting case study technologies that have been developed with that method. Attendees will leave the course having been introduced to or updated on co-design methods that can lead to the best possible new technologies for children.

Audience:
The audience for this course requires no special background. We view design as most effective when it is interdisciplinary; therefore, we welcome and encourage attendance by industry professionals, academics, and students from a wide variety of communities (e.g., design, computer science, information studies, psychology and more).

■ COURSE 20 | ROOM: 304 VISCONTI

KEY ISSUES IN PLANNING AND MAKING SENSE OF INTERNATIONAL FIELD RESEARCH

9:00-13:00

INSTRUCTORS:
Susan Dray, Dray & Associates, Inc.
David Siegel, Dray & Associates, Inc.

Benefits:
International contextual field research is increasingly recognized as essential to user-centered design, but it presents unique challenges in planning the methodology and in making sense of the data. User-centered design professionals who are new to this work and those who are more experienced with it will benefit from analyzing common problems and learning and discussing advanced tips to make their research and interpretations more robust. While we will discuss many of the intellectually fascinating challenges of this work, the focus will be on practical strategies that practitioners can use to address them.

Audience:
This course is intended for experienced user centered design practitioners, but it does not assume any particular level of experience with international field research specifically. Because of the large range of issues and solutions we will cover, it will be useful both to people with advanced experience in international field research and to beginners.

■ COURSE 21 | ROOM: 302 BERTOLUCCI

KEEPING THE WEB IN WEB 2.0: DESIGNING USER INTERACTION FOR WEB APPLICATIONS

9:00-13:00

INSTRUCTORS:
Joshua Mittleman, *Google*
Steffen Meschkat, *Google*

Benefits:
In part I we use the user interface of complete web applications such as Google Maps, Spreadsheets, and Gmail, as illustrations for a taxonomy of application state; and discuss the semantics, consequences, and adequate uses of each type of state. The discussion centers on concepts that underlie software design, but includes no actual code. In part II we use simple coding examples to further illustrate the principles derived in part I, introducing and discussing Javascript and DHTML language and library features as we encounter them.

Participants will be equipped with conceptual tools to effectively and systematically design modern web applications combining the usability advantages of desktop applications with those of web applications; and with technical understanding of the building blocks and capabilities of AJAX applications to guide learning to apply these technologies.

■ COURSE 23 | ROOM: 303 ROSSELLINI

HCI HISTORY: TRAJECTORIES INTO THE FUTURE

14:30-16:00

INSTRUCTOR:
Jonathan Grudin, Microsoft Research

Benefits:
Learn about the history of human-computer interaction as it has been addressed by psychologists, computer scientists, human factors engineers, information systems researchers, designers, and others. By understanding the dynamics that have brought us here, we can better understand how to position our efforts effectively. HCI has changed dramatically and will continue to change. Accurate detailed predictions aren't possible, but understanding past patterns will help us anticipate and recognize broad new developments.

Audience:
Anyone who thinks that the best preparation for where we are headed is to understand the road we have traveled.

■ COURSE 24 | ROOM: 305 ANTONIONI

DESIGNING LOCATION BASED EXPERIENCES.

14:30-16:00

INSTRUCTORS:
Josephine Reid, Hewlett-Packard Laboratories
Duncan Speakman, Independent Artist

Benefits:
Location based experiences are a new form of interactive media with their own unique set of interaction characteristics. The course will help the CHI audience understand how to design for these experiences successfully through the provision of design guidelines for the interaction and practical lessons for the actual design process for location based experiences.

As well as providing design guidance for these experiences, the course will provide the practical skills necessary for attendees to further explore these experiences in their own particular directions. For example, allowing them to create location based experiences for social and psychological analysis, the development of artistic practice or for future application design.

Audience:
Developers and designers, industrial and academic researchers, students and digital media artists.

■ COURSE 25 | ROOM: 304 VISCONTI

DESIGNING FOR THE SCENT OF INFORMATION: ADVANCED CONCEPTS

14:30-16:00

INSTRUCTOR:
Jared Spool, User Interface Engineering

Benefits:
Our research has uncovered three ways to predict when users will fail finding the content they desire. We'll show you what these three predictors are and how to counter the effects in your design.

We will share the secrets behind successful designs including Lands' End, the Bureau of Labor and Statistics, CNN, and the BBC. You'll learn why trigger words are critical to users successfully finding their content, why the best sites prevent users from using Search, how exposing a site's hierarchy can increase the success of the user, how designing longer pages helps users find what they seek, and how to best use lateral links and breadcrumbs.

Audience:
Web Designers & Usability Practitioners

■ **COURSE 26 | ROOM: 302 BERTOLUCCI**

USABILITY TESTING: CREATING GOOD TEST TASKS

14:30-16:00

INSTRUCTOR:
Rolf Molich, *DialogDesign*

Benefits:
The success of a usability test depends critically on the quality of the tasks used in the test. This course will present specific guidelines for creating good task sets and for evaluating the quality of a task set. It will also present common pitfalls in task sets and how to avoid them. A large part of the course is spent evaluating a sample, non-trivial task set that contains typical problems.

Audience:
Beginners and intermediate usability professionals who want to improve their usability test task creation skills based on extensive practical experience.

Notes

REVIEWERS CONTINUED

Helmut Prendinger, *National Institute of Informatics, Tokyo*, Japan
Colin Price, *University of Worcester*, UK
Sara Price, *Institute of Education*, UK
Reid Priedhorsky, *University of Minnesota*, USA
Wolfgang Prinz, *Fraunhofer FIT*, Germany
John Pruitt, *Microsoft Corp.*, USA
Angel Puerta, *RedWhale Software*, USA
Jason Putorti, *Mint.com*
Pardha Pyla, *Virginia Tech*, India
Yan Qu, *University of Maryland, College Park*, USA
Peter Quax, *Hasselt University / Expertise Center for Digital Media*, Belgium
Chris Quintana, *University of Michigan*, USA
Pernilla Qvarfordt, *FX Palo Alto Laboratory, Inc.*, USA
Daphne Raban, *University of Haifa*
Dorelle Rabinowitz, *Google*, USA
Emilee Rader, *University of Michigan*, USA
Hayes Raffle, *MIT Media Lab*, USA
Ahmad Rahmati, *Rice University*, USA
Kari-Jouko Räihä, *University of Tampere*, Finland
Roope Raisamo, *University of Tampere*, Finland, Finland
Nitendra Rajput, *IBM Research*, India
Judith Ramey, *University of Washington*, USA
Leonardo Ramirez, *Fraunhofer Institute for Applied Information Technology FIT*, Germany
Gonzalo Ramos, *University of Toronto*, Canada
David Randall, *Manchester Metropolitan University*, UK
Nimmi Rangaswamy, *Microsoft Research*, India
Abhishek Ranjan, *University of Toronto*, Canada
Umar Rashid, *University College Dublin*
Andreas Rath, *Know-Center*, Austria
Tye Rattenbury, *University of California at Berkeley*, USA
Andreas Rauber, *Vienna University of Technology*, Austria
Robert Rauschenberger, *Siemens Corporate Research*, USA
Gilad Ravid, *Ben Gurion University of the Negev*
Chris Raymaekers, *Universiteit Hasselt*, Belgium
Sharif Razzaque, *University of North Carolina at Chapel Hill*, USA
Janet Read, *University of Central Lancashire*, England
Ben Reaves, *Toyota InfoTechnology Center*, USA
Madhu Reddy, *Penn State University*, USA
Janice Redish, *Redish and Associates*, USA
David Redmiles, *UC Irvine*, USA
Johan Redström, *Interactive Institute*, Sweden
Stuart Reeves, *University of Glasgow*, Scotland
Thomas C. Reeves
Tim Regan, *Microsoft*, UK
Matthias Rehm, *University of Augsburg*, Germany
Josephine Reid, *Hewlett-Packard Laboratories*, England
Derek Reilly, *Dalhousie University*, Canada
Harald Reiterer, *University of Konstanz*, Germany
Jun Rekimoto, *University of Tokyo / Sony CSL*, Japan
Xiangshi Ren, *Kochi University of Technology*, Japan
Yuqing Ren, *Carnegie Mellon University*, USA
Karen Renaud, *University of Glasgow*, UK
Stefan Rennick Egglestone, *University of Nottingham*, UK
Alexander Repenning, *University of Colorado*, USA
Symeon Retalis, *University of Piraus*, Greece
Marc Rettig, *Fit Associates, LLC*, USA
Vera Rhoads, *University of Maryland*, USA
John Richards, *IBM T.J. Watson Research Center*, USA
Ita Richardson, *Lero - the Irish Software Engineering Research Centre*, Ireland
Megan Richardson, *New Mexico State University*, USA
Yann Riche, *Universite Paris Sud*, France
Heather Richter Lipford, *University of North Carolina at Charlotte*, USA
Jens Riegelsberger, *University College London*, UK
Laurel Riek, *Cambridge University*, USA
John Rieman, *Nokia Mobile Phones*, Finland
Rutger Rienks, *University of Twente*, The Netherlands
Thomas Rist, *Univ. of Applied Sciences Augsburg*, Germany
Frank Ritter, *The Pennsylvania State University*, USA
Walky Rivadeneira, *University of Maryland*, USA
Francesca Rizzo, *Politecnico of Milano*, Italy
Dave Roberts, *IBM Ease of Use*, UK
Teresa Roberts, *Intuit*, USA
George Robertson, *Microsoft Research*, USA
Peter Robinson, *University of Cambridge*, England
Erica Robles, *Stanford University*, USA
Kerry Rodden, *Google*, USA
Jennifer Rode, *University of California, Irvine*, USA
Henrry Rodriguez, *IST/Drexel University*, USA
Axel Roesler, University of Washington, USA
Yvonne Rogers, *Open University*, UK
Michael Rohs, *Deutsche Telekom Laboratories, TU Berlin*, Germany
Pablo Romero, *University of Sussex*, UK
John Rooksby, *Lancaster University*, UK
Carolyn Rose, *Carnegie Mellon University*, USA
Stuart Rose, *Pacific Northwest National Laboratory*, USA
RuthEllen Rosenholtz, *Massachusetts Institute of Technology*, USA
Aviva Rosenstein, *Yahoo!, Inc.*, USA
Gustavo Rossi, *Lifia. Facultad de Informatica. UNLP*, Argentina
Mattias Rost, *Viktoria Institute*, Sweden
Carsten Rother, *Microsoft Research Cambridge*, UK
Virpi Roto, *Nokia*, Finland
Cari Rottenberg, *McAfee*, USA
Mark Rouncefield, *Lancaster University*, UK
Nicolas Roussel, *Projet In Situ, LRI & INRIA Futurs*, France
Maria Roussou, *University College London*, Greece
Elisa Rubegni, *University of Lugano*, Switzerland
Roy Ruddle, *University of Leeds*, UK
Enrico Rukzio, *Lancaster University*, UK
Daniel Russell, *Google*, USA
Ian Ruthven, *University of Strathclyde*, UK
William Ryan, *Indiana University*, USA
Kimiko Ryokai, *MIT Media Laboratory*, USA
Jorma Sajaniemi, *University of Joensuu*, Finland
Antti Salovaara, *Helsinki Institute for Information Technology*, Finland
Lawrence Saltzman, *none*, Canada
Dario Salvucci, *Drexel University*, USA
Nithya Sambasivan, *Georgia Tech*, USA
Fred Sampson, *IBM*, USA
Jaime Sánchez, *University of Chile*, Chile
Frode Sandnes, *Oslo University College*, Norway
Anthony Santella, *Rutgers University*, USA
Carmen Santoro, *ISTI-CNR*, Italy
Olga Santos, *UNED*, Spain
T. Scott Saponas, *University of Washington*, USA
Aleksandra Sarcevic, *Rutgers University*, USA
marcello sarini, *University of Milano-Bicocca*, Italy
Chandan Sarkar, *Oregon State University*, USA
Anita Sarma, *University of California, Irvine*, USA
Risto Sarvas, *Helsinki Institute for Information Technology*, Finland
Corina Sas, *Lancaster University*, UK
christine satchell, *University of Melbourne*, Australia
Lalatendu Satpathy, *Carnegie Mellon University*, USA
Eric Saund, *Palo Alto Research Center*, USA
Jeff Sauro, *Oracle*, USA
Vibha Sazawal, *University of Washington*, USA
Christopher Scaffidi, *Carnegie Mellon University*, USA
nicole schadewitz, *hong kong polytechnic university*, Hong Kong
Leonie Schaefer, *Fraunhofer Institute FIT*, Germany
Robbie Schaefer, *Paderborn University / C-LAB*, Germany
Heidi Schelhowe, *university of bremen*, Germany
Diane Schiano, *CSLI, Stanford University*, USA
Bernt Schiele, *TU Darmstadt*, Germany
Bill Schilit, *Google*, USA
Julie Schiller, *University College London*, UK
Chris Schmandt, *M.I.T. Media Lab*, USA
Martin Schmettow, *Passau Graduate School of Business and Economics*, Germany
Albrecht Schmidt, *University of Duisburg-Essen*, Germany
Kjeld Schmidt, *IT University of Copenhagen*, Denmark
Holger Schnädelbach, *Mixed Reality Lab*, UK
Kevin Schneider, *University of Saskatchewan*, Canada
Matt Schoenholz, *frog design, inc*, USA
Jean Scholtz, *Pacific Northwest Laboratory*, USA
Claudia Schremmer, *CSIRO ICT Centre*, Australia
Kai Schubert, *University of Siegen*, Germany
Eric Schuh, *Microsoft*, USA
Chris Sciamanna, *Penn State College of Medicine*, USA
Stacey Scott, *University of Waterloo*, Canada

