CHI 2015

CROSSINGS

SEOUL·KOREA

Conference Program

COEX Convention & Exhibition Center

18-23 April 2015

chi2015.acm.org

Monday – 20 April 2015

08:30 - 9:20	...	**Opening Plenary Keynote, "Crossing: HCI, Design and Sustainability"**
		Lou Yongqi, *Dean, College of Design and Innovation, Tongji University*
10:00 – 11:30	...	Coffee Break
		Video Showcase
		Student Game Competition Exhibit
11:30 - 12:50	...	Technical Sessions
12:50 - 14:30	...	Lunch Break (on your own)
14:30 - 15:50	...	Technical Sessions
15:50 - 16:30	...	Coffee Break
16:30 - 17:50	...	Technical Sessions
18:00 - 19:30	...	**Opening Reception & Exhibit Hall Grand Opening**

Tuesday – 21 April 2015

08:30 - 9:20	...	**Morning Keynote, "UX Design in the IoT Era"**
		Donghoon Chang, *VP, Head of Design Strategy Team and UX Center in Corporate Design Center, Samsung Electronics*
09:30 - 10:50	...	Technical Sessions
		(Note: Exhibit Hall open 10:30 - 17:30)
10:50 - 11:30	...	Coffee Break
		Interactivity Demos Open in Exhibit Hall
11:30 - 12:50	...	Technical Sessions
12:50 - 14:30	...	Lunch Break (on your own)
14:30 - 15:50	...	Technical Sessions
15:50 - 16:30	...	Coffee Break
		Interactivity Demos Open in Exhibit Hall
16:30 - 17:50	...	Technical Sessions
18:00 - 19:30	...	**Job Fair in Exhibit Hall**

Wednesday – 22 April 2015

08:30 - 9:20	...	**Morning Keynote, "Journey to a Better Life"**
		David Min, *Senior Research Fellow, LG Electronics*
09:30 - 10:50	...	Technical Sessions
		(Note: Exhibit Hall open 10:30 - 17:30)
10:50 - 11:30	...	Coffee Break
		Interactivity Demos Open in Exhibit Hall
11:30 - 12:50	...	Technical Sessions
12:50 - 14:30	...	Lunch Break (on your own)
14:30 - 15:50	...	Technical Sessions
15:50 - 16:30	...	Coffee Break
		Interactivity Demos Open in Exhibit Hall
16:30 - 17:50	...	Technical Sessions

Thursday – 23 April 2015

08:30 - 9:20	...	**Morning Keynote, ACM-W Athena Lecture**
		"Large-Scale Behavioral Data: Potential and Pitfalls"
		Susan T. Dumais, *ACM Fellow, Distinguished Scientist, Microsoft*
09:30 - 10:50	...	Technical Sessions
		(Note: Exhibit Hall open 10:30 - 13:30)
10:50 - 11:30	...	Coffee Break
		Interactivity Demos Open in Exhibit Hall
11:30 - 12:50	...	Technical Sessions
12:50 - 14:30	...	Lunch Break (on your own)
		(Note: Exhibit Hall closes at 13:30)
14:30 - 15:50	...	Technical Sessions
15:50 - 16:30	...	Coffee Break
16:30 - 17:50	...	**Closing Plenary Keynote**
		"Cultural Crossing from Local to Global through Music: Technology, Media and Future"
		PSY, *Social Media Innovator*

CHI 2015
CROSSINGS
SEOUL·KOREA

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WIFI (please note: case sensitive):
network name: CHI2015
user name: chi2015
password: chi2015

Welcome to CHI 2015

Welcome to CHI 2015, the premier international forum for human-computer interaction (HCI). The theme for the conference this year is CROSSINGS which represents our excitement about crossing into Asia for the first time and also reflects CHI's core principle of crossing disciplines, crossing people and technology, crossing research and business, crossing physical and digital, crossing you and me. The city of Seoul provides a fantastic location to showcase groundbreaking research and innovation from across Asia. In addition to a rich technical program with breakthroughs across a diversity of HCI topics, we are holding four special symposia devoted to insights from the Chinese, Japanese and ASEAN HCI communities. Throughout the conference, you will hear fresh perspectives from exciting Asian speakers along with other special presentations from speakers of wide-ranging backgrounds and viewpoints. Enjoy your CROSSINGS!

사용자 경험 (UX)와 HCI (Human-Computer Interaction) 분야의 대표적인 학술회의인 CHI 2015로 여러분을 초대합니다. CHI 2015는 30년 넘는 CHI 학회 역사상 처음으로 아시아에서 열리는 학회입니다. 올해 학회 테마는 "교차하기 (CROSSINGS)" 입니다. 이는 사람과 기술, 학교와 기업을 잇는 CHI의 학문간 융합과 교차를 상징합니다. 이번 CHI 2015는 전세계의 최신 UX 및 HCI 연구와 획기적이고 혁신적인 기술을 체험할 수 있는 최적의 장소입니다. 이와 더불어 중국, 일본 그리고 아세안 국가 HCI 커뮤니티들의 다양한 HCI 노하우, 인사이트를 경험할 수 있는 4개의 특별 심포지엄도 열릴 예정입니다. 학회 기간동안 전세계 발표자들의 폭넓은 경험과 관점을 담은 발표를 듣고 새로운 아이디어와 시각을 체험할 수 있을 것입니다. 아무쪼록 CHI 2015에 오셔서 지금까지 경험해보시지 못했던 새로운 UX/HCI 기술을 경험을 하시기를 기원합니다.

Bienvenue à CHI 2015, le forum international majeur sur l'Interaction Homme-Machine (IHM). Cette année, le thème de la conférence est "CROSSINGS" (carrefours, passaes), d'abord pour exprimer notre enthousiasme à franchir de nouvelles frontières et nous retrouver en Asie pour la première fois, mais aussi pour mettre en avant l'essence même de CHI, qui est à la croisée des disciplines, à la croisée des personnes et de la technologie, à la croisée des mondes académique et industriel, à la croisée des mondes physique et numérique, à la croisée de vous et moi. La ville de Séoul est l'endroit idéal pour mettre en avant la recherche et l'innovation de pointe issues de toutes les contrées d'Asie. Outre un programme riche en contributions scientifiques dans toutes les facettes de l'IHM, nous organisons quatre symposiums dédiés spécifiquement aux avancées des communautés IHM de Chine, du Japon et de l'ASEAN. Tout au long de la conférence, vous aurez le plaisir d'entendre des intervenants Asiatiques ouvrir de nouvelles perspectives, ainsi que de nombreuses présentations originales d'orateurs de tous horizons. Bons " CROSSINGS" !

欢迎参加CHI 2015，这个在人机交互（HCI）领域里顶级的国际会议与论坛。今年会议的主题是CROSSINGS（跨越），我们很高兴地第一次在亚洲举办此研讨会，并体现了CHI 跨越不同学科、跨越人员跟技术、跨越研究与产业、跨越实体和虚拟、以及跨越你我的基本原则。首尔市提供了一个绝佳的地理位置来展示亚洲不同区域的尖端与创新研究。除了丰富多采的会议议程及人机交互多样化的主题外，我们还提供了来自中国，日本和东南亚人机交互社群的四个特别专题讨论会。整个会议期间，你将会聆听到亚洲演讲者令人兴奋的崭新观点以及不同背景和角度的特别演示。尽情体验你的"跨越"吧！

Selamat datang di CHI 2015, sebuah forum internasional ternama di bidang Interaksi Manusia dan Komputer (HCI). Tema konferensi tahun ini adalah CROSSINGS yang menggambarkan kegembiraan untuk menyeberang ke Asia untuk pertama kalinya, dan juga melambangkan refleksi kita tentang prinsip utama konferensi CHI yaitu lintas disiplin, lintas manusia dan teknologi, lintas riset dan bisnis, lintas fisik dan digital, lintas Anda dan kami. Kota Seoul memberikan lokasi yang luar biasa untuk memamerkan berbagai terobosan penelitian dan inovasi terbaru dari seluruh Asia. Di dalam konferensi kali ini, selain program teknis yang kaya dengan berbagai terobosan baru di bidang HCI, kami juga akan menggelar empat simposium khusus untuk memberikan berbagai wawasan dari komunitas HCI di China, Jepang dan negara-negara ASEAN lainnya. Selama konferensi, Anda juga akan mendengar berbagai perspektif baru dari banyak pembicara Asia yang menarik bersama dengan presentasi khusus dari banyak pembicara lainnya dengan latar belakang dan sudut pandang yang beraneka ragam. Selamat menikmati CROSSINGS Anda

ヒューマン=コンピュータ=インタラクションの最高峰の国際会議であるCHI 2015にようこそ！今年の会議のテーマは"CROSSINGS"，はるか海を渡って，初めてアジアにこの会議を迎え入れる喜びと，学問領域・人々と技術・研究と実学・現実世界と仮想世界・この場にいる私たちを結びつけるというCHIの本質を表しています．既存の考え方や見識を打ち破るようなアジアからの研究成果や新しいアイデアを世に発信するため，ここソウルに一堂に会することとなりました．HCIに関連する様々な研究トピックにおける重要な成果を発表するプログラムに加え，中国・日本・ASEAN諸国のHCI研究コミュニティにおける研究動向を共有するため，本会議では4つのシンポジウムを併催しています．今年のCHIでは，幅広い経験や見識を持つ専門家が届ける発表とともに，アジアからの参加者が示す新しい研究の捉え方に耳を傾けてください．どうぞあなた自身の"CROSSINGS"を見つけてください！

CHI 2015
CROSSINGS

Willkommen bei CHI 2015, der weltweit führenden Konferenz für Mensch-Computer-Interaktion. Das Leitmotiv der diesjährigen Konferenz ist CROSSINGS – CHI überschreitet Grenzen. Es steht für unsere Vorfreude und Erwartung auf die erste CHI-Konferenz in Asien und drückt die wesentlichen Prinzipien von CHI aus: Disziplinäre Grenzen überschreiten, Grenzen zwischen Mensch und Technologie überwinden, den Austausch zwischen Forschung und Wirtschaft fördern, Grenzen zwischen der physischen und digitalen Welt verringern, und nicht zuletzt einen fruchtbaren Austausch zwischen Konferenzteilnehmern aus allen Ländern und Kulturen ermöglichen. Seoul ist eine hervorragende Stadt, um erstklassige Forschung und Innovation aus Asien zu präsentieren. Unser umfangreiches technisches Programm stellt bahnbrechende Forschungsergebnisse aus vielfältigen Themengebieten der Mensch-Computer-Interaktion vor. Darüber hinaus werden wir dieses Jahr vier spezielle Symposien veranstalten, die neuen Erkenntnissen aus den chinesischen, japanischen und südostasiatischen Forschungsgemeinschaften gewidmet sind. Die gesamte Konferenz hindurch werden Ihnen neue Perspektiven geboten, zum Beispiel in eingeladenen Vorträgen von hochkarätigen Referenten aus Asien und vielen weiteren Vortragenden mit den verschiedensten Hintergründen und Standpunkten. Viel Spaß beim Grenz-Überschreiten!

ยินดีต้อนรับสู่ CHI 2015 ซึ่งเป็นที่ประชุมสำหรับศาสตร์ปฏิสัมพันธ์ระหว่างคนและคอมพิวเตอร์ ชื่อการประชุมวิชาการนี้คือ การก้าวข้ามซึ่งเป็นเรื่องตื่นเต้นที่เราจะก้าวข้ามมายังเอเซียครั้งแรก และสะท้อนหลักของการก้าวข้ามระหว่างศาสตร์ ก้าวข้ามระหว่างและเทคโนโลยี ก้าวข้ามระหว่างการวิจัยและธุรกิจ ก้าวข้ามระหว่างกายภาพกับดิจิตอล ก้ามข้ามระหว่างคุณและผม เมืองโซลเป็นสถานที่ตื่นตาตื่นใจเป็นที่แสดงผลงานของการวิจัยและนวัตกรรมในทวีปเอเซีย นอกจากที่เราจะมีโปรแกรมที่เข้มข้นด้านเทคโนโลยของหัวข้อ HCI เราจัดงานสี่อย่างที่ได้จากจีน ญี่ปุ่น และชุมชน HCI อาเซียน. ตลอดการประชุมคุณจะได้ชมมุมมองที่น่าตื่นเต้นจากวิทยากรของเอเซียด้วยการนำเสนอจากมุมมองที่หลากหลาย ขอให้มีความสุขกับการก้าวข้าม

मानव-कम्प्यूटर-अंतःक्रिया (HCI) के प्रमुख अंतरराष्ट्रीय मंच, काई २०१५ (CHI 2015), में आपका स्वागत है। सम्मेलन में इस वर्ष का विषय है पार-गमन (CROSSINGS)। यह एशिया में पहली बार पार-गमन से जुड़े उत्साह और जोश को तथा काई (CHI) के मूल सिद्धांतों - लोगों और प्रौद्योगिकी की crossings, अनुसंधान और व्यापार की crossings, भौतिक और डिजिटल crossings, तथा आपकी और मेरी crossings का प्रतिनिधित्व करता है। सियोल शहर, एशिया भर के अभूतपूर्व अनुसंधान और नवाचार प्रदर्शति करने के लिए एक शानदार स्थान है। मानव-कम्प्यूटर-अंतःक्रिया (HCI) विषयों की विविध सफलताओं से सम्पूर्ण एक तकनीकी कार्यक्रम के अलावा, हम मानव-कम्प्यूटर-अंतःक्रिया (HCI) के चीनी, जापानी और एशियन समुदायों की अंतर्दृष्टि द्वारा समर्पति चार विशेष संगोष्ठियों का आयोजन कर रहे हैं। सम्मेलन के दौरान, आप रोमांचक एशियाई वक्ताओं के साथ साथ विभिन्न अनुभवी वक्ताओं की विशेष प्रस्तुतियों तथा नए दृष्टिकोण सुनेंगे। पार-गमन (CROSSINGS) के आनंद की शुभकामनायें !

