

# Program

OzCHI 2025 will take place over five days. The full conference program can be found below. [Download program as a PDF](#)

Saturday 29 November	Sunday 30 November	Monday 1 December	Tuesday 2 December	Wednesday 3 December
Workshops		Main conference		
	Doctoral Consortium			

SATURDAY				
Morning 09:00 – 12:30	<b>WS1</b> Crafting Connections: Building Wellbeing and Community in the PhD journey	<b>WS3</b> The Role of XR, Spatial, and Physical Interaction in Remote Multimodal Communication: Emotional Well-Being in Older Adults	<b>WS5</b> Robots in the wild: Methodological Exploration of Robots in Everyday Environments	<b>WS2</b> AI-Driven Co-Design in Health and Care: Exploring Challenges, Opportunities and Innovations
Afternoon 13:30 – 17:00	<b>WS4</b> Accessibility Moonshots	<b>WS6</b> Moving Together with Robotics : A workshop on Co-embodied Human-Robot Interaction to Inspire Movement	<b>WS7</b> Engaging human and non-human perspectives in crisis resilience: Designing AI-supported Immersive Technologies for Inclusive Decision-Making	

SUNDAY				
Morning 09:00 – 12:30		<b>WS9</b> Advancing Interdisciplinary Approaches to Online Safety Research	<b>WS10</b> Empathic Entanglements : Designing with and for Robot Others	<b>WS11</b> Epistemic Injustice in and through AI
Afternoon 13:30 – 17:00	<b>WS8</b> Framing and facilitating Participatory Design for Greater Impact			

MONDAY		
Opening & Welcome	09:00 – 09:15	
Opening performance	09:15 – 09:30	
Keynote: Duncan Brumby	09:30 – 10:30	
Morning Tea	10:30 – 11:00	
Paper Session 1: AI Agents & Design Futures or Agentic Design Futures	11:00 – 11:50	
Co-creating vocal imaginaries with Conversational AIs: Pelin Karaturhan, Claire Glanois, Jonas Fritsch	11:00	
Imagining Design Workflows in Agentic AI Futures: Samangi Wadinambiarachchi, Jenny Waycott, Yvonne Rogers, Greg Wadley	11:10	
Voice, Embodiment, and the Relational Roles of AI Agents in Sci-Fi Films: Implications for Representing the More-than-Human: Adrian Wong, Xinyan Yu, Tram Thi Minh Tran, Joel Fredericks	11:20	
“A little bit of a life raft” – Exploring the Use and Experiences of ChatGPT as a Support Tool among Adults with ADHD: Anika Pinto, Emily Quilter, Jerusaa Vasikaran, Sarah Koerner, Tefkros Chimonas, Esther Nielsen, Paul Marshall, Kenton O'Hara	11:30	
Q&A	11:40	
Paper Session 2: Conversational Agents & Recommender Systems	11:50 – 12:30	
Understanding User Preferences for Interaction Styles in Conversational Recommender System: The Predictive Role of System Qualities, User Experience, and Traits: Raj Mahmud, Shlomo Berkovsky, Mukesh Prasad, A. Baki Kocaballi	11:50	
Evaluating User Experience in Conversational Recommender Systems: A Systematic Review Across Classical and LLM-Powered Approaches: Raj Mahmud, Yufeng Wu, Abdullah Bin Sawad, Shlomo Berkovsky, Mukesh Prasad, A. Baki Kocaballi	12:00	
Conversational Agents That Don’t Pretend to Care: Co-Designing Mediator Roles in Digital Healthcare Interventions: Mengyan Hou, Janine Porter-Steele, Sarah Balaam, Vivian Chiu, Sandie McCarthy, Chelsea Dobbins, Stephen Viller	12:10	
Q&A	12:20	
Lunch	12:30 – 13:30	
LBW Showcase	13:30 – 14:20 1 minute each	
Paper Session 3: Perception & Interfaces	14:30	LBW/Demo 14:30 –