CONTINUES ON BACK

REVIEWERS CONTINUED

Peter Scupelli, *Carnegie Mellon University*, USA
William Seager, *University College London*, UK
Michele Sebag, *Université Paris-Sud*, France
Cheryl Sedota, *none*, USA
Carl Seglem, *none*, USA
Magy Seif El-Nasr, *Simon Fraser University*, Canada
Kate Sellen, *University of Toronto*, Canada
Shilad Sen, *University of Minnesota*, USA
Phoebe Sengers, *Cornell University*, USA
Andrew Seniuk, *Queen's University*, Canada
Lauren Serota, *Yeh IDeology*, USA
Leslie Setlock, *Carnegie Mellon University*, USA
Chris Sewell, *Hansen Medical, Inc.*, USA
Orit Shaer, *Tufts University*, USA
Chirag Shah, *University of North Carolina at Chapel Hill*, USA
N. Sadat Shami, *Cornell University*, USA
David Shamma, *Yahoo!*, USA
Yuanlong Shao, *State Key Lab of CAD&CG, Zhejiang University*, China
Michael Shapcott, *The Wellesley Institute*, Canada
Nikhil Sharma, *University of Michigan-Ann Arbor*, USA
Moushumi Sharmin, *University of Illinois at Urbana-Champaign*, USA
yuechuan she, *Google Inc.*, USA
Mohamed Sheik-Nainar, *Synaptics Inc*, USA
Chia Shen, MERL- Mitsubishi Electric Research Labs, USA
Pradeep Shenoy, University of Washington, USA
Frank Shipman, Texas A&M University, USA
Irina Shklovski, University of California, Irvine, USA
Ben Shneiderman, Univ of Maryland, USA
Linda Sibert, *Naval Research Laboratory*, USA
David Siegel, *Dray & Associates, Inc.*, USA
Judith Siegel, *None*, USA
Katie Siek, *University of Colorado at Boulder*, USA
Harri Siirtola, *University of Tampere*, Finland
Liz Sillence, *Northumbria University*, UK
Bruno Silva, *PUC-Rio*, Brazil
Paula Alexandra Silva, *University of Lancaster*, UK
Jaana Simola, *Lund University*, Sverige
Jesper Simonsen, *Roskilde University*, Denmark
Sule Simsek, *University of Missouri-Rolla*, USA
Mike Sinclair, *Microsoft Research*, USA
Christopher Skeels, *Georgia Institute of Technology*, USA
Mikael Skov, *Department of Computer Science*, Denmark
Mel Slater, *University College London*, UK
Frank Smadja, *Toluna*, Israel
Stephanie Smale, *University of Calgary*, Canada
Alan Smeaton, *Dublin City University*, Ireland
Diana Smetters, *PARC*, USA
Barton Smith, *IBM Research Division*, USA
Brian Smith, *Pennsylvania State University*, USA
Carl Smith, *George Mason University*, USA
Ian Smith, *Intel Research Seattle*, USA
J. David Smith, *Queen's University*, Canada
Mark Smith, *KTH*, Sweden
Tony Smith, *Waikato University*, New Zealand
Timothy Sohn, *University of California at San Diego*, USA
Tomas Sokoler, *Malmoe University*, Sweden
Artem Sokolov, *Colorado State University*, USA
Erin Solovey, *Tufts University*, USA
Hyunyoung Song, *University of Maryland, College Park*, USA
Yaxiao Song, *University of North Carolina at Chapel Hill*, USA
Vladimir Soroka, *IBM Haifa Research Lab*, Israel
Anna Spagnolli, *University of Padova*, Italy
Mirjana Spasojevic, *Nokia*, USA
Aaron Spaulding, *SRI International*, USA
Jared Spool, *User Interface Engineering*, USA
Adam Sporka, *Czech Technical University in Prague*, Czech Republic
David Sprague, *University of Victoria*, Canada
Kalyanaraman Sri, *UNC-Chapel Hill*, USA
Jan Stage, *Aalborg University*, Denmark
Anna Ståhl, *Stockholm University/KTH*, Sweden
Danae Stanton Fraser, *University of Bath*, UK
Thad Starner, *Georgia Tech*, USA
John Stasko, *Georgia Institute of Technology*, USA
Marc Steen, *TNO Information & Communication Technology*, The Netherlands
Constantine Stephanidis, *Foundation for Research and Technology - Hellas*, Greece
Gunnar Stevens, *Institut of Information Systems / University of Siegen*, Germany
Molly Stevens, *Google, Inc.*, USA
James Stewart, *Queen's Univ*, Canada
Oliviero Stock, *IRST*, Italy
Erik Stolterman, *Indiana University, Bloomington*, USA
maria stone, *google*, USA
Steven Strachan, *Hamilton Institute*, Ireland
Hank Strub, *Siemens Corporate Research*, USA
Mirjam Struppek, *Interactionfield - Urban Media Research, Berlin*, Germany
Kristen Stubbs, *Carnegie Mellon University*, USA
Wolfgang Stuerzlinger, *York University*, Canada
Simone Stumpf, *Oregon State University*, USA
Christian Sturm, *Universidad Tecnológica de la Mixteca*, Mexico
Daniel Su, *The University of Nottingham, Malaysia*, Malaysia
Robert Suarez, *IDEO*, USA
Sriram Subramanian, *Philips Research Eindhoven*, The Netherlands
Bongwon Suh, *Palo Alto Research Center*, USA
Jay Summet, *Georgia Institute of Technology*, USA
Chengzheng Sun, *Nanyang Technological University*, Singapore
S. Shyam Sundar, *Penn State University*, USA
Veronica Sundstedt, *University of Bristol*, UK
Petra Sundström, *Stockholm University/KTH*, Sweden
Ja-Young Sung, *Georgia Tech*, USA
Zuhre Sung, *RBDG*
Alistair Sutcliffe, *University of Manchester*, UK
Christine Sutter, *RWTH Aachen University*, Germany
Gunnvald Svendsen, *Telenor R&D*, Norway
Martin Svensson, *Swedish Institue of Computer Science*, Sweden
Arni Sverrisson, *Stockholm University*, Sweden
Margaret Szymanski, *Palo Alto Research Center*, USA
Aurélien Tabard, *INRIA Futurs & LRI*, France
federico tajariol, *University of Franche-Comté*, France
Akio Takashima, *Hokkaido University*, Japan
Leila Takayama, *Stanford University*, USA
Franklin Tamborello, *Rice University*, USA
Desney Tan, *Microsoft Research*, USA
Kumiko Tanaka-Ishii, *University of Tokyo*, Japan
Anthony Tang, *University of British Columbia*, Canada
Charlotte Tang, *University of Calgary*, Canada
John Tang, *IBM Research*, USA
Karen Tang, *Carnegie Mellon University*, USA
Fabio Tango, *Centro Ricerche Fiat (CRF)*, Italy
Steven Tanimoto, *University of Washington*, USA
Andrea Tapia, *Penn State University*, USA
Peter Tarasewich, *Suffolk University*, USA
Andrea Tartaro, *Northwestern University*, USA
Craig Tashman, *Georgia Institute of Technology*, USA
Deborah Tatar, *Virginia Tech*, USA
Alex Taylor, *Microsoft Research*, UK
Justin Taylor, *Mississippi State University*,
Kimberly Tee, *University of Calgary*, Canada
Jaime Teevan, *Microsoft Research*, USA
Monica Tentori, *CICESE*, Mexico
Leonghwee Teo, *Carnegie Mellon University*, USA
Paul Tepper, *Northwestern University*, USA
Lucia Terrenghi, *Ludwig Maximilian University Munich*, Germany
Michael Terry, *University of Waterloo*, Canada
Loren Terveen, *University of Minnesota*, USA
Mathura Thapliyal, *HNB Garhwal University*, India
Harold Thimbleby, *University of Swansea*, Wales
Jakob Tholander, *Södertörn University College*, Sweden
Bruce Thomas, *University of South Australia*, Australia
John Thomas, *IBM T. J. Watson Research*, USA
Jennifer Thom-Santelli, *Cornell University*, USA
Feng Tian, *Institute of Software, Chinese Academy of Sciences*, Peoples Republic of China
Peter Tolmie, *Nottingham University*, UK
Martin Tomitsch, *Vienna University of Technology*, Austria
Bill Tomlinson, *University of California, Irvine*, USA
Michael Toomim, *University of Washington*, USA
Cristen Torrey, *Carnegie Mellon University*, USA
Melanie Tory, *University of Victoria*, Canada
Tammy Toscos, *Indiana University*, USA
Zachary Toups, *Texas A&M University*, USA
Noam Tractinsky, *Ben-Gurion University*
Jennifer Trant, *archives & museum information*, Canada
Marilyn Tremaine, *Rutgers University*, USA
Jutta Treviranus, *University of Toronto*, Canada
Daniela Trevisan, *Universidade Federal do Rio Grande do Sul*, Brazil
Shari Trewin, *IBM T.J. Watson Research Center*, USA