Bienvenidos a CHI 2015, el principal foro internacional para la interacción humano-computadora (IHC). El tema de la conferencia este año es CROSSINGS (Travesías), que representa nuestro entusiasmo de emprender una travesía rumbo a Asia por primera vez. También representa el principal fundamento de CHI: realizar travesías entre disciplinas, gente y tecnología, entre investigaciones y negocios, travesías entre lo físico y lo digital, de aquí a allá, travesías entre tú y yo. La ciudad de Seúl es una fantástica sede para mostrar la investigación más revolucionaria e innovadora que hay alrededor de Asia. Además de un amplio programa técnico con innovaciones en diversos temas de IHC, tendremos cuatro simposios dedicados a la comprensión de las comunidades de IHC que existen en China, Japón y ASEAN. A lo largo de la conferencia escucharás frescas perspectivas de fascinantes expositores Asiáticos, así como presentaciones especiales con expositores que cuentan con una variedad inmensa de perspectivas y experiencias. ¡Disfruten sus travesías

Bem-vindo ao CHI 2015, o fórum internacional privilegiado de Interação Humano-Computador (HCI). O tema da conferência deste ano é CONEXÕES, que representa o nosso entusiasmo sobre a primeira conexão com a Ásia e também reflete o princípio multi-disciplinar do CHI, conectando pessoas e tecnologia, pesquisa e negócio, meios físicos e digitais, enfim, você e eu. A cidade de Seul oferece uma localização fantástica para destacar pesquisa e inovação por toda a Ásia. Além de um programa técnico rico em descobertas numa diversidade de temas em HCI, estamos realizando quatro simpósios especiais dedicados às descobertas nas comunidades chinesas, japonesas e ASEAN HCI. Ao longo da conferência, você vai ouvir novas perspectivas de palestrantes asiáticos, juntamente com outras apresentações especiais de palestrantes com variados perfis e pontos de vista. Desfrute de suas CONEXÕES!

مرحبا بكم في CHI 2015، المنتدى الدولي الاساسي للتفاعل بين الإنسان والكمبيوتر (CHI). وكان موضوع المؤتمر هذا العام هو المعابر التي تمثل لدينا الإثارة حول العبور الى آسيا لأول مرة، ويعكس أيضا المبدأ الأساسي CHI من التخصصات المعبر، عبر الناس والتكنولوجيا، وعبر البحوث والأعمال التجارية، وعبور المادية والرقمية، وعبور لي ولكم"!مدينة سيول يوفر موقع رائع لإبراز فتحا البحث والابتكار من أنحاء آسيا. وبالإضافة إلى برنامج فني غني في اختراقات في أنحاء مجموعة متنوعة من الموضوعات CHI، نجري أربعة الندوات الخاصة المكرسة لرؤى من المجتمعات HCI من الصين واليابان ودول رابطة أمم جنوب شرق آسيا. خلال المؤتمر، سوف تسمعون وجهات نظر جديدة من مكبرات الصوت الآسيوية مثيرة إلى جنب مع عروض خاصة أخرى من المتحدثين من خلفيات وجهات النظر واسعة النطاق"!استمتع المعابر الخاصة بكم!

General Conference Chairs

Bo Begole, *Huawei Technologies*   **Jinwoo Kim**, *Yonsei University, Korea*

Technical Program Chairs

Kori Inkpen, *Microsoft Research*   **Woontack Woo**, *KAIST*

MONDAY

8:30 - 10:00

Opening Plenary Keynote (Hall D1)
Lou Yonqi - *Crossing: HCI, Design and Sustainability*

10:00 - 11:30 – Coffee Break (Level 300/400 Foyers) • Student Games Competition (Hall E Foyer) • Video Showcase (Room 401)

	401	402	403	E1/E2	E3	E4	E5	E6
11:30 - 12:50	Papers Non-Rigid Interaction Surfaces	Papers What Do I Hear? Communicating with Sound	Papers Rethinking Evaluation for Today's HCI	Papers Improving Game Experiences	Papers Facebook Newsfeeds & Friendships	Papers Activism in Wikipedia & Beyond	Papers HMDs & Wearables to Overcome Disabilities	Papers Visualizing Data

12:50 - 14:30 – Lunch Break

	401	402	403	E1/E2	E3	E4	E5	E6
14:30 - 15:50	Special SIGCHI Social Impact Award	Papers Interaction in 3D Space	Papers Understanding & Evaluating Performance	Papers Music & Art	Papers Supporting Change in Developing Countries	Papers Privacy, Security & Interruptions	Papers Making & Sharing Assistive Technologies	Papers Matching & Facilitating Social Interactions

15:50 - 16:30 – Coffee Break (Level 300/400 Foyers)

	401	402	403	E1/E2	E3	E4	E5	E6
16:30 - 17:50	Papers Makers & Hackers	Papers How Fast Can You Type on Your Phone?	Papers Understand & Enhancing Learning	Papers Family Communication	Papers Crowdsourcing Fans & Friends	Papers Managing Personal Privacy	Papers Health Sensors & Monitoring	Papers Collaborative Tables, Walls & Rooms

18:00 - 19:30 – Conference Reception & Exhibit Grand Opening • Interactivity (Hall C2/C3)

TUESDAY

7:00 - 8:20 – Women's Breakfast (Room 327ABC)

8:30 - 9:20

Tuesday Morning Keynote (Hall D1)
Donghoon Chang - *UX Design in the IoT Era*

9:20 - 9:30 – Break

	401	402	403	E1/E2	E3	E4	E5	E6
9:30 - 10:50	Papers Muscle-Computer Interfaces	Papers Phones for More Than Just Talking & Text	Papers Search & Recommendations	Papers Kids Haptic, Wearable, Tangible Learning	Papers Motivation & Participation	Papers Sustainability & Recycling	Papers The Value of the Village in Caregiving	Papers I Like What I See - Interface Aesthetics

10:50 - 11:30 – Coffee Break • WIP Posters Rotation 1, Doctoral Consortium Posters • Interactivity (Hall C2/C3)

	401	402	403	E1/E2	E3	E4	E5	E6
11:30 - 12:50	Papers Smartwatch Interaction	Papers Tangible Interactions	Papers New Evaluation Approaches	Special Foundations & Trends in HCI 1	Papers Evaluating Crowdsourcing	Papers Smart Smartphone Authentication	Papers Healthcare Bias, Engagement & Adaptation	Papers Storytelling in InfoVis

12:50 - 14:30 – Lunch Break

	401	402	403	E1/E2	E3	E4	E5	E6
14:30 - 15:50	Special SIGCHI Lifetime Research Award	Panel Grip, Move & Tilt: Novel Interaction	Papers Interactive Video & Collaborative Annotations	Papers HCI for the Elderly	Papers The Impact of Crowd Work on Workers	Papers Social Media and Mobile Camera Privacy	Papers DIY Healthcare: Apps & Wearables	Papers Social Embodied Interaction

15:50 - 16:30 – Coffee Break • WIP Posters Rotation 1, Student Design & Student Research Posters • Interactivity (Hall C2/C3)

	401	402	403	E1/E2	E3	E4	E5	E6
16:30 - 17:50	Papers Design and 3D Object Fabrication	Papers Understanding & Extending Touch Interfaces	Papers Sharing & Collaboration @ Work	Papers Families and Their Use of Technology	Papers Understanding Crowdwork in Many Domains	Papers Eco-Green: Encouraging Energy Conservation	Papers Sports Tracking & Training	Papers Feeling & Communicating Emotions

18:00 - 19:30 • Job Fair & Recruiting Boards (Hall C2/C3)

							8:30 - 10:00
Opening Plenary Keynote (Hall D1) Lou Yonqi - *Crossing: HCI, Design and Sustainability*							

10:00 - 11:30 – Coffee Break (Level 300/400 Foyers) • Student Games Competition (Hall E Foyer) • Video Showcase (Room 401)

E7	307	308	317A	317BC	318A	318BC	
	Panel Transfer of HCI Research Innovations	alt.chi Augmentation	Course (C01) Designing Websites for Adults 55+	Course (C02) Cross-Device, Context-dependent UI		Course (C04) Body, Whys & Videotape: Somatic Approaches	11:30 - 12:50

12:50 - 14:30 – Lunch Break

| Course (C07) Actionable Inexpensive Games Research 1/2 | Papers Reflecting Upon Design Reflection | Case Studies Industrial Innovation | Course (C06) Intro to Human-Computer Interaction 1/2 | Course (C05) Design for Searching & Finding 1/2 | SIG Interactive Childhood | Course (C08) Design for Online Video & Television 1/2 | 14:30 - 15:50 |

15:50 - 16:30 – Coffee Break (Level 300/400 Foyers)

| Course (C07) Actionable Inexpensive Games Research 2/2 | Papers The Value of Things | alt.chi New User Interfaces | Course (C06) Intro to Human-Computer Interaction 2/2 | Course (C05) Design for Searching & Finding 2/2 | | Course (C08) Design for Online Video & Television 2/2 | 16:30 - 17:50 |

MONDAY

18:00 - 19:30 – Conference Reception & Exhibit Grand Opening • Interactivity (Hall C2/C3)

7:00 - 8:20 – Women's Breakfast (Room 327ABC)

							8:30 - 9:20
Tuesday Morning Keynote (Hall D1) Donghoon Chang - *UX Design in the IoT Era*							

9:20 - 9:30 – Break

E7	307	308	317A	317BC	318A	318BC	
Course (C11) Methods for Child Computer Interaction 1/2	Papers Supporting Creativity through UX Design	Case Studies Art & Life	Course (C09) Designing & Assessing Using Task Models 1/2	Course (C10) Learn to Sketch (Even if You Can't Draw) 1/2		Course (C12) Practical UX Research Methodologies 1/2	9:30 - 10:50

10:50 - 11:30 – Coffee Break • WIP Posters Rotation 1, Doctoral Consortium Posters • Interactivity (Hall C2/C3)

| Course (C11) Methods for Child Computer Interaction 2/2 | Panel You've Been Acquired! | alt.chi HCI Methodology | Course (C09) Designing & Assessing Using Task Models 2/2 | Course (C10) Learn to Sketch (Even if You Can't Draw) 2/2 | SIG Gender-Inclusive Software | Course (C12) Practical UX Research Methodologies 2/2 | 11:30 - 12:50 |

12:50 - 14:30 – Lunch Break

| Course (C15) HCI Lessons: From Earth to Outer Space 1/2 | Papers Innovation in Theories & Products | Case Studies Education & Work | Course (C14) Mobile Human-Computer Interaction 1/2 | Course (C13) Methods for HCI Research 1/2 | | Course (C16) Sketching User Experiences 1/2 | 14:30 - 15:50 |

15:50 - 16:30 – Coffee Break • WIP Posters Rotation 1, Student Design & Student Research Posters • Interactivity (Hall C2/C3)

| Course (C15) HCI Lessons: From Earth to Outer Space 2/2 | Papers Critical Design | Special Human Computer Interaction Journal 1 | Course (C14) Mobile Human-Computer Interaction 2/2 | Course (C13) Methods for HCI Research 2/2 | SIG Start and Run a SIGCHI Local Chapter | Course (C16) Sketching User Experiences 2/2 | 16:30 - 17:50 |

TUESDAY

18:00 - 19:30 • Job Fair & Recruiting Boards (Hall C2/C3)