MONDAY		
		16:00
Designing Drone Interfaces to Assist Pedestrians Crossing Non-Signalised Roads: Guixiang Zhang, Yiyuan Wang, Marius Hoggenmüller	14:30	
Reducing Perceived Waiting Time with Peripheral Visual Motion: Directional and Device-Specific Effects: Kenjiro Ogawa, Satoshi Nakamura, Shota Yamanaka, Ryota Nakamura	14:40	
Hugging Suit: Designing and Evaluating a Pneumatic System for Remote Haptic Experiences: Russian Wu, Luke Hespanhol, Marius Hoggenmüller, Hannes Waldschütz, Eva Hornecker	14:50	
Seeing Isn't Believing: How Visual Illusions Distort Color Selection: Sari Kobayashi, Satoshi Nakamura	15:00	
Q&A	15:10	
Afternoon Tea	15:20 – 15:50	
Paper Session 4: Privacy & Trust	15:50 – 16:40	
Unplug, Mute, Avoid: Investigating smart speaker users' privacy protection behaviours in Saudi Homes: Abdulrhman Alorini, Yufeng Wu, Abdullah Bin Sawad, Mukesh Prasad, A. Baki Kocaballi	15:50	
Factors of Trust for Successfully Adopting Social Robots on the Campus: Dániel Szabó, Aku Visuri, Ville Paananen, Achira Handelage, Kavindu Ravishan, Emma Kirjavainen, Koji Yatani, Simo Hosio	16:00	
Enhancing Privacy and Trust in Domestic Robots Through Real-Time Feedback and Intervention Interfaces: Jiayang Xu, Marius Hoggenmüller, Xinyan Yu	16:10	
"AI that's so good it almost seems human:" Risk and Hype Cycles of AI and Chatbots in Mobile Mental Health Apps: Katherine di Bona, Kiran Ijaz, Naseem Ahmadpour	16:20	
Q&A	16:30	
CHISIG AGM		16:40 – 17:40
Welcome event		18:00 – 20:00

TUESDAY			
Paper Session 5: Aging and Inclusive Design		09:00 – 09:50	
Designing Inclusive Digital Spaces for Older Adults: The Role of Facilitation, Trust, and Emotional Safety: Yasamin Asadi, Kellie Vella, Margot Brereton, Alessandro Soro, Bernd Ploderer, Rachael Leigh Cook		09:00	
Supporting Social Interaction: Insights for Technology Designs to Foster Community Participant in Mild Dementia: Dominic Afuro Egbe, Margot Brereton, Bernd Ploderer, Andrew A. Baylor		09:10	
Beyond Monitoring: Older Adults Using Wearable Activity Trackers for Active Health Management and Behaviour Change: Elsy Garcia, Wei Zhao, Ryan M. Kelly, George Buchanan, Jenny Waycott		09:20	
Bleed Between the Lines: Barriers and Approaches to Personalisation in Menstrual Tracking for Marginalised Users: Freya Sambain, Tara Capel, Bernd Ploderer		09:30	
Q&A		09:40	
Paper Session 6: Accessibility, Education & Wellbeing		09:50 – 10:40	
Toward Dialogue: Longitudinal Shifts in Computing Students’ Discourse Through Sustained Engagement with People with Diverse Support Needs: Julia Hermann, Aysegül Dogangün		09:50	
Kanak: Automating the Generation of Accessible STEM Materials for Blind and Low-vision Students: Hari Palani, Rudaiba Adnin, Shivangee Nagar		10:00	
Indonesian Wellbeing Technology Kits of International Students in Australia: Opportunities for Legowo-Informed Design: Agata Filiana, Tara Capel, Daniel Johnson, Bernd Ploderer		10:10	
Towards Accessibility 2:0 in Higher Education – Evaluating Orientation and Comprehension of Accessibility Requirements with Undergraduate HCI Students: Ann-Kathrin Kubullek, Luca Zimmer, Thi Tuyet Mi Ly, Aysegül Dogangün		10:20	
Q&A		10:30	
Morning Tea	10:40 – 11:00	LBW/Demo 10:40 – 12:00	
Paper Session 7: Future of Work & Healthcare			11:00 – 11:50
Investigating the Role of a Gamified Educational Programs for Resilience in Healthcare Leadership: Nicole Chen, Angelina Nguyen, Karla Tran, Hannah Yuan, Nicole King, Sandra Warburton, Audrey P Wang, Soojeong Yoo			11:00
Investigating the effects of neurofeedback on knowledge workers' perceptions of self-accomplishment, focus and task performance: Teodora Mitrevska, Charlotte Kobiella, Julia Feckl, Sophia Sakel, Andreas Martin Butz, Christina Schneegass			11:10