CONTINUES ON NEXT TAB

Posters will be spotlighted in the Poster Area on the Ground Floor of the Central Pavilion according to the groupings listed below. In addition to the spotlight times, poster authors are scheduled to stand by their posters during the daily coffee breaks. Please visit the posters each day, see all the excited work being done, and discuss new ideas with poster presenters.

Monday (18:30 – 19:30)
- Student Design Competition: SDC1-12
- Student Research Competition: SRC1-22
- Research Landscapes: RL1-13
- Doctoral Consortium: DC1-15

Tuesday (10:30-11:30)
- Workshops: W1-26
- Work-In-Progress: WIP1-35

Wednesday (10:30-11:30)
- Work-In-Progress: WIP36-96

Thursday (10:30-11:30)
- Work-In-Progress: WIP97-157

STUDENT DESIGN COMPETITION

SDC1 aSister - Scheduling For Homeless Women with Special Needs
Kshitij Gupta, Adwait Joshi, Jamie Allison McAtee, Nigel Savio Vaz, *Indiana University*, USA

SDC2 CHI 2008 Student Design Competition: Human-Centered Space Design for the Homeless
Daniel J Letson, Charles A Patterson, *Carnegie Mellon University*, USA

SDC3 Confidence Camp
Petter Bergqvist, Fredrik Gustafsson, Ingrid Mårtensson, *Linköping University*, Sweden

SDC4 doGooder: Fostering volunteer communities to serve the homeless
Joshua Morse, Jacqueline Cerretani, Sameer Halai, James Laing, Melissa Perez, *University of Michigan*, USA

SDC5 Enroll Me! - A Portable Device to Facilitate Homeless Student Enrollment
Eugene Chang, Xi Zhu, Hillary Elmore, Jun Youp Kim, *Indiana University*, USA

SDC6 GuardDV: A Proximity Detection Device for Homeless Survivors of Domestic Violence
Zayira Jordán Conde, William Eric Marsh, Andrew W. Luse, Li-Shan Eva Tao, *Iowa State University*, USA

SDC7 Homeless HealthShare: Connecting Health Professionals and the Homeless
James J. Pierce, Ashley E. Engelhardt, Jung Youn Yim, *Indiana University*, USA

SDC8 Ñuu Xaa: A System to Support Homeless People s Self-Subsistence
Edaena Itzel Bautista Ruíz, Laura Elena Hernández Domínguez, Cynthia Fátima Julián Loaeza, José Antonio Velasco Pérez, *UTM, Universidad Tecnológica de la Mixteca*, Mexico

SDC9 Portalis: Using Competitive Online Interactions to Support Aid Initiatives for the Homeless
Cheng-Lun Li, Ayse G Buyuktur, David K Hutchful, Natasha B Sant, Satyendra K Nainwal, *University of Michigan - Ann Arbor*, USA

SDC10 QR Codes for the Chronically Homeless
Meseret Gebrekristos, Ahmad Aljadaan, Kumud Bihani, *University of Michigan*, USA

SDC11 The GroceryMate: Eliciting Community Empathy and Transforming It into Purposeful Action
Rajasee S Rege, Jennifer L Allen, Eric P Drewski, Robert S Molnar, *Indiana University, Bloomington (IUB)*, USA

SDC12 The NestEgg: A Budgeting Tool
Susan Coleman Morse, Augusto Kitover Lobo Alves, *Indiana University*, USA

STUDENT RESEARCH COMPETITION

SRC1 {Hi}Stories: Supporting User Generated History
Larissa Pschetz, *University of Applied Sciences Potsdam*, Germany

SRC2 An Evaluation Scheme for Hierarchical Information Browsing Structures
Megan Richardson, *New Mexico State University*, USA

SRC3 AssoCAPTCHA: Designing Human-friendly Secure CAPTCHAs Using Word Associations
Chinmay Eishan Kulkarni, *BITS Pilani*, India

SRC4 BuddyWall: A Tangible User Interface for Wireless Remote Communication
Melissa S Quintanilha, *The Ohio State University*, USA

SRC5 Dynamic Design Elements for the Peripheral Interaction of Ambient Media
Jin-Yung Park, Tek-Jin Nam, *KAIST (Korea Advanced Institute of Science and Technology)*, South Korea

SRC6 Ecovillages, Values, and Interactive Technology: Balancing Sustainability with Daily Life in 21st Century America
Lisa P. Nathan, *University of Washington*, USA

SRC7 Emotional Instant Messaging with KIM
Zhiquan Yeo, *Carnegie Mellon University*, USA

SRC8 Facet Folders: Flexible Filter Hierarchies with Faceted Metadata
Markus Weiland, *Dresden University of Technology*, Germany
Raimund Dachselt, *University of Magdeburg*, Germany

SRC9 Information Spaces - Building Meeting Rooms in Virtual Environments
Drew Harry, Judith Donath, *MIT*, USA

SRC10 Interface Metaphor Design and Instant Messaging for Older Adults
Suzanne Prior, John Arnott, Anna Dickinson, *University of Dundee, School of Computing*, UK

SRC11 Looking good on the Web: Evaluating the Visual Impact of Political Websites
Kayce N. Reed, Dennis P. Groth, *Indiana University*, USA

SRC12 Memorability of Persuasive Passwords
Alain Forget, Robert Biddle, *Carleton University*, Canada

SRC13 NomaticBubbles: Visualizing Communal Whereabouts
Xianghua Ding, Donald J Patterson, *UC Irvine*, USA

SRC14 Particle Display System: A Real World Display with Physically Distributable Pixels
Munehiko Sato, Graduate School of Information Science and Technology, The University of Tokyo, Japan

SRC15 Personal Inventories: Toward Durable Human-Product Relationships
William Odom, *Indiana University*, USA

SRC16 Positional Prediction: Consonant Cluster Prediction Text Entry Method for Burmese (Myanmar Language)
Ye Kyaw Thu, *Graduate School of Global Information and Telecommunication Studies, Waseda University*, Japan

SRC17 Security Practitioners in Context: Their Activities and Interactions
Rodrigo Werlinger, Kirstie Hawkey, Konstantin Beznosov, *University of British Columbia*, Canada

SRC18 Supporting Long-Distance Parent-Child Interaction in Divorced Families
Svetlana Yarosh, *Georgia Institute of Technology*, USA

SRC19 Tabletop Interface using a Table's Circular Vibration and Controllable Friction
Shogo Fukushima, Yuki Hashimoto, Hiroyuki Kajimoto, *The University of Electro-Communications(UEC)*, Japan

SRC20 The Associative PDA 2.0
Eileen Falke, *RWTH Aachen University*, Germany

SRC21 The usability perspective framework
Tobias Uldall-Espersen, *University of Copenhagen*, Denmark

SRC22 TWEND: Twisting and Bending as new Interaction Gesture in Mobile Devices
Gero Herkenrath, Thorsten Karrer, Jan Borchers, *RWTH Aachen University*, Germany

■ RESEARCH LANDSCAPES

RL1 Accenture Technology Labs -- HCI Research
Kelly L. Dempski, Brandon L. W. Harvey, Manoj Seshadrinathan, *Accenture Technology Labs*, USA

RL2 All the News That's Fit to e-Ink
Ohad Inbar, Ohad Ben-Asher, Talya Porat, Dudu Mimran, Bracha Shapira, Peretz Shoval, Joachim Meyer, Noam Tractinsky, *Ben Gurion University*, Israel

RL3 Generative UI design in SAPI Project
Giuseppina Russo, Cosimo Birtolo, *Poste Italiane*, Italy
Luigi Troiano, *University of Sannio*, Italy

RL4 HCI@Aachen: Experiments in the Future of Media and Mobility
Jan Borchers, *RWTH Aachen University*, Germany