WEDNESDAY

8:30 - 9:20

Wednesday Morning Keynote (Hall D1)
David Min - *Journey to a Better Life*

9:20 - 9:30 – Break

9:30 - 10:50

401	402	403	E1/E2	E3	E4	E5	E6
Papers HMDs in Augmented & Virtual Reality	Papers Tangible Interaction with Phones	Papers Neighborhoods & Disadvantaged Communities	Papers Player Performance & Experience in Games	Papers Bridging People & Beliefs with Social Media	Special Enhanced Security with Passwords & CAPTCHAs	Papers Accessibility at Home & on The Go	Papers Telepresence Video, Robots, and Walls

10:50 - 11:30 – Coffee Break • WIP Posters Rotation 2 • Interactivity (Hall C2/C3)

11:30 - 12:50

401	402	403	E1/E2	E3	E4	E5	E6
Papers Digital & Materials Fabrication	Papers Tactile Notifications for Phones & Wearables	Papers Automation and Interactive Feedback	Papers Art & Performance	Papers Bridging People & Beliefs with Social Media	Special Foundations & Trends in HCI 2	Papers Quantified Self for Humans & Pets	Papers Visualizing Statistics & Graphs

12:50 - 14:30 – Lunch Break

14:30 - 15:50

401	402	403	E1/E2	E3	E4	E5	E6
Special SIGCHI Lifetime Practice Award	Papers Understanding Everyday Use of Mobile Phones	Papers GUI Size, Resolution & Layout	Papers Kids Social, Emotional & Special Needs	Papers HCI for Civic Engagement	Papers Security Feedback & Warnings	Papers Wellness & Wearables	Papers Task Interruption & Resumption

15:50 - 16:30 – Coffee Break • WIP Posters Rotation 2 • Interactivity (Hall C2/C3)

16:30 - 17:50

401	402	403	E1/E2	E3	E4	E5	E6
Papers Using Random Body Parts for Input	Papers Brain & Physiological Data use for HCI	Papers Software Engineering Tools	Papers HCI at Home	Papers Voting & Volunteerism	Papers Socio-Political Interactions	Papers Understanding Health through Online Behavior	Papers Natural User Interfaces for InfoVis

THURSDAY

8:30 - 9:20

Thursday Morning Keynote, ACM-W Athena Lecture (Hall D1)
Susan T. Dumais, *ACM Fellow* - *Large-Scale Behavioral Data: Potential and Pitfalls*

9:20 - 9:30 – Break

9:30 - 10:50

401	402	403	E1/E2	E3	E4	E5	E6
Papers Augmented & Virtual Reality in the Real World	Papers Gesture Elicitation & Recognition	Papers Programming Environments	Papers Digital Collections, Practice & Legacy	Papers Multilingual Communication	Papers Empowering Users	Papers Accessibility for Vision Impaired Users	Papers Interactive & Multi-Surface Maps

10:50 - 11:30 – Coffee Break • Interactivity (Hall C2/C3)

11:30 - 12:50

401	402	403	E1/E2	E3	E4	E5	E6
Papers Robot Personalities	Papers Mid-Air Gestures and Interaction	Papers MOOCS & e-Learning	Papers Understanding Gamers	Papers Bridging Communities	Papers Gender & Technology	Papers Coping & Wellbeing Through HCI	Papers Interacting with Floors & Situated Displays

12:50 - 14:30 – Lunch Break

14:30 - 15:50

401	402	403	E1/E2	E3	E4	E5	E6
Papers Multi-Device Interaction	Papers Speech & Auditory Interfaces	Papers Email & Social Media at Work	Papers Understanding & Protecting Kids Tech Use	Papers Social Media & Citizen Science	Papers Disasters & Humanitarian Events	Papers Home Physiotherapy & Rehabilitation	Papers Interaction Techniques for Tables & Walls

15:50 - 16:30 – Coffee Break (Level 300/400 Foyers)

16:30 - 17:50

Closing Plenary Keynote (Hall D1)
PSY - *Cultural Crossing from Local to Global through Music: Technology, Media, and Future*

Wednesday Morning Keynote (Hall D1)
David Min - *Journey to a Better Life*

8:30 - 9:20

9:20 - 9:30 – Break

E7	307	308	317A	317BC	318A	318BC
Course (C18) Speech-based Interaction 1/2	Panels Experience Design for Games	alt.chi Arts and Phiolosphy	Course (C17) Intro to Creating Musical Interfaces 1/2			Course (C19) Designing Surveys for HCI Research 1/2

9:30 - 10:50

10:50 - 11:30 – Coffee Break • WIP Posters Rotation 2 • Interactivity (Hall C2/C3)

E7	307	308	317A	317BC	318A	318BC
Course (C18) Speech-based Interaction 2/2	Panel Transdisciplinary Design in Education	Special Human Computer Interaction Journal 2	Course (C17) Intro to Creating Musical Interfaces 2/2	Special Student Research Competition Finals	SIG Online Deliberative Processes and Tech	Course (C19) Designing Surveys for HCI Research 2/2

11:30 - 12:50

12:50 - 14:30 – Lunch Break

E7	307	308	317A	317BC	318A	318BC
Course (C22) Rapid Design Labs - Design-Led Innovation 1/2	Panels 10 Years of alt.chi	Course (C20) Designing Wearable Interfaces 1/2	Course (C21) Experience Sampling to Collect Deep Data 1/2	Special Student Design Competition Finals		Course (C23) Conceptual Models: Core to Good Design 1/2

14:30 - 15:50

15:50 - 16:30 – Coffee Break • WIP Posters Rotation 2 • Interactivity (Hall C2/C3)

E7	307	308	317A	317BC	318A	318BC
Course (C22) Rapid Design Labs - Design-Led Innovation 2/2	Papers UX Methods 4	Course (C20) Designing Wearable Interfaces 2/2	Course (C21) Experience Sampling to Collect Deep Data 2/2	Special Student Game Competition Finals	SIG Understanding Sports	Course (C23) Conceptual Models: Core to Good Design 2/2

16:30 - 17:50

WEDNESDAY

Thursday Morning Keynote, ACM-W Athena Lecture (Hall D1)
Susan T. Dumais, *ACM Fellow* - *Large-Scale Behavioral Data: Potential and Pitfalls*
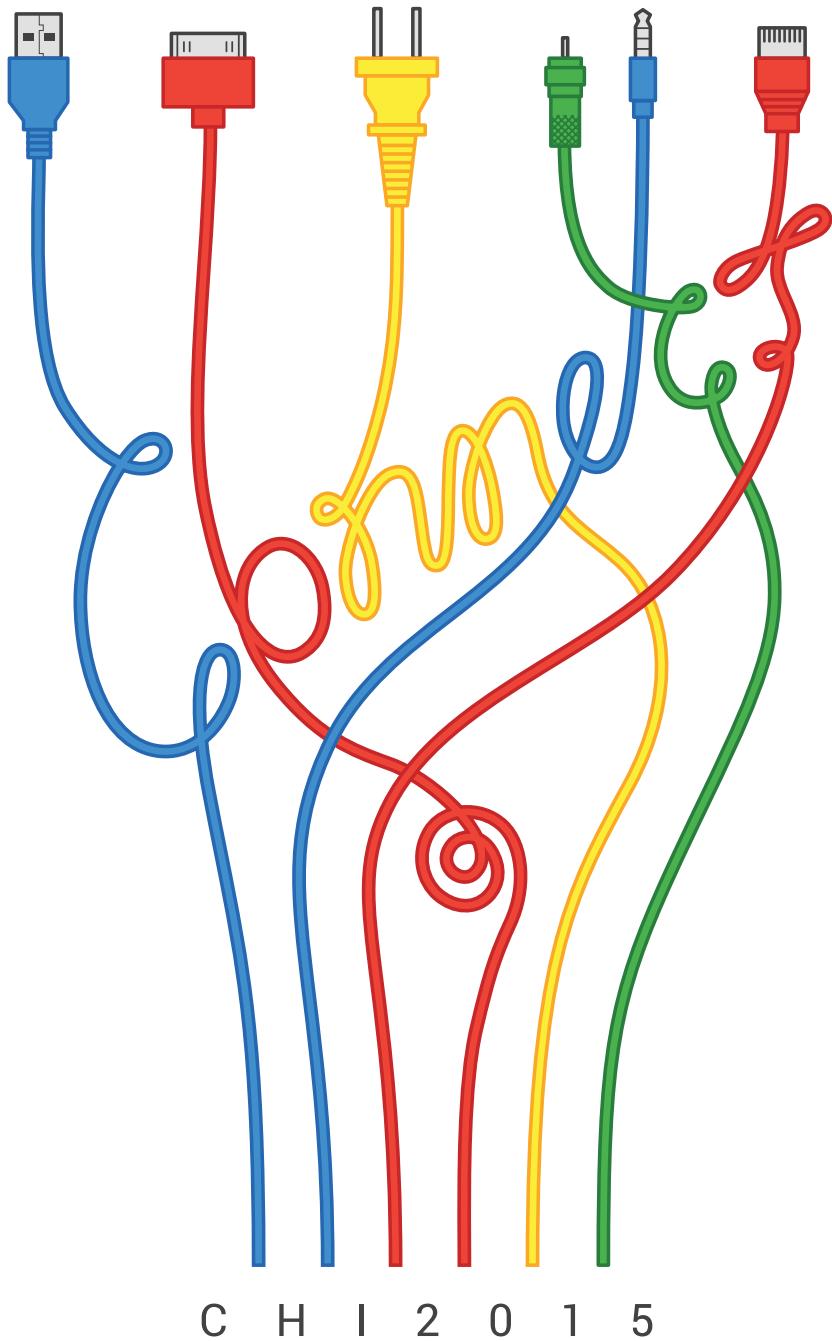
8:30 - 9:20

9:20 - 9:30 – Break

E7	307	308	317A	317BC	318A	318BC
Course (C25) Interaction Design for Reading Devices	Panel Mobile Devices Revolutionizing UI	Case Studies Observation & Interaction		Course (C24) Vision-Driven: Beyond Tangible Bits		Course (C26) Introduction to Positive Computing

9:30 - 10:50

10:50 - 11:30 – Coffee Break • Interactivity (Hall C2/C3)

E7	307	308	317A	317BC	318A	318BC
Course (C28) Benefit from Using ISO Standards	Panel Why Google Cannot Be the #1 in Korea?	alt.chi Mindfulness and Care		Course (C27) Designing with the Mind in Mind		

11:30 - 12:50

12:50 - 14:30 – Lunch Break

E7	307	308	317A	317BC	318A	318BC
	Papers Papers: Interacting with GUIs	Case Studies Special Environments				

14:30 - 15:50

15:50 - 16:30 – Coffee Break (Level 300/400 Foyers)

Closing Plenary Keynote (Hall D1)
PSY - *Cultural Crossing from Local to Global through Music: Technology, Media, and Future*

16:30 - 17:50

THURSDAY

CHI 2015

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Check out Google's CHI 2015 mobile site to see our schedule
of events, accepted papers, who is attending and more!

http://goo.gl/Du2Ein

General Conference Chairs

Jinwoo Kim, *Yonsei University, Korea*
Bo Begole, *Huawei, USA*

Technical Program

Technical Program Chairs

Woontack Woo, *KAIST, Korea*
Kori Inkpen, *Microsoft Research, USA*

Papers and Notes

Andy Cockburn, *University of Canterbury, New Zealand*
Joanna McGrenere, *University of British Columbia, Canada*
Jun Rekimoto, *University of Tokyo, Japan*

Best of CHI Awards

Mark Billinghurst, *University of Canterbury, New Zealand*

Panels

Khai Truong, *UNC Charlotte, USA*
Elaine M. Huang, *University of Zurich, Switzerland*

Case Studies

Danielle Cooley, *USA*
Joonhwan Lee, *Seoul National University, Korea*

Courses

Regina Bernhaupt, *Ruwido, Austria*
Matt Jones, *Swansea University, United Kingdom*

Interactivity

Julie Rico Williamson, *University of Glasgow, United Kingdom*
Juhyun Eune, *Seoul National University, Korea*

Video Showcase

Jinwook Seo, *Seoul National University, Korea*
Rodrigo de Oliveira, *YouTube, USA*

SIGs

Enrico Rukzio, *Ulm University, Germany*
Simone Barbosa, *PUC-Rio, Brazil*

Doctoral Consortium

Si-Jung "Jun" Kim, *University of Nevada Las Vegas, USA*
Jaime Teevan, *Microsoft Research, USA*
Susan Fussell, *Cornell University, USA*

Workshops

Jürgen Steimle, *Max Planck Institute for Informatics, Germany*
Bongshin Lee, *Microsoft Research, USA*

Works in Progress

Shamsi Iqbal, *Microsoft Research, USA*
Shaun Lawson, *University of Lincoln, UK*
Shendong Zhao, *National University of Singapore, Singapore*