TUESDAY		
Can We PreventText Neck" Using Only a Smartphone? Real-Time Neck Angle Estimation and a Serious Game as a Case Study: Kento Watanabe, Satoshi Nakamura	11:20	
Get a Room: Natural Backchannel Communication in Hybrid Meetings: Frederik Hirschmann, Johannes Kepler, Thomas Neumayr, Gianluca Schiavo, Johannes Schönböck, Mirjam Augstein	11:30	
Q&A	11:40	
Paper Session 8: Immersive Environments and Applications	11:50 - 12:40	
Effects of Customisation of AI Shopping Assistant on VR Retail: Andrew Wong, Yinshu Zhao, Wenge Xu, Nilufar Baghaei	11:50	
Safe but Silent? The Gendered Impact of Personal Space Bubbles (PSBs) in the Metaverse: Wenjin Zhu, Callum Parker	12:00	
Age-Related Differences in Immersive Experience During a Balance Task with VR Illusions: Achintha M. Abayasiri, Taylor J. M. Dick, Antonio Padilha Lanari Bo, Nilufar Baghaei	12:10	
XRGait: Immersive Gait Training Visualization with Integrated Sensing: Faisal Zaman, Nadia Pantidi, Jacob Young, Rafael Kuffner dos Anjos, Tom Trengrove, James Drown, Jonathan Lee	12:20	
Q&A	12:30	
Lunch		12:40 – 13:40
Provocations		13:40 – 15:40
Afternoon Tea		15:40 – 16:00
Student Design Competition Presentations & Judging		16:00 – 16:50
Dinner: Dalton House Pymont		18:00 – 21:00

WEDNESDAY	
Paper Session 9: Games and Play	09:30 – 10:20
On the Impact of Augmented Reality Game Mechanics on the Player Experience in Remote Multiplayer Gameplay: Yasas Sri Wickramasinghe, Heide Lukosch, James Everett, Stephan Lukosch	09:30
Evaluating Time in Play and Temporal Satisfaction: Time-Centric Language in Video Game User Reviews on Steam: Thomas Byers, Martin Gibbs, Bjørn Nansen	09:40
Designing for Children’s Nature Play and Place Attachment: An Observational Study in Early Childhood Education Centre: Chimi Om, Kellie Vella, Tshering Dema, Bernd Ploderer, Yanxia Li, Karen Murcia, Margot Brereton	09:50
Systems Intelligence Design Opportunities for Esports Teams: Satu Jumisko Pyykko, Eveliina Toivonen, Hermann Salomaa, Perttu Leppä, Heidi Kerkola, Harri Rintala	10:00
Q&A	10:10
Morning Tea	10:20 – 10:40
Paper Session 10: Systems, Methods & Tools	10:40 – 11:30
Ethics Pondscape: A pedagogical tool for building ethics reflexivity in students: Ajit G. Pillai, Yidan Cao, Xuefei Li, Phillip Gough, Naseem Ahmadpour	10:40
The Cassandra Method: Using Dystopian Visions to Inform Responsible HCI Design and Evaluation: Daniel Ullrich, Eva Bischoff, Sarah Diefenbach	10:50
Co-designing Smart Cities: a Case Study in the New Zealand Context: Jessica Turner, Ben E Jones, Aluna Everitt, Jemma L König	11:00
Making Cents of CBDC: Perceptions, Drivers, and Barriers to CBDC Adoption in New Zealand: Jennifer Ferreira, Connor Chartier, Michaela Cluett, Sukriti Kushwaha, Humza Qureshi	11:10
Q&A	11:20
Closing Keynote: Elizabeth Churchill	11:30 – 12:30
Closing Ceremony	12:30 – 13:00
Afternoon Tea	13:00 – 14:00