RL5 Human, Organizational, and Technological Factors of IT Security
Kirstie Hawkey, David Botta, Rodrigo Werlinger, Kasia Muldner, Andre Gagne, Konstantin Beznosov, *University of British Columbia*, Canada

RL6 HxI: Research Down Under in Distributed Intense Collaboration between Teams
Claudia Schremmer, Christian Müller-Tomfelde, *CSIRO ICT Centre*, Australia

RL7 Informatics at UC Irvine
Paul Dourish, Gillian R. Hayes, Lilly Irani, Charlotte P. Lee, Silvia Lindtner, Bonnie Nardi, Donald J. Patterson, Bill Tomlinson, *University of California, Irvine*, USA

RL8 Landscaping personification technologies: from interactions to relationships
David Benyon, Oli Mival, *Napier University*, UK

RL9 Making User Engagement Visible: A Multimodal Strategy for Interactive Media Experience Research
Jeffrey Bardzell, Shaowen Bardzell, Tyler Pace, *Indiana University*, USA
Jeremi Karnell, *One to One Interactive*, USA

RL10 Meta-perception: reflexes and bodies as part of the interface
Carson Reynolds, Alvaro Cassinelli, Masatoshi Ishikawa, *University of Tokyo*, Japan

RL11 The Georgia Tech Aware Home
Julie A. Kientz, Shwetak N. Patel, Brian Jones, Ed Price, Elizabeth D. Mynatt, Gregory D. Abowd, *Georgia Institute of Technology*, USA

RL12 User Experience at Google - Focus on the user and all else will follow
Irene Au, Richard Boardman, Robin Jeffries, Patrick Larvie, Antonella Pavese, Jens Riegelsberger, Kerry Rodden, Molly Stevens, *Google*, USA

RL13 Using Wearable Computing Solutions in Real-World Applications
Michael Lawo, Otthein Herzog, *TZI Universität Bremen*, Germany
Paul Lukowicz, *Universität Passau*, Germany
Hendrik Witt, *TZI Universität Bremen*, Germany

DOCTORAL CONSORTIUM

DC1 Collaboration-Oriented Design of Disaster Response System
Lucy T Gunawan, *Delft University of Technology*, Netherlands

DC2 Emotional Response as a Measure of Human Performance
Danielle Lottridge, *University of Toronto*, Canada

DC3 Flexible Shortcuts: Designing a New Speech User Interface for Command Execution
Teppei Nakano, *Waseda Univ.*, Japan

DC4 Increasing the Accessibility of Pen-based Technology: An Investigation of Age-related Target Acquisition Difficulties
Karyn A. Moffatt, *University of British Columbia*, Canada

DC5 Intelligent Interactions in Email Using Social Networks and AI
Joshua B Gross, *The Pennsylvania State University*, USA

DC6 Interpersonal Interruptibility: A Framework And Research Program
Sukeshini Grandhi, *New Jersey Institute of Technology*, USA

DC7 Invoking emotional support in a health crisis
Wendy Moncur, *Universities of Aberdeen and Dundee*, UK

DC8 Methodological Advancements of Cross-Cultural User-Analysis
Björn Braun, *University of Kaiserslautern*, Germany

DC9 Providing Insight into Group Process
Gahgene Gweon, *Carnegie Mellon University*, USA

DC10 Simulating HCI for all
Pradipta Biswas, *University of Cambridge*, UK

DC11 Social and Psychological Reactions to Receiving Help from a Robot
Cristen Torrey, *Carnegie Mellon University*, USA

DC12 Storytelling with Digital Photographs: Supporting the Practice, Understanding the Benefit
Brian M. Landry, *Georgia Institute of Technology*, USA

DC13 The Design of Gaze Behavior for Embodied Social Interfaces
Bilge Mutlu, *Carnegie Mellon University*, USA

DC14 Touch Proxy Interaction
Angela Chang, *MIT Media Lab*, USA

DC15 Wellness Applications -- UI Design to Support Long-Term Usage Motivation
Aino Ahtinen, *Tampere University of Technology*, Finland

WORKSHOPS

W1 HCI for Community and International Development
John Thomas, *IBM T.J.Watson Research*, USA
Andy Dearden, *Sheffield Hallam University*, UK
Susan Dray, *Dray and Associates*, USA
Ann Light, *Queen Mary University of London*, UK
Michael Best, *Georgia Institute of Technology*, USA
Nuray Arkin, *The New School*, USA
Andrew Maunder, *University of Cape Town*, South Africa
Mathew Kam, *University of California, Berkeley*, USA
Marshini Chetty, *Georgia Institute of Technology*, USA
Nithya Sambasivan, *University of California, Irvine*, USA
Celeste Buckhalter, Gaurishankar Krishnan, *Georgia Institute of Technology*, USA

W2 The Disappearing Desktop: PIM 2008
Jaime Teevan, *Microsoft Research*, USA
William Jones, *University of Washington*, USA

W3 Optimizing Agile User-Centred Design
Desiree Sy, Lynn Miller, *Autodesk (formerly Alias)*, Canada

W4 Measuring Affect in HCI: Going Beyond the Individual
N. Sadat Shami, Jeffrey T. Hancock, *Cornell University*, USA
Christian Peter, Fraunhofer Institute for Computer Graphics, Germany
Michael Muller, *IBM TJ Watson Research Center*, USA
Regan Mandryk, *University of Saskatchewan*, Canada

W5 Evaluating User Experiences in Games
Regina Bernhaupt, *ICT&S Center, University of Salzburg*, Austria
Wijand Ijsselsteijn, *Technical University Eindhoven*, Netherlands
Florian 'Floyd' Mueller, *Interaction Design Group, The University of Melbourne*, Australia
Manfred Tscheligi, *ICT&S Center, University of Salzburg*, Austria
Dennis Wixon, *Microsoft*, USA

W6 Beyond time and errors: novel evaLuation methods for Information Visualization
Enrico Bertini, *DIUF, University of Fribourg*, Switzerland
Adam Perer, Catherine Plaisant, *University of Maryland*, USA
Giuseppe Santucci, *La Sapienza Università di Roma*, Italy

W7 Collocated Social Practices Surrounding Photos
Siân E Lindley, *Microsoft Research Cambridge*, UK
Abigail C Durrant, *University of Surrey*, UK
David S Kirk, Alex S Taylor, *Microsoft Research Cambridge*, UK

W8 Brain-computer interfaces for HCI and Games
Anton Nijholt, *University of Twente*, The Netherlands
Desney Tan, *Microsoft Research*, USA
Brendan Allison, *University of Bremen*, Germany
Jose del R. Milan, *IDIAP*, Switzerland
Bernhard Graimann, *University of Bremen*, Germany

W9 Semantic Web User Interactions: Exploring HCI Challenges
m.c. schraefel, *University of Southampton*, UK
Jennifer Golbeck, *University of Maryland*, USA
Duane Degler, *Design for Context*, USA
Abraham Bernstein, *University of Zurich*, Switzerland
Lloyd Rutledge, *CWI (Centrum voor Wiskunde en Informatica)*, Netherlands

W10 Values, Value and Worth: Their Relationship to HCI?
David J Gilmore, *Logitech*, USA
Gilbert Cockton, *University of Sunderland*, UK
Elizabeth Churchill, *Yahoo! Research*, USA
Sari Kujala, *Tampere University of Technology*, Finland
Austin Henderson, *PitneyBowes*, USA
Monty Hammontree, *Microsoft*, USA

W11 Usable Artificial Intelligence
Aaron Spaulding, *SRI International*, USA
Anthony Jameson, *DFKI*, Germany
Jonathan Grudin, *Microsoft Research*, USA
Neil Yorke-Smith, *SRI International*, USA
Jack Zaientz, *Soar Technology*, USA

W12 Designing and Evaluating Mobile Phone-Based Interaction with Public Displays
Corina Sas, Alan Dix, *Lancaster University*, UK

W13 HCI for Emergencies
Markus Klann, *Fraunhofer FIT*, Germany
Alessio Malizia, *Universidad Carlos III de Madrid*, Spain
Luca Chittaro, *University of Udine*, Italy
Ignacio Aedo Cuevas, *Universidad Carlos III de Madrid*, Spain
Stefano Levialdi, *Sapienza Universitá di Roma*, Italy

W14 User Interface Description Languages for Next Generation User Interfaces
Orit Shaer, Robert J.K. Jacob, *Tufts University*, USA
Mark Green, *University of Ontario Institute of Technology*, Canada
Kris Luyten, *Hasselt University and transnationale Universiteit Limburg*, Belgium

W15 Distributed Participatory Design
Karin Danielsson, *Umea University*, Sweden
Amir M Naghsh, Sheffield Hallam University, UK
Dorina Gumm, *University of Hamburg*, Germany
Andrew Warr, Oxford University, UK

W16 Exertion Interfaces
Florian 'Floyd' Mueller, The University of Melbourne, Australia
Stefan Agamanolis, *Distance Lab*, Great Britain

W17 Now Let's Do It in Practice: User Experience Evaluation
Kaisa Väänänen-Vainio-Mattila, *Tampere University of Technology*, Finland
Virpi Roto, *Nokia Research Center, Helsinki*, Finland
Marc Hassenzahl, *University of Koblenz-Landau*, Germany

W18 Technology in Mental Health
Gavin Doherty, *Trinity College, Dublin*, Ireland
John Sharry, *Mater Hospital*, Ireland
Magnus Bang, *Linkoping University*, Sweden
Mariano Alcañiz, *Universidad Politecnica de Valencia*, Spain
Rosa Baños, *Universitat de Valencia*, Spain

W19 Sonic Interaction Design: Sound, Information and Experience
Davide Rocchesso, *IUAV University of Venice*, Italy
Stefania Serafin, *Aalborg University Copenhagen*, Denmark
Frauke Behrendt, *University of Sussex*, UK
Nicola Bernardini, *Conservatorio*, Italy
Roberto Bresin, *KTH*, Sweden
Gerhard Eckel, *University of Music and Dramatic Arts*, Austria
Karmen Franinovic, *ZHDK*, Switzerland
Thomas Hermann, *University of Bielefeld*, Germany
Sandra Pauletto, *University of York*, UK
Patrick Susini, *IRCAM*, France
Yon Visell, *McGill University*, Canada