Student Design Competition

Youn-Kyung Lim, *KAIST, Korea*
Anirudha Joshi, *IIT Bombay, India*

Student Research Competition

Seungyon "Claire" Lee, *Google, USA*
Derek Reilly, *Dalhousie University, Canada*
Geehyuk Lee, *KAIST, Korea*

Student Game Competition

Floyd Muller, *RMIT University, Australia*
Alessandro Canossa, *Northeastern University, USA*
Soojin Jun, *Yonsei University, Korea*

alt.chi

Silvia Lindtner, *University of California, Irvine, USA*
Morgan Ames, *Intel, USA*
Henry Duh, *UTAS, Australia*

TOCHI papers

Jeff Nichols, *IBM, USA*

Conference Theme/Local Heroes

Kyle Hyunsuk Kim, *Hongik University, Korea*

Operations

Student Volunteers Coordinators

Jon Haber, *University of Calgary, Canada*
Siroberto Scerbo, *Virginia Tech, USA*
Jieun Wee, *Seoul National University, Korea*

Chair's Assistants

Yoojin Lee, *Yonsei University, Korea*
Nikolas Martelaro, *Stanford University, USA*

Data Management

Max Van Kleek, *University of Southampton, UK*
BoYu Gao, *Konkuk University, Korea*

Design

Elizabeth Dykstra-Erickson, *Splunk, Inc.*
Jina Wu, *Cisco Systems*

Opening Animation Director

Chris Inkyong Whang, *Hongik University, Korea*

Technical Liason

Sara Drenner, *BI Worldwide, USA*
Scooter Morris, *University of California, San Franscisco, USA*

Proceedings

Deana Brown, *Georgia Tech, USA*
Jaejeung Kim, *KAIST, Korea*

Posters

Hyunjoo Song, *Seoul National University, Korea*

Infrastructure Accessibility

Jongbae Kim, *Yonsei University, Korea*

Digital Accessibility

Jeff Bigham, *Carnegie Mellon University, USA*

Local Hospitality

Junho Choi, *Yonsei University, Korea*

Video Previews

Stéphane Huot, *Inria, France*
Fanny Chevalier, *Inria, France*

Social Media

Max Wilson, *University of Nottingham, UK*
Kwangsu Cho, *Yonsei University, Korea*

Scheduling

Christophe Hurter, *ENAC, France*
Juho Kim, *MIT, USA*

Mobile Applications

Stephen Oney, *Carnegie Mellon University, USA*
Jason Wiese, *Carnegie Mellon University, USA*
Eiji Hayashi, *Carnegie Mellon University, USA*
Célia Martinie, *Université Toulouse 3, France*

Translations

Susan Fussell, *Cornell University, USA*
Naomi Yamashita, *NTT, Japan*

Webmaster

Juho Kim, *MIT, USA*
Toni-Jan Keith Monserrat, *UPLB, Philippines*

Conference Management

Janeé Pelletier, *Conference & Logistics Consultants, USA*
Allison Perrelli, *Conference & Logistics Consultants, USA*

Sponsors, Exhibits & Recruitment

Carol Klyver, *Foundations of Excellence, USA*
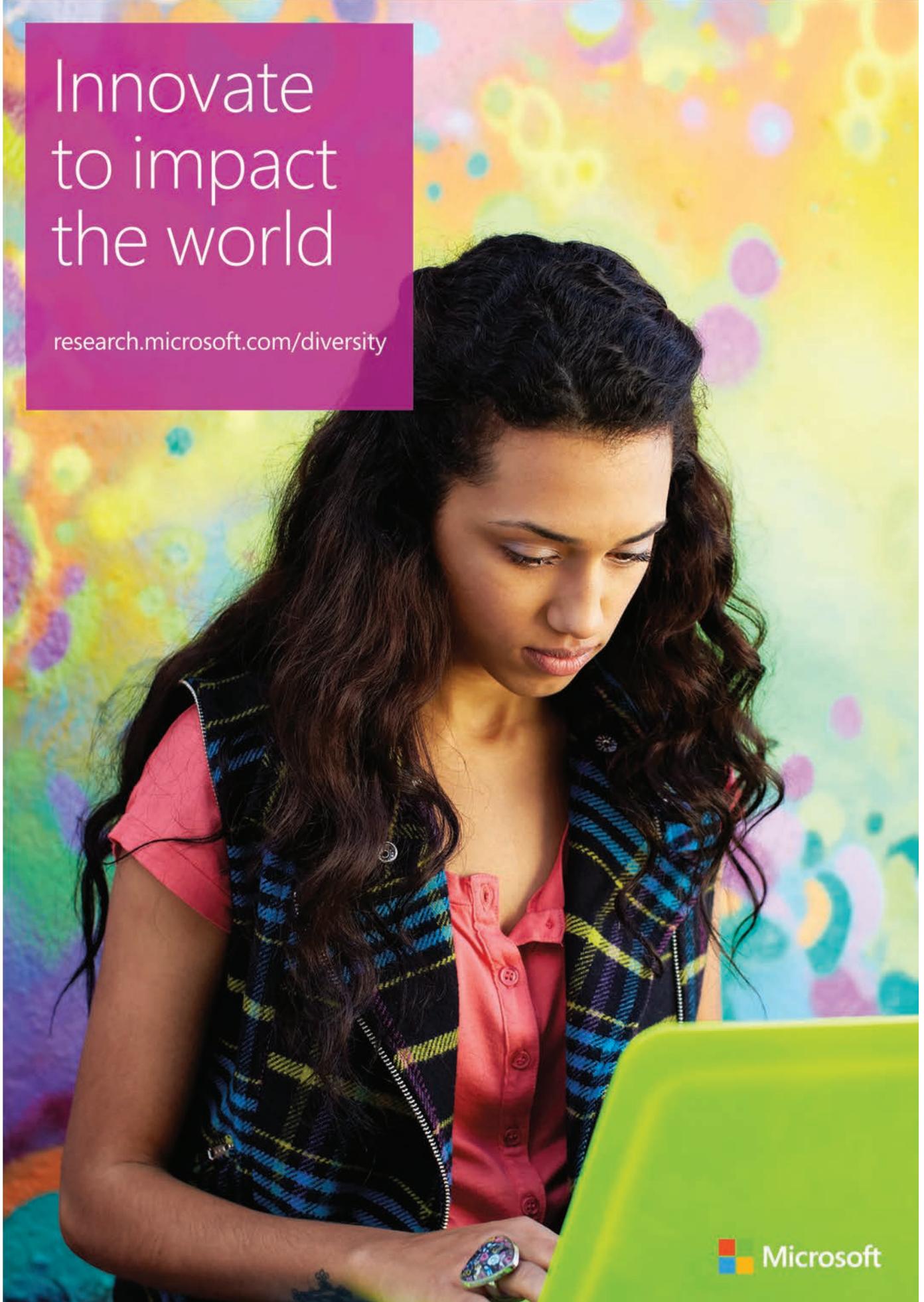
Registration

Yvonne Lopez, *Executive Events Inc., USA*
Brooke Daley, *Executive Events Inc., USA*

PCS Liaison

Max van Kleek, *University of Southampton, UK*
Carol Klyver, *Foundations of Excellence, USA*
Scooter Morris, *University of California, San Francisco, USA*

Women's Breakfast Event

Allison Druin, *University of Maryland, USA*

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■ **ACM SIGCHI**

CHI 2015 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 100,000 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 ACM.

SIGCHI is the premier international society for professionals, academics, and students who are interested in 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 the SIGCHI Town Hall meeting on Wednesday at 12:50 in Room 308 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)
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Email: acmhelp@acm.org
Write: Association for Computing Machinery, Inc.
           General Post Office
           P.O. Box 30777
           New York, NY 10087-0777, USA

■ **CHI 2015 OVERVIEW**

The CHI 2015 technical program showcases presentations of outstanding research in human-computer interaction (HCI), demonstrations of new and innovative technology, discussions of timely and controversial issues, and presentations of the latest developments in HCI design and practice. The CHI technical program includes presentations in multiple formats, recorded in the *CHI 2015 Proceedings and Extended Abstracts* available from the ACM Digital Library and on the CHI 2015 USB key.

■ **SATURDAY– SUNDAY EVENTS**

Doctoral Consortium - Invitation Only   *Room 308AB*
Selected doctoral students present and explore their research topics with senior researchers and other students in a two-day interdisciplinary workshop. Doctoral Consortium posters are displayed in the Commons and brief descriptions appear in the *CHI 2015 Extended Abstracts*.

Doctoral Consortium Mentors:
Gregory Abowd, Mark Blythe, Susan Fussell (Co-Chair), Darren Gergle, Jim Hollan, Si-Jung "Jun" Kim (Co-Chair), Alice Oh, Jaime Teevan (Co-Chair)

Workshops - Invitation Only   *Level 300*
Workshops provide a valuable opportunity for small communities of people with diverse perspectives 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 a brief description of each workshop appears in the CHI 2015 Extended Abstracts. Some workshops choose to display a poster in the Exhibit Hall E Poster Area.

Asian CHI Symposia - Open to Public   *Level 300*
CHI 2015 is offering a series of special symposia for topics pertinent to HCI communities across Asia. These symposia may contain content in English or in a regional language. Participants include both presenters and audience members. The symposia descriptions appear in the CHI 2015 Extended Abstracts.

■ **TECHNICAL PROGRAM | MONDAY — THURSDAY**

CHI 2015 received over 3200 submissions and accepted over 1000 presentations and events distributed across 15 parallel sessions over four days. With so many presentations happening at once, how do you choose? CHI 2015 offers the following resources to help you make the most of your conference experience:

Choosing sessions to attend

1. This *CHI 2015 Conference Program* describes the venues and offers at-a-glance summaries of all events in the main technical program, as well as times and locations.

2. The *CHI 2015 USB key* provided when you register includes the *CHI 2015 Conference Proceedings and Extended Abstracts*, also available in the ACM Digital Library, and the CHI 2015 Video Previews (see below). Extra USB keys are available for purchase at the Registration Desk.

3. The free *CHI 2015 Mobile App* contains the full CHI 2015 program as well as a personal interactive schedule to help you keep track of events you would like to see. The CHI 2015 Proceedings and Extended Abstracts as well as Video Previews (below) can be loaded into the Mobile App for easy access. That app can be downloaded from Apple's App Store and Google Play. A web version can be accessed at: http://chi2015.acm.org/mobileapp.

4. The *CHI 2015 Video Previews* are 30-second video overviews of most presentations in the main technical program. You can browse Video Previews on the CHI 2015 USB, the CHI 2015 web site and the CHI 2015 Mobile App.

5. *CHI 2015 Student Volunteers* (SVs) are available to point you in the right direction or answer questions about the program.

■ CHI 2015 CONFERENCE PROCEEDINGS

The *CHI 2015 Conference Proceedings* contain Papers and Notes, the most rigorously reviewed and prestigious material in the main technical program. The CHI 2015 Program Committee received 2125 submissions for Papers and Notes. Each was reviewed by one or more Associate Chairs, as well as three or more external reviewers. After a rebuttal phase, the 200+ senior Associate Chairs met in person within specialized subcommittees to discuss and select the accepted papers. The CHI 2015 acceptance rate was 23%.

The CHI 2015 Papers and Notes document research that makes a lasting and significant contribution to our knowledge and understanding of human-computer interaction. CHI Conference Proceedings are read and cited worldwide, with a broad impact on the development of HCI principles, theories, techniques, and their practical application.

CHI Papers
20-minute presentations

Papers present significant contributions to research, development, and practice in all areas of human-computer interaction.

CHI Notes
10-minute presentations

Notes are briefer and more focused than CHI Papers but follow the same rigorous review process.

TOCHI Papers
20-minute presentations

TOCHI papers were published within the past year in SIGCHI's flagship journal, *ACM Transactions on Computer-Human Interaction*.

■ CHI 2015 EXTENDED ABSTRACTS

The *CHI 2015 Extended Abstracts* record interactive events designed to provoke, intrigue, teach and inspire the CHI audience and capture a history of HCI practice.

Courses   *Rooms 317A, 317BC, 318BC, E7*
One or two 80-minute units
List on page 53

Courses provide professional development opportunities for existing and prospective HCI community members. Pre-register to receive the course notes and an identifier on your badge that permits entry to the course. You may register for any unfilled courses at the Registration Desk.

Case Studies   *Room 308ABC*
20-minute presentations

Case Studies describe examples of best practices in human-computer interaction. The goal is to explain methods that deliver reliable, high-quality results based on real-world experience and to present the lessons learned.

Panels   *Room 307ABC*
80-minute sessions

Panels take various formats but always involve significant interaction among panelists and audience members around a specified topic. The goal is to stimulate thought and discussion on current issues in human-computer interaction.

alt.chi   *Room 308ABC*
20-minute presentations

Entering its tenth year, alt.chi offers an outlet for unusual, controversial, alternative or thought-provoking work that does not fit within the standard CHI submission process. The format encourages lively audience participation.

Special Interest Groups (SIGs)   *Room 318A*
80-minute sessions

SIGs offer a forum for conference attendees who share similar interests to discuss a specified topic. Previous SIGs have launched new conferences and publications or generated new CHI activities.

Video Showcase   *Room 401*
80-minute session
List on page 52

The CHI 2015 Video Showcase features engaging videos that offer a variety of perspectives on human-computer interaction, including novel interfaces, reflective pieces and future envisionments. Come and enjoy the videos during Monday morning break (10:00 – 11:30) followed by the Golden Mouse award ceremony. The People's Choice Video award will be announced at the Closing Plenary.

Interactivity   *Hall C2/C3*
Hands-on demonstrations
List on page 62

Interactivity offers hands-on demonstrations that let you see, hear and touch interactive visions of the future. They take the form of prototypes, demonstrations, artworks, design experiences and inspirational technologies. Interactivity offers an alternative to CHI's traditional text format to present advances in the field. Interactivity promotes and provokes discussion about the role of technology through hands-on engagement. Come see Interactivity at the CHI 2015 Conference Reception and Exhibits Grand Opening (Monday 18:00 – 19:30, Hall C2/C3) and during coffee breaks.

Works in Progress (WIP)   *Hall C2/C3*
Posters
List on page 56

Works in Progress present work at an early stage that can benefit from one-on-one discussions with colleagues. WIP Posters will be displayed in two rotations; the first rotation on Tuesday (21st April) and the second on Wednesday (22nd April). Morning and afternoon coffee breaks on Tuesday and Wednesday are designated sessions during which WIP authors will be available at their posters to informally discuss their research with colleagues. These sessions will also feature some structured interactive activities where authors will describe their work. Please come and hear about their ground-breaking work at these times.

Doctoral Consortium   *Room 308AB*
Posters
List on page 54

Doctoral Consortium students are available to discuss their research in the DC Spotlight session Tuesday during morning coffee break (10:50 – 11:30).

Student Research Competition
Posters and 80-minute session
List on page 54

The Student Research Competition (SRC) is a branch of the ACM Student Research Competition. Students' posters are on display in Hall C2/C3 with author presentations during Tuesday's afternoon break (15:50-16:30). Final presentations are held on Wednesday (11:30 – 12:50, Room 317BC). Winners are announced at the Closing Plenary.

Student Design Competition
Posters and 80-minute session
List on page 55

The Student Design Competition (SDC) challenges students to design a product, application, technology, or service that enable people who are a new and completely unexplored user group in any country to appropriate things and technologies around them. Monday 10:00 – 11:30 (Room 327ABC) is the Closed Jury Session. Semi-finalist posters are displayed in the Hall C2/C3 poster area, and authors will be presenting their work to all attendees during Tuesday's afternoon break (15:50 – 16:30). The SDC jury selects four finalists to present on Wednesday (14:30 – 15:50, Room 317BC). The winner is announced at the Closing Plenary.

Student Game Competition
Demonstrations and 80-minute session
List on page 55

The Student Game Competition (SGC) challenges students to design games in three categories: Games for a Purpose, Innovative Interface, and Innovative Game Design. Students demonstrate their games on Monday (10:00 – 11:30, Hall E Foyer). The final presentations and ceremony is held on Wednesday (16:30 – 17:50, Room 317BC). Winners are also announced at the Closing Plenary.

◼ SIMULTANEOUS TRANSLATION SUPPORT

This year, CHI is planning to provide simultaneous translation from English to Chinese, Japanese and Korean in the main auditorium throughout the first and last day of conference, covering the Opening and Closing sessions along with other sessions. Additional translation support such as machine translation and closed captioning will be available for other sessions throughout the conference.

Translation Chairs:

Susan Fussell, *Cornell University, USA*

Naomi Yamashita, *NTT, Japan*

Translation Support Committee:

Bo Begole, *Huawei R&D, USA*

Fanny Chevalier, *INRIA, France*

Henry Duh, *University of Tasmania, Australia*

Stéphane Huo, *Université Paris-Sud, France*

Walter Lasecki, *University of Rochester, USA*

Yoojin Lee, *Yonsei University, Korea*

Rodrigo de Oliveira, *Google, USA*

Masayuki Otani, *Kyoto University, Japan*

Eunice Sari, *University of Western Australia, Australia*

Saiph Savage, *Universidad Nacional Autonóma de México, México*

Juergen Steimle, *MIT, TU Darmstadt, Germany*

Sakol Teeravarunyou, *King Mongkut's University of Technology, Thailand*

Bimlesh Wadhwa, *National University of Singapore, Singapore*

Koji Yatani, *University of Tokyo, Japan*

■ SPECIAL DAYTIME EVENTS

Student Games Exhibition   *Hall E Foyer*
Monday, 10:00 – 11:30

CHI attendees can try out the games from the Student Games Competition (listed on page 55) during this special morning break.

Women's Breakfast   *Room 327ABC*
Tuesday, 7:00 – 8:30

This breakfast offers participants the opportunity to broaden personal professional networks in the field of HCI and to engage in discussions on such topics as mentoring networks, work-life balance, diverse success paths, and personal-branding. During this program participants share their stories of success and challenge which can inspire CHI women who may be longtime leaders or new to the field.

ACM SIGCHI Town Hall Lunch   *Room 308*
Wednesday, 12:50 – 14:30

SIGCHI officers present ongoing programs and activities, followed by an audience Q&A session. Participants interested in shaping SIGCHI's future are encouraged to attend. An informal lunch is available on a first-come, first-served basis.

■ SPECIAL EVENING EVENTS

Conference Reception
& Exhibits Grand Opening   *Hall C2/C3*
Monday, 18:00 – 19:30

Catch up with old friends and meet new ones at the CHI 2015 Conference Reception! Explore almost 50 hands-on demonstrations and performances at the Grand Opening of Exhibits and Interactivity. The reception features Korean themed food choices and live performances. Admission and drinks tickets are included with your conference registration; additional tickets may be purchased at the Registration Desk. Tickets are not available at the door.

Job Fair & Recruiting Boards   *Hall C2/C3*
Tuesday, 18:00 – 19:30

Recruiters and job candidates are invited to take advantage of the CHI 2015 Job Fair on Tuesday evening. Visit the Recruiting Boards and designated exhibit booths throughout the conference to find out more about available positions.

CHI 2015 Hero Sponsor Recruiters:

Samsung	Booths 1-3

CHI 2015 Champion Sponsor Recruiters:

Golfzon	Booths 17 & 18
Google	Booths 21 & 22

CHI 2015 Contributing Sponsor Recruiters:

Disney Research	Recruiting Board
Facebook	Booth 16

CHI 2015 Additional Recruiters:

Bentley University	Recruiting Board
Cisco Systems	Recruiting Board
Robert Bosch	Recruiting Board
GE	Recruiting Board
LG	Recruiting Board
Samsung SDS, CX Team	Booth 11
SAP	Booths 34 & 35
SMART Technologies	Recruiting Board
Splunk, Inc.	Recruiting Board

Hospitality Receptions   *various locations*
Wednesday evening

Private and public receptions are often hosted by different companies, universities, and other organizations on Wednesday evening. Your badge is your ticket to enter if these are public, so please be sure to wear it.

■ OPENING HOURS

Registration and Merchandise Desk

Register for the CHI 2015 Conference and Workshops at the Registration Desk located on Saturday and Sunday morning in the Level 300 Foyer and for the CHI 2015 Conference and Courses (subject to availability) Sunday afternoon through Thursday in the Hall D1 Foyer of the Convention Center. CHI 2015 Merchandise, including plush toy tigers and T-shirts, will be available for purchase (subject to availability).

Saturday	07:30 – 12:00	Level 300 Foyer
Sunday	07:30 – 10:00	Level 300 Foyer
Sunday	16:00 – 18:00	Hall D1 Foyer
Monday	07:30 – 19:00	Hall D1 Foyer
Tuesday	07:30 – 19:00	Hall D1 Foyer
Wednesday	07:30 – 17:30	Hall D1 Foyer
Thursday	07:30 – 16:30	Hall D1 Foyer

The Commons (Exhibit Hall) *Hall C2/C3*

Hall C2/C3 is on Level 3F (3rd floor) of the COEX Convention and Exhibition Center. Here you can enjoy a beverage and light snack during coffee breaks, talk with colleagues or explore Exhibits, Posters and Interactivity demonstrations and performances. Opens on Monday evening.

Monday	18:00 – 19:30	Opening Reception
Tuesday	10:30 – 18:00	(18:00 – 19:30 Job Fair)
Wednesday	10:30 – 17:30	
Thursday	10:30 – 13:30	

Coffee Breaks

Regularly scheduled morning and afternoon coffee breaks are complimentary for all registered CHI 2015 attendees:

Monday	10:00 – 11:30	Level 300&400 Foyers
	15:50 – 16:30	Level 300&400 Foyers
Tuesday-Wednesday	10:50 – 11:30	Hall C2/C3
	15:50 – 16:30	Hall C2/C3
Thursday	10:50 – 11:30	Hall C2/C3
	15:50 – 16:30	Level 300&400 Foyers

Speaker Ready Room *Room 306*

Speakers and session chairs may use this room as a central check-in point and speakers may reserve a projector to prepare materials and rehearse their presentations. Sign up early with the staff person, since appointments are on a first-come, first-served basis and only one projector is available.

Sunday-Wednesday	08:00 – 17:00
Thursday	08:00 – 14:00

Media/Press Office *Room 309*

CHI 2015 welcomes members of the media. Please stop by the Media Office Monday through Thursday to get information on scheduled Media Events this week, and to learn more about CHI 2015, SIGCHI, and future CHI conferences. CHI 2015 media coordinators will be happy to schedule interviews with select authors at the conference. The Media Office hours are the same as the Registration Desk.

■ CHI INFORMATION AND POLICIES

CHI 2015 Information Desk *Hall C2/C3*

Student Volunteers staff the Information desk during Exhibits hours. They are happy to help answer your questions or find someone who can. At other times, stop by the Registration Desk for information.

Student Volunteers *Room 301AB*

CHI 2015 has well over 100 Student Volunteers, easily identified by their bright colored SV t-shirts. Most are graduate students in human-computer interaction and some are seeking jobs or internships.

Name Badges

Your CHI 2015 name badge serves as your admission pass to conference sessions and events. Please wear your name badge at all times while inside the convention center. Conference management reserves the right to deny admission to anyone not wearing a CHI 2015 name badge.

Internet Café *Hall C2/C3*

Enjoy chatting with colleagues during the breaks at the Internet Café, located in the Exhibit Hall. CHI 2015 provides access to power for your mobile devices in addition to wireless access.

Wireless Access

CHI 2015 offers wireless high-speed internet access throughout the convention center including in all meeting rooms. Also, please be considerate of your colleagues and limit your time spent online.

Blogging & Photosharing

CHI encourages conference attendees to blog CHI. Please add the category or keyword "CHI 2015" to your blog entries so that others may find them easily. We encourage photosharing by services such as Flickr, but please add a "CHI 2015" tag to your photos and "#chi2015" to your tweets.

Photography and Recording

Photographing crowd scenes and people interacting with technology is common at CHI and attendees should be aware that their image might be captured. Please use common courtesy when taking photos or video of individuals that are later uploaded to YouTube, Flickr or similar sites and ask permission before posting pictures of identifiable people. The use of any type of audio or video recording device is not permitted during any part of the conference.

Smoking Policy

The COEX Convention and Exhibition Center is a non-smoking facility and smoking is permitted outside only in designated areas.

◼ ASIAN CHI SYMPOSIA

CHI 2015 is offering a series of special symposia for topics pertinent to HCI communities across Asia. These symposia may contain content in English or in a regional language. Participants include both presenters and audience members. The symposia descriptions appear in the CHI 2015 Extended Abstracts.

S01 Chinese CHI Symposium: Chinese HCI Society
Room 318AB

Saturday April 18th - Sunday April 19th http://chchi2015.icachi.org/

Chinese CHI is the Chinese leading forum for research in all areas of Human-Computer Interaction. It attracts an international community of practitioners, researchers, academics and students from a wide range of disciplines including user experience design, software engineering, human factors, information systems, social science and creative industries among other disciplines.