W20 Urban Mixed Realities: Technologies, Theories and Frontiers
Rod McCall, *Fraunhofer FIT*, Germany
Ina Wagner, *Vienna University of Technology*, Austria
Kari Kuutti, Department of Information Processing Science, University of Oulu, Finland
Guilio Jacucci, *Helsinki Institute for Information Technology*, Finland
Wolfgang Broll, *Fraunhofer FIT*, Germany

W21 Social Data Analysis Workshop
Fernanda B. Viégas, Martin Wattenberg, *IBM Research*, USA
Jeffrey Heer, Maneesh Agrawala, *University of California, Berkeley*, USA

W22 Making Sense of Sensemaking: A CHI 2008 Workshop
Daniel M Russell, *Google*, USA
George Furnas, *U. Michigan*, USA
Mark Stefik, Stuart K Card, Peter Pirolli, *PARC*, USA

W23 Night and darkness: Interaction after dark
Wendy March, Dawn Nafus, *Intel Research*, USA
Laurel Swan, *Brunel University*, UK
Alex S Taylor, *Microsoft Research*, UK

W24 Surrounded by Ambient Persuasion
Wolfgang Reitberger, Manfred Tscheligi, *University of Salzburg*, Austria
Boris de Ruyter, *Philips Research Europe*, The Netherlands
Panos Markopoulos, *Eindhoven University of Technology*, The Netherlands

W25 Secrets and Lies in Computer-Mediated Interaction: Theory, Methods and Design
Adam N Joinson, *University of Bath*, UK
Jeffrey Hancock, *Cornell University*, USA
Pam Briggs, *Northumbria University*, UK

W26 Values, Value and Worth: Their Relationship to HCI?
David J Gilmore, *Logitech*, USA
Gilbert Cockton, *University of Sunderland*, United Kingdom
Elizabeth Churchill, *Yahoo! Research*, USA
Sari Kujala, *Tampere University of Technology*, Finland

WORK IN PROGRESS

WIP1 A Framework for Mobile Evaluation
Marco de Sá, Luís Carriço, Luís Duarte, Tiago Reis, *University of Lisbon, Lisboa*, Portugal

WIP2 A Framework for Understanding Mobile Internet Motivations and Behaviors
Carol A. Taylor, *University of Washington* and *Motricity, Inc.*, USA
Ona Anicello, Scott Somohano, Nancy Samuels, Lori Whitaker, *University of Washington*, USA

WIP3 A Gesture Based Game for Image Tagging
Duarte Gonçalves, Rui Jesus, Nuno Correia, *Faculdade de Ciências e Tecnologia - UNL*, Portugal

WIP4 A Large 2D+3D Focus+Context Screen
Achim Ebert, Peter Dannenmann, Matthias Deller, Daniel Steffen, *DFKI GmbH*, Germany
Nahum Gershon, *The MITRE Corp.*, USA

WIP5 A Multimodal Interactive System to Create and Explore Graph Structures
Cristian Bernareggi, *Biblioteca d'Informatica, Università degli Studi di Milano*, Italy
Christian Comaschi, *Università degli Studi di Milano*, Italy
Andrea Marcante, Piero Mussio, Loredana Parasiliti Provenza, *Dipartimento di Informatica e Comunicazione, Università degli Studi di Milano*, Italy
Sara Vanzi, *Università degli Studi di Milano*, Italy

WIP6 A novel interface to present emotional tactile sensation to a palm using air pressure
Yuki Hashimoto, Hiroyuki Kajimoto, *The University of Electro-Communications*, Japan

WIP7 A resource kit for participatory socio-technical design in rural Kenya
Kevin Walker, Joshua Underwood, *London Knowledge Lab*, UK
Tim Waema, *University of Nairobi*, Kenya
Lynne Dunckley, José Abdelnour-Nocera, *Thames Valley University*, UK
Rosemary Luckin, *London Knowledge Lab*, UK
Cecilia Oyugi, Souleymane Camara, *Thames Valley University*, UK

WIP8 A solution to interface evolution issues: the multi-layer interface
Bruno Merlin, *STERIA*, France
Christophe Hurter, *DSNA, DTI R&D*, France
Raïlane Benhacene, *DSNA, DTI CEO*, France

WIP9 A Study on a Flight Display using Retro-reflective Projection Technology and a Propeller
Takuya Nojima, *Japan Aerospace Exploration Agency*, Japan
Hiroyuki Kajimoto, *The University of Electro-Communications*, Japan

WIP10 Accessibility in Virtual Worlds
Shari M Trewin, Mark R Laff, *IBM T.J. Watson Research Center*, USA
Anna Cavender, *IBM T.J. Watson Research Center, University of Washington*, USA
Vicki L Hanson, *IBM T.J. Watson Research Center*, USA

WIP11 Achieving Accessibility with Self-Interested Designers: A Strategic Knowledge-Acquisition Approach
Bruno N da Silva, *UFF, Niteroi Brazil Computer Science Department*
Lucia H da Silva, *USP, Sao Paulo Brazil Linguistics Department*
Ana C Garcia, *UFF, Niteroi Brazil Computer Science Department*

WIP12 Age Differences in Online Social Networking
Rajiv Arjan, Ulrike Pfeil, Panayiotis Zaphiris, *The Center for HCI Design - City University, London*, UK

WIP13 Attending to Large Dynamic Displays
Jing Feng, Ian Spence, *University of Toronto*, Canada

WIP14 backchan.nl Integrating Backchannels With Physical Space
Drew Harry, Dan Gutierrez, Joshua Green, Judith Donath, *MIT*, USA

WIP15 Blocked sites and offensive videos - the challenges of teen computer use
Anne Aula, *Google*, USA
Sasha Lubomirsky, *YouTube*, USA

WIP16 Bridging Gaps: Affective Communication in Long Distance Relationships
Shruti Bhandari, Shaowen Bardzell, *Indiana University*, USA

WIP17 BrightShadow: Shadow Sensing with Synchronous Illuminations for Robust Gesture Recognition
Jun Rekimoto, *The University of Tokyo, Sony CSL*, Japan

WIP18 Bringing the Target to the Cursor: Proxy Targets for Older Adults
Faustina Hwang, Helen Batson, Nitin Williams, *University of Reading*, UK

WIP19 Can Blogs Empower Women? Designing Agency-Enhancing and Community-Building Interfaces
Carmen Stavrositu, *University of Colorado at Colorado Springs*, USA
S. Shyam Sundar, *Penn State University*, USA

WIP20 ChroMirror: A Real-Time Interactive Mirror for Chromatic and Color-Harmonic Dressing
Chueh-Min Cheng, *National Taiwan University*, Taiwan
Meng-Fang Chung, *National Taiwan University*, Taiwan and *RWTH Aachen University*, Germany
Ming-Yang Yu, Ming Ouhyoung, Hao-Hua Chu, Yung-Yu Chuang, *National Taiwan University*, Taiwan

WIP21 CogTool-Explorer: Towards a Tool for Predicting User Interaction
Leonghwee Teo, Bonnie E. John, *Carnegie Mellon University*, USA

WIP22 Collaborative Search and Sensemaking of Patents
Suresh Bhavnani, Gavin Clarkson, Matthew Scholl, *University of Michigan*, USA

WIP23 Common Sense Assistant for Writing Stories that Teach Social Skills
Kyunghee Kim, Rosalind W. Picard, Henry Lieberman, *Massachusetts Institute of Technology*, USA

WIP24 Communication patterns and usability problem finding in cross-cultural thinking aloud usability testing
Qingxin Shi, Torkil Clemmensen, *Copenhagen Business School*, Denmark

WIP25 Comparing Access Methods and Quality of 3G Mobile Video Streaming Services
Marcin Davies, Antitza Dantcheva, Peter Fröhlich, *Telecommunications Research Center Vienna (ftw.)*, Austria

WIP26 Content visualization and management of geo-located image databases
Marco Cristani, Alessandro Perina, Umberto Castellani, Vittorio Murino, *Università degli Studi di Verona*, Italy

WIP27 Conversation Clusters: Human-Computer Dialog for Topic Extraction
Tony Bergstrom, Karrie Karahalios, *University of Illinois*, USA

WIP28 Creating Social Value of Interactive Media Installation: Case Study of Designing Wish Spark
Sunyoung Park, Tek-Jin Nam, Yuree Stacy Lim, *KAIST*, South Korea

WIP29 Creativity Interventions: Physical-Digital Activities for Promoting Group Creativity
Lisa M Tolentino, Aisling Kelliher, David A Birchfield, Rebecca P Stern, *Arizona State University*, USA

WIP30 Defining Scenarios for Mobile Design and Evaluation
Marco de Sá, Luís Carriço, *LaSIGE & Department of Informatics - Faculty of Sciences - University of Lisbon*, Portugal

WIP31 Design and Evaluation of Korean Text Entry Methods for Mobile Phones
Ivaylo Ilinkin, Sunghee Kim, *Gettysburg College*, USA

WIP32 Design of Human-Map System Interaction
Thomas Porathe, *Malardalen University*, Sweden
Johannes Prison, *Chalmers University of Technology*, Sweden

WIP33 Designing an Interactive Forest through Sensor-based Installations
André Dória, *Anturio Corporation & University of Madeira*, Portugal
Pedro Campos, *University of Madeira*, Portugal
Emanuel Fernandes, *Carnegie-Mellon University and University of Madeira*, Portugal

WIP34 Designing for Children's Physical Play
Tilde M. Bekker, Berry H. Eggen, *TU Eindhoven*, Netherlands

WIP35 Designing Large-Display Workspaces for Cooperative Travel Consultancy
Jasminko Novak, Mattias Aggeler, Gerhard Schwabe, *University of Zurich*, Switzerland

WIP36 Developing a Novel Interface for Capturing Self Reports of Affect
Madeline Alsmeyer, *University of Sussex*, UK
Rosemary Luckin, *London Knowledge Lab*, UK
Judith Good, *University of Sussex*, UK

WIP37 Development of a Location and Movement Monitoring System to Quantify Physical Activity
Gillian MacLellan, Lynne Baillie, *Glasgow Caledonian University*, UK