Organizers:

Hao-Chuan Wang, *National Tsing Hua University, Taiwan*

Gary Hsieh, *University of Washington, USA*

Xiaojun Bi, *Google, USA*

Henry Duh, *University of Tasmania, Australia*

Yihsiu Chen, *HTC Creative Labs, USA*

S02 Crossing HCI for Development in Asia Pacific
Room 319

Sunday April 19th http://hci4d.uxindo.com/

Asia Pacific is well-known for its wide diversity in languages and cultures, which subsequently make the ICT landscapes in the region to be unique and diverse in many terms. This symposium provides an excellent opportunity for academia and professionals to showcase the latest HCI for Development (HCI4D) research, case studies, and industrial engagement in Asia Pacific.

As a part of Asian CHI Symposia (ACHIS) of CHI 2015 conference, we welcome participation from academia and professionals who are interested in the research and development of HCI in Asia Pacific. Under the big conference theme "CROSSINGS", we would like to bring cross-exchange of information and transfer of knowledge in this multidisciplinary environment and socioeconomic aspects of research in Human-Computer Interaction (HCI).

This symposium is open to everyone interested in HCI and UX.

Organizers:

Eunice Sari, *University of Western Australia, Australia*

Bimlesh Wadhwa, *National University of Singapore, Singapore*

Adi Tedjasaputra, *UX Indonesia, Indonesia*

Masitah Ghazali, *Universiti Teknologi Malaysia, Malaysia*

Anirudha Joshi, *IIT Bombay, India*

S03 Japanese CHI Symposium 1: Emerging Japanese HCI Research Collection
Room 317B

Saturday April 18th http://hci.tokyo/

This symposium showcases the latest work from Japan on interactive systems and user interfaces that address under-explored problems and demonstrate unique approaches.

In addition to circulating ideas and sharing a vision of future research in human-computer interaction, this symposium aims to foster the social network among young researchers and create a fresh community.

Organizers:

Jun Kato, *National Institute of Advanced, Japan*

Hiromi Nakamura, *The University of Tokyo, Japan*

Yuta Sugiura, *Keio University, Japan*

Taku Hachisu, *University of Electro-Communications, Japan*

Daisuke Sakamoto, *The University of Tokyo, Japan*

Koji Yatani, *The University of Tokyo, Japan*

Yoshifumi Kitamura, *Tohoku University, Japan*

S04 Japanese CHI Symposium 2: Japanese Culture and Kansei
Room 309

Sunday April 19th http://user-engineering.net/SIGCHI2015/index.html

Psychologically, «Kansei» is related to emotion and cognition and sociologically is related to culture and history. Historically, the origin of the concept of «Kansei» as a Japanese term goes back to «Aesthesis» by Aristotle and «Aesthetics» concepts by Baumgarten and Kant. When this concept was imported to Japan in Meiji era, about 150 years ago, the concept was translated as «Bigaku» or the science of beauty as well as was translated as «Kansei» or the concept with the connotation including sensitivity, sensibility, emotion and feeling. Hence Kansei is related to the science of beauty in its historical background in Japan.

JSKE (Japan Society of Kansei Engineering) started a series of KEER (Kansei Engineering and Emotion Research) conference and ISASE (International Symposium on Affective Science and Engineering) in the latter sense of aesthetics. This is a peculiar situation of the Japanese language. Similarly, the term «Kansei» can be interpreted differently from country to country, and from culture to culture.

This symposium is organized to discuss the concept of «Kansei» from different cultural perspectives. For example, «kawaii» is now used internationally as can be found in Wikipedia (http://en.wikipedia.org/wiki/Kawaii) and OED. At the same time, this symposium aims not only to differentiate the differences among various cultures, but also expects to find out the common aspects based on the fact that we are all the human beings with the emotional system and the cognitive system.

Organizers:

Hisao Shiizuka, *Fuzzy Logic System Institute, Japan*

Masaaki Kurosu, *The Open University of Japan, Japan*

Michiko Ohkura, *Shibaura Institute of Technology, Japan*

■ LIFETIME RESEARCH AWARD

The SIGCHI Lifetime Research Award is presented to individuals for outstanding contributions to the study of human-computer interaction. This award recognizes the very best, most fundamental and influential research contributions. It is awarded for a lifetime of innovation and leadership

Jim Hollan is Professor of Cognitive Science & Computer Science and Engineering at UC San Diego, where he co-directs the Design Lab. Following a postdoc in AI at Stanford, Hollan led the UCSD Intelligent Systems Group in the Institute for Cognitive Science and the Future Technologies Group at NPRDC. He left UCSD to become Director of the MCC Human Interface Lab and subsequently established the Computer Graphics and Interactive Media Research Group at Bellcore. He then moved to the University of New Mexico as Chair of the Computer Science Department. He returned to UC San Diego in 1997. Hollan's early work explored graphical interfaces to aid understanding of complex dynamic systems. This work resulted in a series of training systems (e.g., Steamer and Moboard) and one of the first object-oriented graphics editors. The science that accompanied these development efforts made significant contributions to understanding direct manipulation interfaces and advancing research on mental models. The next phase of Hollan's research focused on designing multimodal interfaces to high-functionality systems. He lead the Human Interface Lab at MCC in creating the Human Interface Tool Suite (HITS), which was among the first prototyping systems to integrate gestures, graphics, sketching, and natural language. Other work begun at MCC on history-enriched digital objects, collaborative filtering, and beyond-being-there continued when he moved to Bellcore, where he initiated a large scale project to explore multiscale information visualization. The resulting system, Pad++, was a precursor to current zoomable interfaces. When he returned to UCSD he focused on developing distributed cognition as a theoretical and methodological base for advancing HCI research. In recent work, Hollan and his students are developing tools (ChronoViz) to aid visualization and analysis of multiple streams of video and other time-based data and exploring techniques to help reestablish the context of interrupted activities.

■ LIFETIME PRACTICE AWARD

The SIGCHI Lifetime Practice Award is presented to individuals for outstanding contributions to the practice and understanding of human-computer interaction. This award recognizes the very best and most influential applications of human-computer interaction. It is awarded for a lifetime of innovation and leadership.

Susan M. Dray has worked to advance human-centered design since 1979, initially in a human factors research group at Honeywell, and later championing usability of corporate systems at American Express. She was one of the founders of SIGCHI in 1982. Since 1993, her consulting firm, Dray & Associates, has provided user experience research for a long list of clients to help them create innovative products and services that are useful, usable, and desirable. Through her publications, teaching, mentoring, and many speaking engagements, Susan has contributed significantly to the evolution of UX research practice, especially in field research, naturalistic usability evaluation, and international usability and user research. Extensive experience doing research in developing countries led to her involvement in forming a professional community focused on user-centered design for development (UCD4D), applying UCD to technological aspects of economic development. She is currently pursuing this interest as a Fulbright Scholar on the faculty at the Technological University of Panama. Susan is a Fellow of the Human Factors and Ergonomics Society, recipient of the SIGCHI Lifetime Service Award, member of the CHI Academy and an ACM Distinguished Engineer. She is a long-time Column/Forum editor for Interactions and served as Director of Publications on the Board of the User Experience Professionals Association. Susan holds a doctorate in Psychology from UCLA.

Bill Verplank is an interaction designer and educator known for his diagrams and sketches. He studied engineering at Stanford and MIT. At Xerox, he participated in testing and refining (and presenting at CHI'83), the Xerox Star. He helped write (and diagram) the SIGCHI Curricula. At Stanford, he learned to teach visual thinking from Bob McKim and helped Terry Winograd create an HCI design course. He was hired by industrial designer Bill Moggridge at ID2 and started "interaction design". At Interval Research, he developed design methods: "body storming" and "informance design"; and pioneered tangible user-interfaces (TEI) and experimented with haptic force-feedback. When Interval closed in 2000, he joined Max Mathews at Stanford's CCRMA to develop a course on HCI for computer

music and a conference (spun off from CHI) called NIME (New Interfaces for Musical Expression). He was on the steering committee at the Interaction Design Institute Ivrea (IDII) and once or twice a year continues to teach at Copenhagen Institute of Interaction Design (CIID).

■ LIFETIME SERVICE AWARD

The SIGCHI Lifetime Service Award goes to individuals who have contributed to the growth of SIGCHI in a variety of capacities. This award is for extended services to the community at large over a number of years.

Michel Beaudouin-Lafon is Professor of Computer Science, Classe Exceptionnelle, at Université Paris-Sud (France) and a senior fellow of Institut Universitaire de France. He has worked in human-computer interaction for 30 years and was elected to the ACM SIGCHI Academy in 2006. His research interests include fundamental aspects of interaction, novel interaction techniques, computer-supported cooperative work and engineering of interactive systems. He has published over 150 papers and is an ACM Distinguished Speaker. His current research is conducted in the Ex Situ group, a joint lab between Université Paris-Sud, CNRS and Inria, where he heads the 22M€ Digiscope project. Michel is heavily involved in the management of research. He has been vice-president of the computer science department at Université Paris-Sud. He was director of LRI, the laboratory for computer science joint between Université Paris-Sud and CNRS (280 faculty, staff, and Ph.D. students), where he now heads the Human-Centered Computing lab. He participates in the evaluation of many research institutions and research proposals at the French, European and international levels. He currently sits on the Scientific Committee of CNRS for Computer Science. Michel has worked tirelessly to develop HCI in France. He has advised twenty-eight Ph.D. students and has served on more than 100 Ph.D. and French "habilitation" committees. He founded and co-directs two international masters in HCI, and is co-director of the graduate school in computer science. He founded AFIHM, the Francophone association for human-computer interaction, and was its first president. Michel has also been active in ACM and SIGCHI for over 20 years. He has served on the program committees of many conferences, especially CHI and UIST, several times (7) as chair or co-chair. He was chair of UIST 2001, co-chair of IHM 2004, co-chair of ECSCW 2005, and Technical Program Co-chair for CHI 2013 in Paris. He sits on the editorial boards of ACM Books and ACM TOCHI. He has served on the ACM Council and the ACM Publications Board, and on several award and nominating committees of ACM and SIGCHI. He is currently serving on the ACM Europe Council and on EUACM, the new European policy office of ACM.

Jean Scholtz worked as a student volunteer at her first CHI conference in 1988. Since then, she has volunteered at many CHI conferences in various positions including: reviewer, session chair, associate reviewer, co-chair of late breaking submissions, co-chair of Technical notes, Co-chair of Organizational Overviews, Co-Industry Liaison, Co-chair of Panels, and Special Area Chair – robotics. She was also the Vice-Chair of Finance of the SIGCHI from 1997–2001. Jean was involved in starting a local SIGCHI in Portland, OR in 1991. CHIFOO (The Computer Human Interaction Forum of Oregon) is still going strong. She also was involved in starting a local Chapter in the District of Columbia in the late 90's. Jean's research in the CHI area started with studying transfer of skill in programming languages and identifying the elements needed for tutoring systems to help experienced programmers move to new languages. She continued this work as a faculty member at Portland State University where she developed a master's degree track in HCI. She spent several years working at Intel where she conducted usability tests and did user requirements for audio and video conferencing systems. She moved to the east coast with her husband and worked at the National Institute of Standards (NIST) and Technology where she helped in developing test environments and metrics for Urban Search and Rescue Robots and Explosive Ordnance Disposal Robots. She was also the driving force behind the NIST Industry Usability Reporting (IUSR) Project. This project developed the Common Industry Format (CIF) that enabled companies to request usability data on software being considered for purchase. The CIF became an ANSI/INCITS standard in 2001 and an ISO standard in 2006. Jean also served as a program manager at the Defense Advanced Research Projects Agency (DARPA) where she managed work in Collaborative Systems and the Invisible Computing Initiative. Today Jean is retired from NIST but is a chief scientist in the Visual Analytics Group at the Pacific Northwest National Laboratory in Richland, WA. She works part–time and spends the rest of her time gardening and creating mosaics at her home on the Oregon Coast.

■ SOCIAL IMPACT AWARD

This award is given to individuals who promote the application of human-computer interaction research to pressing social needs.

Leysia Palen is an Associate Professor of Computer Science, and Chair and Associate Professor of Information Science at the University of Colorado Boulder. She is also a Full Adjunct Professor at the University of Agder in Norway. Palen is a graduate of the University of California, San Diego with a BS in Cognitive Science, and of the University of California, Irvine with an MS and PhD in Information and Computer Science. Prof. Palen is a leader in the area of crisis informatics, an area she forged with her graduate students and colleagues at CU-Boulder. She brings her training in human-computer interaction (HCI), computer-supported cooperative work and social computing to bear on understanding and advancing socio-technical issues of societal import. Prof. Palen is the author of over 70 articles and a co-edited book in the areas of human computer interaction, computer supported cooperative work, mobility, and crisis informatics. She was awarded an NSF CAREER in 2006. She is an Associate Editor for the Human Computer Interaction Journal (Taylor and Francis) and for the Computer-Supported Cooperative Work Journal (Springer).

■ CHI ACADEMY

The CHI Academy is an honorary group of individuals who have made substantial contributions to the field of human-computer interaction. These are the principal leaders of the field, whose efforts have shaped the disciplines and/or industry, and led the research and/or innovation in human-computer interaction.

Stephen Brewster is a Professor of Human-Computer Interaction in the School of Computing Science at the University of Glasgow. He got his PhD in auditory interfaces at the University of York. After a period spent working in Finland and Norway, he has worked in Glasgow since 1995. His research focuses on multimodal HCI, or using multiple sensory modalities and control mechanisms (particularly hearing, touch and gesture) to create a rich, natural interaction between human and computer. His work has a strong experimental focus, applying perceptual research to practical situations. A long term focus has been on mobile interaction and how we can design better user interfaces for users who are on the move. He pioneered the study of non-speech audio and haptic interaction for mobile devices with work starting in the 1990's. According to Google Scholar, he has 375 publications. He has served as an Associate Chair, Sub-Committee Chair and Papers Chair, and has chaired the Interactivity, Doctoral Consortium and Student Design Competition tracks at CHI.

Andy Cockburn is a Professor in the Department of Computer Science and Software Engineering at the University of Canterbury in Christchurch, New Zealand, where he directs the Human Computer Interaction Lab. Andy's research focuses on designing, evaluating and modelling user interfaces that exploit underlying human factors. His contributions include many interface designs that use human spatial memory to support expertise development in basic tasks such as file retrieval, command invocation, window switching, and scrolling. With his colleagues and students he has published more than 150 papers, with several receiving best paper and honourable mention awards. Dr.Cockburn serves on the Editorial Board of ACM ToCHI, and he was papers co-chair for CHI 2014 and 2015.

Anind K. Dey is the Charles M. Geschke Chair, and Director of the Human-Computer Interaction Institute at Carnegie Mellon University. He has spent much of career doing research at the intersection of human-computer interaction, ubiquitous computing and machine learning, with a particular focus on context-aware computing. He has authored over 100 papers on these topics and serves on the editorial board of several journals. Before joining the faculty at Carnegie Mellon University, Anind was a Senior Researcher at Intel Labs in Berkeley. Anind received his PhD in computer science from Georgia Tech, along with a Masters of Science in both Computer Science and Aerospace Engineering. He received his Bachelors of Applied Science in Computer Engineering from Simon Fraser University.

Ernest Edmonds is a Research Professor specializing in creative technologies and interactive art systems and is based at the University of Technology, Sydney and at De Montfort University Leicester. His publications include nearly 300 books and papers, including some of the first articles about interactive art (1970), iterative design methods (1974), user interface architectures (1982) and the support of creativity (1989). He founded HCI research centres including Loughborough University Computer Human Interaction Research Centre and the Creativity and Cognition Studios at the University of Technology, Sydney. In 1993, he founded the Creativity & Cognition conference series, a SIGCHI sponsored event since 1999, and was a founding member of the Steering Committee of the ACM SIGART/SIGCHI Intelligent User Interface Conferences. He is well known for his pioneering use of computers in art and has exhibited artwork in many countries. The Victoria and Albert Museum London collects his art and archives. He is currently an active member of the Art.CHI community and will be the Arts Exhibit Chair at CHI2016.

Scott MacKenzie is an Associate Professor of Electrical Engineering and Computer Science at York University, Toronto. His research is in human-computer interaction with an emphasis on human performance measurement and modeling, experimental methods and evaluation, interaction devices and techniques, Fitts' law, text entry, touch-based and sensor-based input, language modeling, mobile computing, and accessible computing. He earned a PhD in Education from the University of Toronto in 1991.

Sharon Oviatt is internationally known for her work on human-centered, multimodal, mobile, and educational interfaces, as well as interface design and evaluation. She has published over 150 articles in a multidisciplinary range of venues. She was recipient of the inaugural *ICMI* Sustained Accomplishment Award for innovative, long-lasting, and influential contributions to defining the field of multimodal and multimedia interaction, interfaces, and systems. She also was recipient of an NSF Special Creativity Award for pioneering research on mobile multimodal interfaces. Sharon was one of the founders of the ACM *International Conference on Multimodal Interfaces*, and has served as General or Program Chair five times. She is an Associate Editor of the main journals and edited book collections in the field of human-centered interfaces. Sharon currently serves as President and Director of Incaa Designs Nonprofit. For most of her career, she has been in academics, where she has been as a professor of Computer Science, Psychology, and also Linguistics. She received her PhD in Experimental Psychology at University of Toronto. In 2013, Sharon published *The Design of Future Educational Interfaces* (Routledge Press). Her latest book, *The Paradigm Shift to Multimodality in Contemporary Computer Interfaces* (co-authored with Phil Cohen) will be published in 2015.

Catherine Plaisant is a Senior Research Scientist at the University of Maryland Institute for Advanced Computer Studies, and Associate Director of Research of the Human-Computer Interaction Lab. She earned a PhD in industrial engineering in France. She enjoys working everyday with PhD students and nurturing the supportive environment of the Maryland HCIL community. Inspiration and fun have come from working closely with epidemiologists, engineers, librarians, geographers, intelligence analysts and teachers. Or was it when throwing ideas or polishing interfaces with physicians, literary scholars, social workers, families or persons with disabilities? Early pioneering work focused on touchscreen interfaces, search and browsing, then information visualization became a central theme of research, as well as evaluation strategies. Recent projects include novel designs for electronic health record systems and visual analytics environments for the analysis of temporal event sequences. She co-authored with Ben Shneiderman the 4th and 5th Editions of *Designing the User Interface*. She launched the Information Visualization and Visual Analytics Challenges, and has served on the editorial boards of Information Visualization and Interacting with Computers, and as guest editor of multiple special issues. Most happy outdoors, enjoying life with friends and family.

■ PAST HONOREES

SIGCHI Lifetime Research Award

2014	Steve Whittaker
2013	George G. Robertson
2012	Dan Olsen
2011	Terry Winograd
2010	Lucy Suchman

SIGCHI Lifetime Practice Award

2014	Gillian Crampton Smith
2013	Jakob Nielsen
2012	Joy Mountford
2011	Larry Tesler
2010	Karen Holtzblatt

SIGCHI Lifetime Achievement Award

2009	Sara Kiesler
2008	Bill Buxton
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

SIGCHI Lifetime Service Award

2014	Wendy Mackay, Tom Hewett
2013	Joseph A. Konstan
2012	Mike Atwood, Kevin Schofield
2011	Arnie Lund, Jim Miller
2010	Mary Czerwinski
2009	Clare-Marie Karat, Steven Pemberton
2008	John Karat, Marian Williams
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

SIGCHI Social Impact Award

2014	Richard E. Ladner
2013	Sara J. Czaja
2012	Batya Friedman
2011	Alan Newell, Clayton Lewis
2010	Allison Druin, Ben Bederson
2009	Helen Petrie
2008	Vicki Hanson
2007	Gregory Abowd, Gary Marsden
2006	Ted Henter
2005	Gregg Vanderheiden

CHI Academy Members

Class of 2014	John C. Tang, Jeff A. Johnson, Susan Dray, Jodi L. Forlizzi, Keith Edwards, Ken Hinckley, Richard H. R. Harper, Gary Marsden
Class of 2013	Patrick Baudisch, Victoria Bellotti, Clarisse Sieckenius de Souza, Alan Dix, Rebecca E. Grinter, Eric Horvitz, Bonnie Nardi, Thomas S. Tullis

Class of 2012	Ben Bederson, Steve Benford, Hugh Dubberly, Carl Gutwin, Joy Mountford, Alan Newell, Yvonne Rogers
Class of 2011	Ravin Balakrishnan, Steven Feiner, Joseph Konstan, James Landay, Jenny Preece, Abigail (Abi) Sellen, Dennis Wixon
Class of 2010	Susanne Bødker, Mary Czerwinski, Austin Henderson, David Kieras, Arnie Lund, Larry Tesler, Shumin Zhai
Class of 2009	Mark Ackerman, Bill Gaver, Clayton Lewis, Wendy E. Mackay, Aaron Marcus, Elizabeth Mynatt, Tom Rodden
Class of 2008	Gregory Abowd, Paul Dourish, Wendy Kellogg, Randy Pausch, Mary Beth Rosson, Steve Whittaker
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, Jonathan Grudin, Brad Myers, William Newman, 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

■ ACM/SIGCHI BEST OF CHI AWARDS

The SIGCHI "Best of CHI" awards honor exceptional papers published at the CHI conference. The top 5% of submissions are chosen by the associate chairs to receive an award. Among these, the associate chairs and a separate Best Papers Committee select the very best 1% of submissions to receive a Best Paper award.

 The CHI Associate Chairs nominated 5% of the Paper and Notes submissions. 84 papers and notes received Honorable Mention, designated by a medallion logo.

 The separate Best Papers committee selected the top 1% of total submissions. 21 Papers and Notes received a Best Paper award, designated by a trophy logo.

Mark Billinghurst (*Chair*), *University of Canterburgy, New Zealand;* Carl Gutwin, *University of Saskatchewan;* Mark Blythe, *University of Northumbria*; N. Sadat Shami, *IBM*; Caroline Appert, *CNRS & Univ. Paris Sud*; Alexander De Luca, *University of Munich*

■ PEOPLE'S CHOICE BEST TALK AWARD

The People's Choice Best Talk Awards are meant to celebrate the very best of in-conference presentations. Did a presenter go the extra mile to make their talk genuinely interesting and informative? Did a speaker make you stop and think about something new? Did a presentation make an otherwise dull topic come alive? Nominate the speaker for a People's Choice Best Talk Award! It takes only a moment, and helps to reward those who spend the extra time to make help make the conference truly memorable and extraordinary.

You may cast as many votes as you wish, provided they don't occupy the same time slot (overlapping sessions are ok). Please, do not wait until the end of the conference to choose a single 'best'. Think of your votes as nominations for awards made to the best that the conference has to offer. Vote using the CHI 2015 mobile application or the voting site: http://chi2015.acm.org/vote. Your Voter ID is on the back of your name badge. Winners of the People's Choice Best Talk Awards will be announced at the CHI 2015 closing plenary!

■ OPENING PLENARY

Crossing: HCI, Design and Sustainability
Lou Yongqi

Monday 20 April, 9:00   *Hall D1*

Two great inventions that opened the era of human-computer interaction design—desktop and mouse—are now disappearing. Computers are becoming smaller and smaller, smarter and smarter. Everyone is now surrounded by many visible and invisible computers, which are all highly connected through the Internet ubiquitously. A new world of artificial intelligence is emerging. When the intelligence of human-being is expanded to his/her surroundings, condensed into a new kind of Intelligent life, the relationship between human-being and the rest of the world has been redefined. How to cross the boundaries and to enable the sustainable interaction between nature (the 1st system), human-beings (the 2nd system), artificial world (the 3rd system), and the cyber world (the 4th system), becomes an interesting proposition and merits new design. But before that, it's necessary to rethink the anthropocentric view and even design itself. The most attractive feature of design is optimistic. What makes a human being human, lies in that one is not leading a kind of life which merely has needs to be fulfilled, but can also use his/her subjective initiative to control and conduct his/her behavior for a certain common value. Today sustainability is not only a value of ethics, but a value of surviving. How to use and encourage a new kind of HCI design, to generate sustainable behaviors and social changes, further, to redesign the commensalism of the four systems mentioned above will be the main focus of my talk.

Biography

Prof. Dr. Lou Yongqi is Dean of the College of Design and Innovation at Tongji University in Shanghai. He is a full professor at Tongji, Visiting Professor at the School of Art, Design, and Architecture at Aalto University in Finland, and Visiting Professor at the School of Design of Politecnico di Milano in Italy. Lou has been the pioneer in China for design-driven innovation education that connects design, business, and technology. He advances these issues through his leadership of two institutions at Tongji University: the College of Design and Innovation, and the Sino-Finnish Centre. He also furthers this agenda through international collaboration.

Lou is a leading figure in sustainable interdisciplinary design education, research, and practice. Lou was the first designer in China to connect social innovation and sustainable design thinking with rural development. This is the subject of his latest book, Design Harvests: An Acupunctural Design Approach Toward Sustainability. Lou's design works include the United Nations Pavilion of World Expo 2010, the LiangPing New Jindai Sustainable School funded by the China-US Center for Sustainable Development, and the TsingTao Horticultural Expo 2014.