WIP38 Digital Paper Bookmarks: Collaborative Structuring, Indexing and Tagging of Paper Documents
Jürgen Steimle, Oliver Brdiczka, Max Mühlhäuser, *Technische Universität Darmstadt*, Germany

WIP39 DIP - IT : Digital Infrared Painting on an Interactive Table
Peter Vandoren, Tom Van Laerhoven, Luc Claesen, Johannes Taelman, Fabian Di Fiore, Frank Van Reeth, Eddy Flerackers, *Hasselt University - transnationale Universiteit Limburg - IBBT*, Belgium

WIP40 Do Knobs have Character? Exploring Diversity in Users' Inferences
Evangelos Karapanos, Stephan Wensveen, Bart Friederichs, Jean-Bernard Martens, *Eindhoven University of Technology (TU/e)*, Netherlands

WIP41 Driving the Family: Empowering the Family Technology Lead
Matthew Forrest Jr., Jodi Forlizzi, John Zimmerman, *Carnegie Mellon University*, USA

WIP42 Effect of Agent Appearance on People's Interpretation of Agent's Attitude
Takanori Komatsu, *Shinshu University*, Japan
Seiji Yamada, *NII*, Japan

WIP43 Engaging the Crowd -Studies of Audience-Performer Interaction
Louise Barkhuus, *University of California, San Diego*, USA
Tobias Jørgensen, *University of Copenhagen*, Denmark

WIP44 Enhancing online personal connections through the synchronized sharing of online video
David A. Shamma, Marcello Bastea-Forte, Niels Joubert, Yiming Liu, *Yahoo*, USA

WIP45 Evaluating Automatically Generated Location-Based Stories for Tourists
Johannes Schöning, *Westfälische Wilhelms-University Münster*, Germany
Brent Hecht, *University of California, Santa Barbara*, USA
Nicole Starosielski, *Department of Geography, University of California, Santa Barbara*, USA

WIP46 Evaluating Touch Gestures for Scrolling on Notebook Computers
Kevin Wayne Arthur, Nada Matic, *Synaptics*, USA
Paul Ausbeck, *Caravian Software Designs*, USA

WIP47 Evaluating User Preferences for Adaptive Reminding
Julie S. Weber, Martha E. Pollack, *University of Michigan*, USA

WIP48 Evolving TUIs with Smart Objects for Multi-context Interaction
Stefano Baraldi, *University of Florence*, Italy
Luca Benini, Omar Cafini, *University of Bologna*, Italy
Alberto Del Bimbo, *University of Florence*, Italy
Elisabetta Farella, *University of Bologna*, Italy
Giulia Gelmini, *University of Nottingham*, UK
Lea Landucci, *University of Florence*, Italy
Augusto Pieracci, *University of Bologna*, Italy
Nicola Torpei, *University of Florence*, Italy

WIP49 Experience-Scapes
Eric Keylor, Winslow Burleson, *Arizona State University*, USA

WIP50 Exploring Characteristics of Collective Content - a Field Study with Four User Communities
Thomas Olsson, Hannu Toivola, Kaisa Väänänen-Vainio-Mattila, *Tampere University of Technology*, Finland

WIP51 Exploring Evaluation Methods for Ambient Information Systems
William R Hazlewood, Kay Connelly, Kevin Makice, Youn-kyung Lim, *Indiana University*, USA

WIP52 Exploring Gestural Mode of Interaction with Mobile Phones
Shruti Bhandari, Youn-Kyung Lim, *Indiana University*, USA

WIP53 Extracting Broken Expectations from Call Center Records: Why and How
Aylin Koca, Aarnout C. Brombacher, *Eindhoven University of Technology*, Netherlands

WIP54 Eye Movements as Implicit Relevance Feedback
Georg Buscher, *University of Kaiserslautern*, Germany
Andreas Dengel, Ludger van Elst, DFKI GmbH, Germany

WIP55 Eye-Mouse Coordination Patterns on Web Search Results Pages
Kerry Rodden, Xin Fu, Anne Aula, *Google*, USA
Ian Spiro, New York University, USA

WIP56 EyePass - Eye-Stroke Authentication for Public Terminals
Alexander De Luca, Roman Weiss, Heinrich Hußmann, *Ludwig-Maximilians Universität München*, Germany
Xueli An, *TU Delft*, Netherlands

WIP57 Fighting Fragmentation: An Enterprise Framework for Creating Unified Online Workspaces
Wei Ding, Marcia Morelli, Bala Kalyanasundarum, Michael Magoolaghan, *Vanguard*, USA

WIP58 Finding a Balance: Social Support v. Privacy during Weight-Management
Julie Maitland, Matthew Chalmers, *University of Glasgow*, UK

WIP59 Fishing for Sustainability: The Effects of Indirect and Direct Persuasion
Turadg Aleahmad, Aruna D. Balakrishnan, Jeffrey Wong, Susan R. Fussell, Sara Kiesler, *Carnegie Mellon University*, USA

WIP60 Free-Sketch Recognition: Putting the CHI in Sketching
Tracy Hammond, Brian Eoff, Brandon Paulson, Aaron Wolin, Katie Dahmen, Joshua Johnston, Pankaj Rajan, *Texas A&M University*, USA

WIP61 Front-Stage and Back-Stage Information Processes of Critical Discourse in Intensive Care Setting
Danny Ho, Yan Xiao, Peter F. Hu, Vinay U. Vaidya, John P. Straumanis, Marcelo G. Cardarelli, *University of Maryland School of Medicine*, USA
Anthony F. Norcio, *UMBC*, USA
Ayse P. Gurses, *University of Minnesota*, USA

WIP62 Gaze Beats Mouse: Hands-free Selection by Combining Gaze and EMG
Julio C. Mateo, *Wright State University*, USA
Javier San Agustin, John Paulin Hansen, *IT University of Copenhagen*, Denmark

WIP63 Generating and Using Gaze-Based Document Annotations
Georg Buscher, *University of Kaiserslautern*, Germany
Andreas Dengel, Ludger van Elst, Florian Mittag, *DFKI GmbH*, Germany

WIP64 Give Me a Reason. Hedonic Product Choice and Justification
Sarah Diefenbach, Marc Hassenzahl, *University of Koblenz-Landau*, Germany

WIP65 Globetoddler: Designing for Remote Interaction between Preschoolers and Their Traveling Parents
Paulina L Modlitba, Christopher Schmandt, *MIT Media Laboratory*, USA

WIP66 Hands-on the Process Control: Users Preferences and Associations on Hand Movements
Hanna Maria Kaarina Koskinen, Jari Olavi Laarni, Petri Mikael Honkamaa, *Technical Research Centre of Finland*, Finland

WIP67 HD Touch: Multi-touch and Object Sensing on a High Definition LCD TV
Nima Motamedi, *Simon Fraser University*, Canada

WIP68 Human-in-the-loop: rethinking security in mobile and pervasive systems
Vassilis Kostakos, *University of Madeira, Carnegie Mellon University*, Portugal
Eamonn O'Neill, *University of Bath*, UK

WIP69 Idea Management in Creative Lives
Tim Coughlan, Peter Johnson, *University of Bath*, UK

WIP70 Implementing Eye-Based User-Aware E-Learning
Marco Porta, *University of Pavia*, Italy

WIP71 Implicit Personalization of Public Environments using Bluetooth
Hema Mahato, *RWTH Aachen*, Germany
Dagmar Kern, Paul Holleis, Albrecht Schmidt, *University of Duisburg-Essen*, Germany

WIP72 Influence of Social Setting on Player Experience of Digital Games
Brian Gajadhar, Yvonne de Kort, Wijnand IJsselsteijn, *Eindhoven University of Technology*, Netherlands

WIP73 Information and Communication Tools as Aids to Collaborative Sensemaking
Sharoda A. Paul, Madhu C. Reddy, *The Pennsylvania State University*, USA
Christopher J. deFlitch, Penn State Milton S. *Hershey Medical Center*, USA

WIP74 Intelligent Object Group Selection
Hoda Dehmeshki, Wolfgang Stuerzlinger, *York University*, Canada

WIP75 Interactive control of music using emotional body expressions
Daniel Bernhardt, Peter Robinson, *University of Cambridge*, Great Britain

WIP76 International Ethnographic Observation of Social Networking Sites
Christopher N Chapman, *Microsoft Corporation*, USA
Michal Lahav, *Sakson & Taylor Consulting*, USA

WIP77 Interpersonal Connectedness: Conceptualization and Directions for a Measurement Instrument
Daniel T. Van Bel, Wijnand A. IJsselsteijn, Yvonne A.W. de Kort, *Eindhoven University of Technology*, Netherlands

WIP78 Invisible Eni - Using Gaze and Pupil Size to Control a Game
Inger M. Ekman, Antti W. Poikola, Meeri K. Mäkäräinen, *Helsinki University of Technology*, Finland

WIP79 IToNe: A Japanese Text Input Method for a Dual Joystick Game Controller
Kentaro Go, *University of Yamanashi*, Japan
Hayato Konishi, *NTT Data Sanyo System*, Japan
Yoshisuke Matsuura, *University of Yamanashi*, Japan

WIP80 Lessons Learned from a Pilot Study Quantifying Face Contact and Skin Conductance in Teens with Asperger Syndrome
Chia-Hsun Jackie Lee, Rob Morris, *MIT Media Lab*, USA
Matthew Goodwin, *The Groden Center, Inc.*, USA
Rosalind Picard, *MIT Media Lab*, USA

WIP81 LetterScroll: Text Entry Using a Wheel for Visually Impaired Users
Hussain Tinwala, I. Scott MacKenzie, *York University*, Canada

WIP82 LifeSampler: Enabling Conversational Video Documentary
Ryan P Spicer, Aisling Kelliher, *Arizona State University*, USA

WIP83 MapChat: Conversing in Place
Elizabeth Churchill, *Yahoo! Research*, USA
Elizabeth S. Goodman, *UC Berkeley*, USA
Joseph O'Sullivan, *Yahoo!*, USA

WIP84 Mashups: Who? What? Why?
Nan Zang, Mary Beth Rosson, Vincent Nasser, *Penn State University*, USA

WIP85 Master of the Game: Assessing Approachability in Future Game Design
Heather Desurvire, *Behavioristics*, USA
Charlotte Wiberg, *Department of informatics*, Sweden

WIP86 Meeting Mediator: Enhancing Group Collaboration with Sociometric Feedback
Taemie Kim, Agnes Chang, *MIT Media Lab*, USA
Lindsey Holland, *MIT*, USA
Alex (Sandy) Pentland, *MIT Media Lab*, USA

WIP87 Meta-GUI-Builders: Generating Domain-specific Interface Builders for Multi-Device User Interface Creation
Kris Luyten, Jan Meskens, Jo Vermeulen, Karin Coninx, *Hasselt University*, Belgium

WIP88 Mind Your P's and Q's: When Politeness Helps and Hurts in Online Communities
Moira Burke, Robert Kraut, *Carnegie Mellon University*, USA

WIP89 Mobile Science Learning for the Blind
Jaime Sánchez, Héctor Flores, Mauricio Sáenz, *University of Chile*, Chile

WIP90 Multimodal Capture of Consumer Intent in Retail
Jhilmil Jain, Riddhiman Ghosh, Mohamed Dekhil, *Hewlett-Packard Laboratories*, USA

WIP91 Multimodal Communication involving Movements of a Robot
Hermann Kaindl, Juergen Falb, *Vienna University of Technology*, Austria
Cristian Bogdan, *Royal Institute of Technology*, Sweden

WIP92 MyStoryMaker
Bard McKinley, Yun-Ling Lee, *Carnegie Mellon University, Entertainment Technology Center*, USA

WIP93 Opportunities to Support Parents in Managing Their Children's Health
Hee Young Jeong, Sun Young Park, John Zimmerman, *Carnegie Mellon University*, USA

WIP94 Pensieve: Augmenting Human Memory
Neta Aizenbud-Reshef, Eran Belinsky, Michal Jacovi, David Laufer, Vladimir Soroka, *IBM Haifa Research Lab*, Israel

WIP95 PhotoChat: Communication Support System based on Sharing Photos and Notes
Yasuyuki Sumi, Jun Ito, Toyoaki Nishida, *Kyoto University*, Japan

WIP96 Photos for Information: A Field Study of Cameraphone Computer Vision Interactions in Tourism
Gregory Cuellar, Dean Eckles, Mirjana Spasojevic, *Nokia Research Center*, Palo Alto, USA

WIP97 PlayWare: Augmenting Natural Play to Teach Sign Language
Svetlana Yarosh, Kevin Huang, Ian Mosher, Marisa Topping, *Georgia Institute of Technology*, USA

WIP98 Pointing with Fingers, Hands and Arms for Wearable Computing
Ian Oakley, *University of Madeira*, Portugal
John Sunwoo, Il-Yeon Cho, *Electronic and Telecommunications Research Institute*, South Korea

WIP99 Predicting User Interface Preferences of Culturally Ambiguous Users
Katharina Reinecke, Abraham Bernstein, *University of Zurich*, Switzerland

WIP100 Preliminary Evaluation of a Remote Mobile Collaborative Environment
Kharsim Yousef, Eamonn O'Neill, *Bath University*, UK

WIP101 Preliminary Evaluation of the Audience-driven Movie
Tao Lin, Akinobu Maejima, Shigeo Morishima, *Waseda University*, Japan
Atsumi Imamiya, *University of Yamanashi*, Japan

WIP102 pRemote - a User Customizable Remote Control
Jan Hess, Guy Küstermann, Volkmar Pipek, *University of Siegen*, Germany

WIP 103 Presence disparity in mixed presence collaboration
Anastasia Bezerianos, Gregor McEwan, *NICTA and HxI Initiative*, Australia

WIP104 Privacy and Technology: Folk Definitions and Perspectives
Michelle Kwasny, Kelly Caine, Wendy A. Rogers, Arthur D. Fisk, *Georgia Institute of Technology*, USA

WIP105 Public Displays of Affect: Deploying Relational Agents in Public Spaces
Timothy W Bickmore, Laura Pfeifer, Daniel Schulman, Sepalika Perera, Chaamari Senanayake, Ishraque Nazmi, *Northeastern University*, USA

WIP106 Quantifying Adaptation Parameters for Information Support of Trauma Teams
Aleksandra Sarcevic, Michael E. Lesk, Ivan Marsic, *Rutgers University*, USA
Randall S. Burd, *UMDNJ-Robert Wood Johnson Medical School*, USA

WIP107 Rapid image analysis using neural signals
Santosh Mathan, *Honeywell Laboratories*, USA
Deniz Erdogmus, Yonghong Huang, Misha Pavel, *Oregon Health and Science University*, USA
Patricia Ververs, James Carciofini, Michael Dorneich, Stephen Whitlow, *Honeywell Laboratories*, USA

WIP108 Real Ethics in a Virtual World
Victoria McArthur, *Brock University*, Canada

WIP109 RealFind: Managing Personal Items in the Physical World
Leonel Câmara, Tiago Guerreiro, Daniel Gonçalves, Joaquim A Jorge, *Instituto Superior Técnico, Lisbon* Portugal

WIP110 Real-time Snowboard Training System
Daniel Spelmezan, Jan Borchers, *RWTH Aachen University*, Germany

WIP111 Recovering trust and avoiding escalation: an overlooked design goal of social systems
Asimina Vasalou, *Imperial College London*, UK
Jens Riegelsberger, *Google UK Ltd.*, UK

WIP112 Redesigning Video Analysis: An Interactive Ink Annotation Tool
Rahn C Rahn, Youn-kyung Lim, Dennis P Groth, *Indiana University*, USA

WIP113 RE-phrase Chat-By-Click: A Fundamental New Mode of Human Communication over the Internet
Jeroen Geuze, Peter Desain, *NICI, Radboud University Nijmegen*, Netherlands
Joop Ringelberg, *RE-phrase B.V.*, Netherlands

WIP114 Re-thinking Fashion Trade Shows: creating conversations through mobile tagging
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Booth: 11

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Booth: 36

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Booth: 47

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Booths: 4 & 5

Tobii is the world leader in hardware and software solutions for eye tracking, offering new powerful ways to understand user behavoir. Products are widely used in usability studies of websites, software, computer games, interactive TV and physical products as well as for copy testing and shelf tests.

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Booth: 12

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Philippe Truillet, *IRIT CNRS*, France
Khai Truong, *University of Toronto*, Canada
Theophanis Tsandilas, *INRIA Futurs*, France
Theophanis Tsandilas, *University of Toronto*, Canada
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amanda williams, *uc irvine*, USA
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Svetlana Yarosh, *Georgia Institute of Technology*, USA
Koji Yatani, *University of Toronto*, Canada
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Ka-Ping Yee, *University of California, Berkeley*, USA
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General Map

1 CENTRAL PAVILION

2 CAVANIGLIA PAVILION

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4 MONUMENTAL AREA

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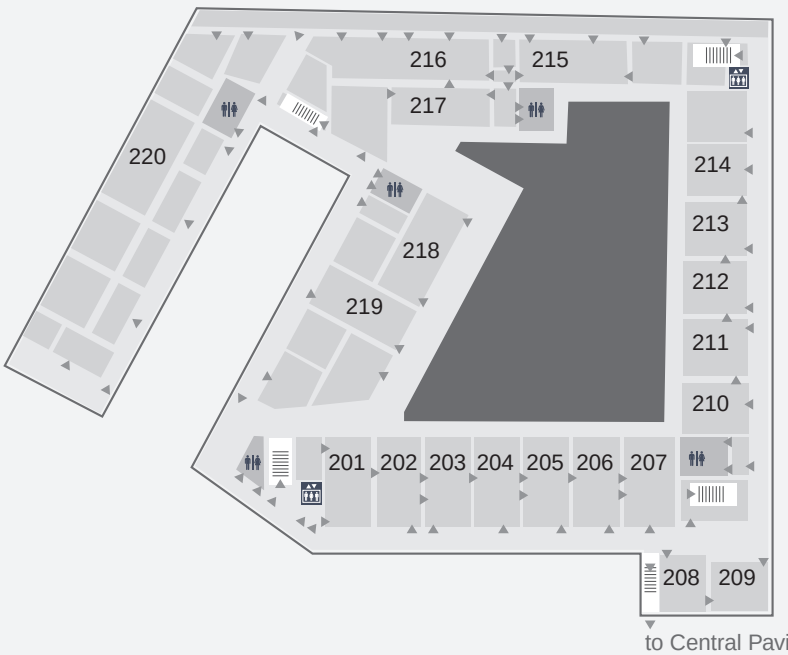
6 POLVERIERA

7 ARSENALE PAV. BASILICA

8 ARSENALE PAV. FIRST FLOOR
Lunch Area
Restaurant / Self-Service

Lorenese Pavilion - First Floor



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217 - Cardano
218 - Avogadro
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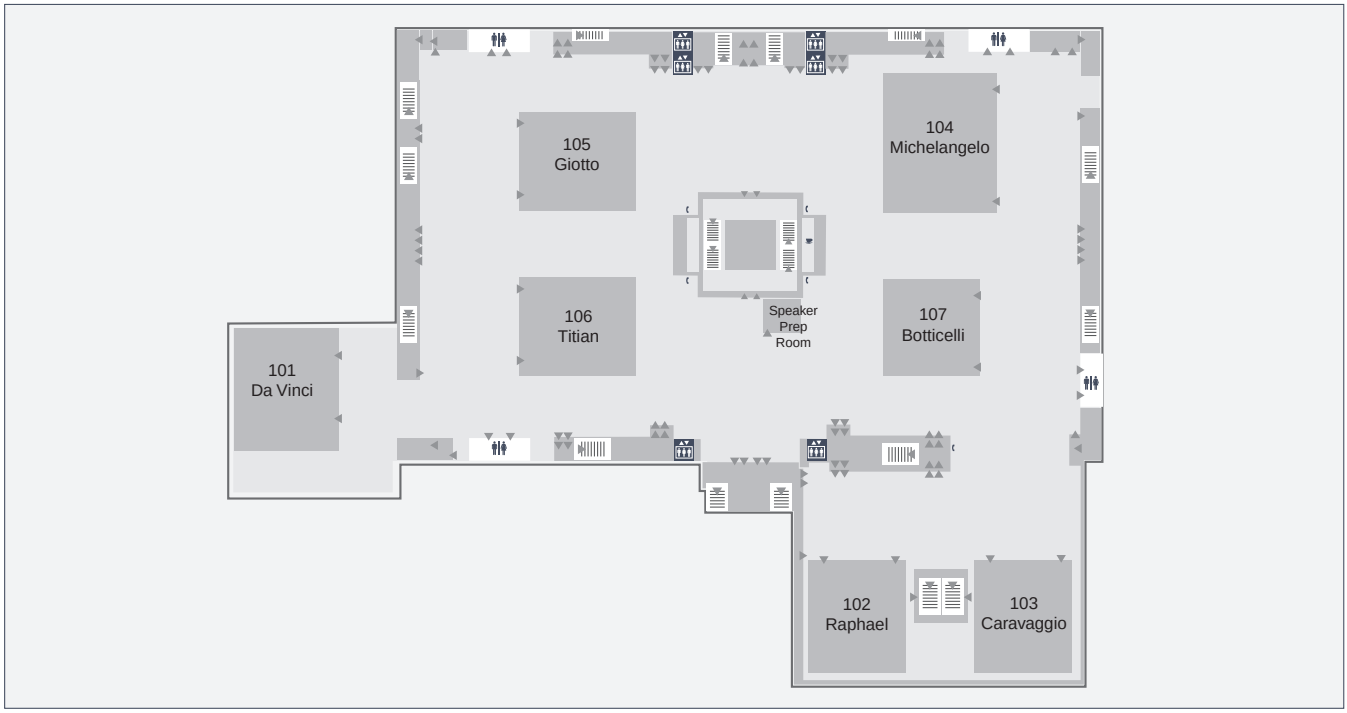
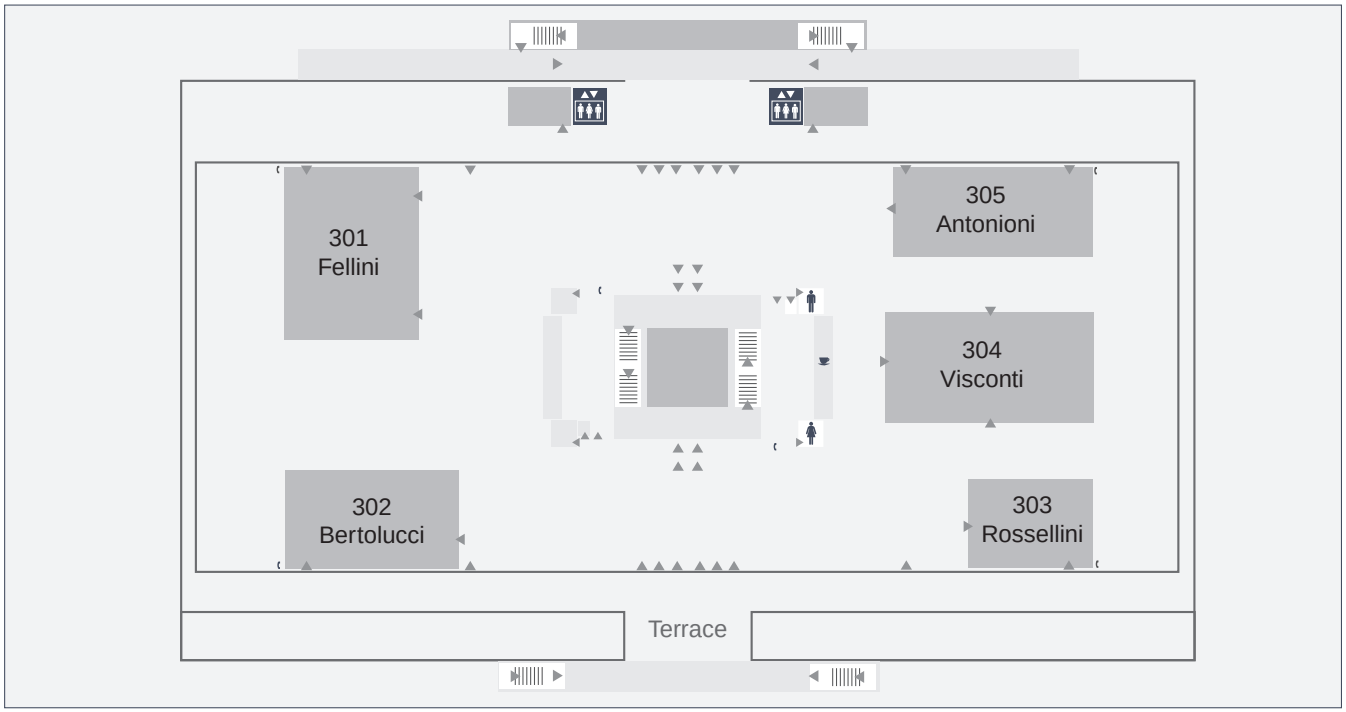
Central Pavilion - Lower Floor



Central Pavilion - Upper Floor



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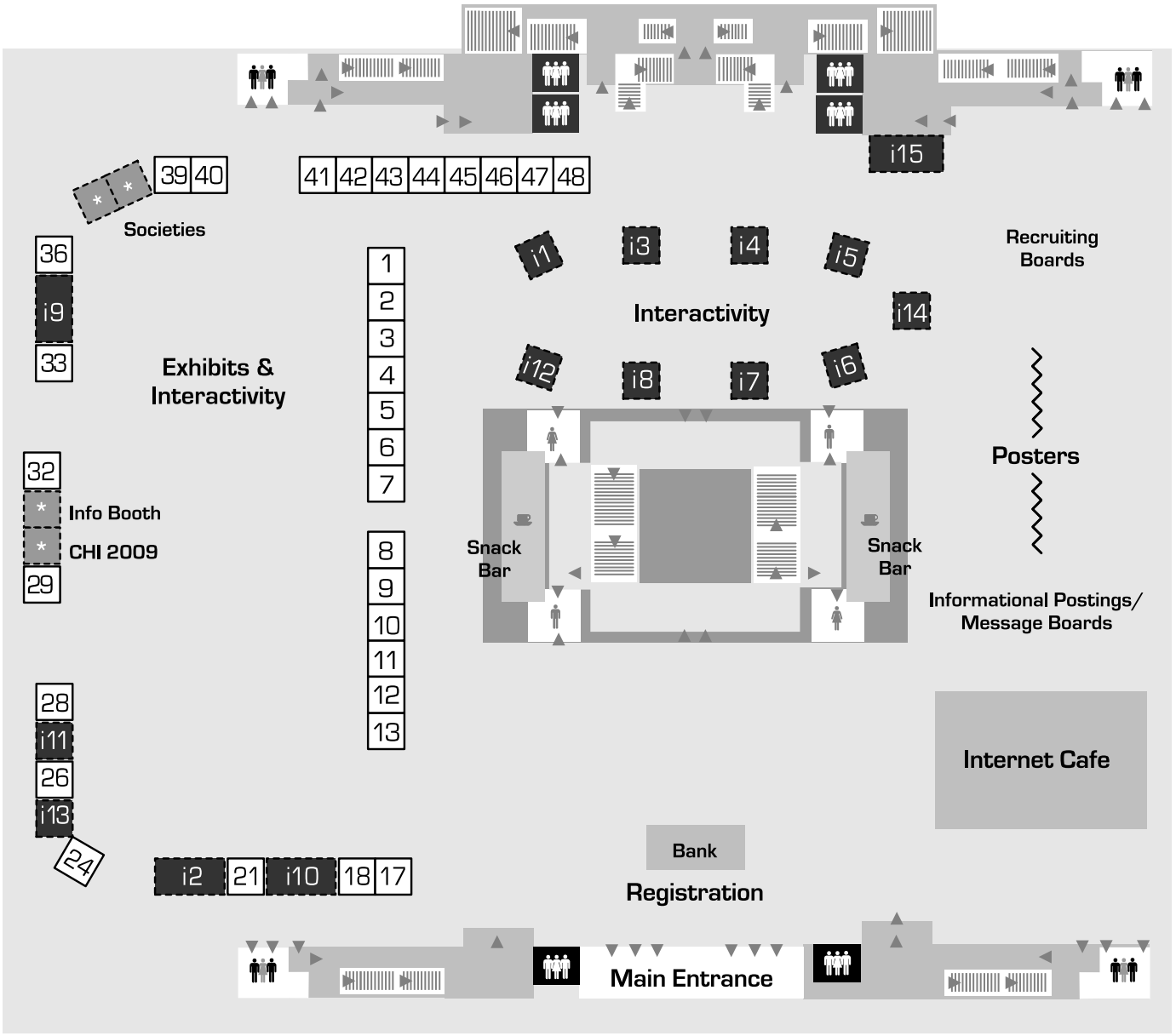

Interactivity Booths

i1 SnapAndGrab — Accessing and sharing contextual multi-media content using bluetooth enabled camera phones and large situated displays.

i2 PaperProof: A Paper-Digital Proof-editing System

i3 Gamelunch: forging a Dining experience through Sound

i4 Tangible-3D: Hand Shaking Model

i5 iCandy: a Tangible user Interface for iTunes

i6 Natural Interaction SensitiveTable

i7 Spoken Words: Activating Text-To-Speech through eye Closure

i8 Dynamic knobs: Shape Change as a Means of Interaction on a Mobile Phone

i9 Interactivity: Constructed narratives

i10 Digital rubbing: Playful and Intuitive Interaction Technique for Transferring a Graphic Image onto Paper with Pen-based Computing

i11 Speculative Devices for Photo Display

i12 Weaving Memories into Handcrafted Artifacts with Spyn

i13 TwelvePixels: Drawing & Creativity on a Mobile Phone

i14 Rub the Stane

i15 Remote Impact — Shadowboxing over a Distance

Societies: HFES and others

(See Exhibitor descriptions on pages 101-103)

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