Lou is Vice President of CUMULUS, the International Association of Universities and Colleges of Art, Design, and Media. He is Founding Executive Editor of She Ji — the Journal of Design, Innovation, and Economics published by Tongji University and in cooperation with Elsevier. In 2014, the President of Finland honoured Lou with the Order of the Lion of Finland as a Knight, First Class.

■ TUESDAY MORNING KEYNOTE

UX Design in the IoT Era
Donghoon Chang

Tuesday 21 April, 9:00   *Hall D1*

The current advancement of IoT technology has accelerated the era of hyper-connectivity in our lives. This has vastly driven convergence among different fields along with the expansion of our thoughts and behaviors. However, to provide meaningful experiences, these relational expansions and unprecedented possibilities opened up by IoT need to be founded on core human values. Furthermore, harmonious integration between technology and design is also essential. Today, I would like to talk about what must be done in order to foster the IoT as a human-centered innovation and how UX design can realize the well balanced and harmonious IoT environment.

Biography

Donghoon Chang is Executive VP, Head of Design Strategy Team and UX Center in Corporate Design Center, Samsung Electronics. Since joining Samsung in 2006, he has played a critical role in establishing the company's design vision for the future which has gradually shifted from a focus on style and convenience to a holistic user experience design and has developed mid to long-term design strategies, including 'Design 3.0' which envisions design that delivers new meaning and delight to people and contributes to society by creating sustainable and innovative value.

Chang received two MFA degrees from the School of the Art Institute of Chicago (Chicago, USA) and Seoul National University (Seoul, Korea). He worked for IBM Korea and Time &amps; Space Tech inc. as a communications specialist and art director respectively. Before joining Samsung, he was a professor at EWHA Womans University (Seoul, Korea) where he taught visual design, information design as well as user experience design. He was selected as 'the 2nd most creative people in the world' by Fast Company in 2013.

■ WEDNESDAY MORNING KEYNOTE

Journey to a Better Life
David Min

Wednesday 22 April, 9:00   *Hall D1*

New technologies and devices are coming out every day along with the rapid growth of the internet and enhancement of hardware performance. These trends are connected and tangled with each other. This era of «Smart» brings us great benefits and convenience, but there are still many technical hurdles and interface obstacles to be crossed. Now we are able to access massive amount of data, but at the expense of privacy and security. How can we untie this knot? We all strive for the same goal: "to make people's lives better," no matter how we define our role in life. In this talk, we will present what we do in LG Electronics to address this goal within the aspects of software engineering and UX design, and also discuss what we should care about when delivering innovative products to the world.

Biography

David Min is a Senior Research Fellow at LG Electronics and is head of the Software Center. He is known for spearheading one of the most successful SmartTV platforms in the industry, providing a superior user experience and an open API for 3rd party developers.

David studied computer science and statistics at Seoul National University for BS degree and computer science at Korea Advanced Institute of Science & Technology for MS degree. After four years work at Samsung Co. as an IT system analyst, he went to the USA to enroll in the computer science PhD program at the University of Illinois at Urbana-Champaign. After finishing his advanced studies at UIUC, he worked for many years at various companies in computer, software, and consumer electronics industries, including Digital Equipment Corp. (now HP), Microsoft, Samsung Electronics. David joined LG Electronics in 2006.

■ THURSDAY MORNING KEYNOTE

ACM-W Athena Lecture: Large-Scale Behavioral Data: Potential and Pitfalls
Susan Dumais

Thursday 23 April, 9:00   *Hall D1*

Over the last decade, the rise of web services has made it possible to gather traces of human behavior in situ at a scale and fidelity previously unimaginable. Large-scale behavioral data enables researchers and practitioners to detect adverse drug reactions and interactions, to understand how information diffuses through social networks, how people browse and search for information, how individual learning strategies are related to educational outcome, etc. Using examples from search, I will highlight how observational logs provide a rich new lens onto the diversity of searchers, tasks, and interactivity that characterize information systems today, and how experimental logs have revolutionized the way in which web-based systems are designed and evaluated. Although logs provide a great deal of information about what people are doing, they provide little insight about why they are doing so or whether they are satisfied. Complementary methods from observations, laboratory studies and panels are necessary to provide a more complete understanding of and support for search which is increasingly a core fabric of people's everyday lives. The CHI community should lead the way in shaping best practices and policy in behavioral log studies.

Biography

Susan Dumais, ACM Fellow, a Distinguished Scientist at Microsoft and Deputy Managing Director of the Microsoft Research Lab in Redmond. Prior to joining Microsoft Research, she was at Bell Labs and Bellcore, where she worked on Latent Semantic Analysis, techniques for combining search and navigation, and

organizational impacts of new technology. Her current research focuses on user modeling and personalization, context and search and temporal dynamics of information. She has worked closely with several Microsoft groups (Bing, Windows Desktop Search, SharePoint, and Office Online Help) on search-related innovations. Susan has published widely in the fields of information science, human-computer interaction and cognitive science, and holds several patents on novel retrieval algorithms and interfaces. Susan is also an adjunct professor in the Information School at the University of Washington. She is Past-Chair of ACM's Special Interest Group in Information Retrieval (SIGIR), and serves on several editorial boards, technical program committees, and government panels. She was elected to the CHI Academy in 2005, an ACM Fellow in 2006, received the SIGIR Gerard Salton Award for Lifetime Achievement 2009, was elected to the National Academy of Engineering (NAE) in 2011, and received the ACM Athena Lecturer Award, and Tony Kent Strix Award in 2014.

■ CLOSING PLENARY

Cultural Crossing from Local to Global through Music: Technology, Media, and Future
PSY

Thursday 23 April, 16:30   *Hall D1*

Many people think that the global success of the song Gangnam Style has contributed to the tremendous success of the Korean Wave. Being in front of experts in technology and human interactions, I'd like to share my thinking and story about questions like the following: What was the effect of global social media such as YouTube on the global crossing of local culture? How do I plan and utilize the new way of interacting with audience across national and cultural boundaries? Reflecting on the great success of Gangnam Style, what was the main trigger to the big bang of the spread of the Korean wave? As both a musician and an entrepreneur, what do I think is the new process from the ideation of a new song to a global distribution, publicity, and performance of that song? For the creativity that can be appreciated by global audience, how do I think about the technology and media of the future, in terms of creative works? I am looking forward to sharing my experience and opinion here at CHI 2015.

Biography

Jai Sang Park, better known as PSY, is a singer-songwriter, record producer, rapper and entrepreneur. He is best known for producing the first video on YouTube to have exceeded 1 billion views. , Gangnam Style is still the most viewed video at over 2.14 billion views, breaking the software counter on the online service. His provocative and irreverent lyrics and style have led to dozens of music awards across the globe.

PSY is a recipient of Korea's Ministry of Culture's Okgwan Order of Cultural Merit. PSY studied at Boston University and Berklee College of Music. In addition to music performances, he has given speeches at Harvard and Oxford Universities. PSY speaks about creative processes and impact of social media on our modern cross-cultural society.

MONDAY

Opening Plenary Keynote
8:30 – 10:00   Lou Yonqi
Hall D1   *Crossing: HCI, Design and Sustainability*

10:00 – 11:30
Video Showcase Presentation
Preview games from Student Games Competition

Room 401
Hall E Foyer

10:00 – 11:30
Coffee Break
Level 300/400 Foyers

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401   Papers: Non-Rigid Interaction Surfaces

CHAIR: JÖRG MÜLLER

bioLogic: Natto Cells as Nanoactuators for Shape Changing Interfaces

Lining Yao, Jifei Ou, Chin-Yi Cheng, Helene Steiner, Wen Wang, Guanyun Wang, Hiroshi Ishii

Control of Non-Solid Diffusers by Electrostatic Charging

Deepak R. Sahoo, Diego Martinez Plasencia, Sriram Subramanian

Investigation of Material Properties for Thermal Imaging-Based Interaction

Yomna Abdelrahman, Alireza Sahami Shirazi, Niels Henze, Albrecht Schmidt

ShapeClip: Towards Rapid Prototyping with Shape-Changing Displays for Designers

John Hardy, Christian Weichel, Faisal Taher, John Vidler, Jason Alexander

FluxPaper: Reinventing Paper with Dynamic Actuation Powered by Magnetic Flux

Masa Ogata, Masaaki Fukumoto

402   Papers: What do I hear? Communicating with Sound

CHAIR: IAN OAKLEY

TabLETS Get Physical: Non-Visual Text Entry on Tablet Devices

João Guerreiro, André Rodrigues, Kyle Montague, Tiago Guerreiro, Hugo Nicolau, Daniel Gonçalves

VocalSketch: Vocally Imitating Audio Concepts

Mark Cartwright, Bryan Pardo

An Evaluation of Multidimensional Controllers for Sound Design Tasks

Robert Tubb, Simon Dixon

AnnoTone: Record-time Audio Watermarking for Context-aware Video Editing

Ryohei Suzuki, Daisuke Sakamoto, Takeo Igarashi

Exploring Gesture Sonification to Support Reflective Craft Practice

Thomas Smith, Simon J Bowen, Bettina Nissen, Jonathan Hook, Arno Verhoeven, John Bowers, Peter Wright, Patrick Olivier

403   Papers: Rethinking Evaluation for Today's HCI

CHAIR: WENDY E. MACKAY

Remote Paper Prototype Testing

Kevin Chen, Haoqi Zhang

Controlling In-The-Wild Evaluation Studies

Sandy Claes, Niels Wouters, Karin Slegers, Andrew Vande Moere

Evaluation Probes

Anna Luusua, Johanna Ylipulli, Marko Jurmu, Henrika Pihlajaniemi, Piia Markkanen, Timo Ojala

Real-World Affinity Diagramming Practices: Bridging the Paper–Digital Gap

Gunnar Harboe, Elaine M. Huang

Situational Ethics: Re-thinking Approaches to Formal Ethics Requirements for Human-Computer Interaction

Cosmin Munteanu, Heather Molyneaux, Wendy Moncur, Mario Romero, Susan O'Donnell, John Vines

E1/E2   Papers: Improving Game Experiences

CHAIR: LENNART E. NACKE

The Royal Corgi: Exploring Social Gaze Interaction for Immersive Gameplay

Melodie Vidal, Remi Bismuth, Andreas Bulling, Hans Gellersen

Exploring 3D User Interface Technologies for Improving the Gaming Experience

Arun Kulshreshth, Joseph LaViola Jr.

Quantifying and Mitigating the Negative Effects of Local Latencies on Aiming in 3D Shooter Games

Zenja Ivkovic, Ian Stavness, Carl Gutwin, Steven Sutcliffe

First Person vs. Third Person Perspective in Digital Games: Do Player Preferences Affect Immersion?

Alena Denisova, Paul Cairns

VIZMO Game Browser: Accessing Video Games by Visual Style and Mood

Jin Ha Lee, Sungsoo (Ray) Hong, Hyerim Cho, Yea-Seul Kim

E3   Papers: Facebook Newsfeeds & Friendships

CHAIR: DAVID SHAMMA

"I Always Assumed That I Wasn't Really That Close to [Her]":
Reasoning About Invisible Algorithms in the News Feed
*Motahhare Eslami, Aimee N. Rickman, Kristen Vaccaro, Amirhossein Aleyasen,
Andy Vuong, Karrie G. Karahalios, Kevin Hamilton, Christian Sandvig*

News Feed: What's in it for Me?
Paul Lapides, Apoorve Chokshi, Sheelagh Carpendale, Saul Greenberg

Understanding User Beliefs About Algorithmic Curation in
the Facebook News Feed
Emilee Rader, Rebecca Gray

Modelling What Friendship Patterns on Facebook Reveal
about Personality and Social Capital
*Yong Liu, Jayant Venkatanathan, Jorge A. Goncalves,
Evangelos Karapanos, Vassilis Kostakos*

E4   Papers: Activism in Wikipedia & Beyond

CHAIR: GARY HSIEH

Cross-language Wikipedia Editing of Okinawa, Japan
Scott A. Hale

Societal Controversies in Wikipedia Articles
*Erik Borra, Esther Weltevrede, Paolo Ciuccarelli, Andreas Kaltenbrunner,
David Laniado, Giovanni Magni, Michele Mauri, Richard Rogers,
Tommaso Venturini*

The Heart Work of Wikipedia: Gendered, Emotional Labor
in the World's Largest Online Encyclopedia
Amanda Menking, Ingrid Erickson

Barriers to the Localness of Volunteered Geographic Information
*Shilad W. Sen, Heather Ford, David R. Musicant, Mark Graham,
Oliver S. Keyes, Brent Hecht*

How Activists Are Both Born and Made: An Analysis of
Users on Change.org
Shih-Wen Huang, Minhyang (Mia) Suh, Benjamin Mako Hill, Gary Hsieh

E5   Papers: HMDs & Wearables to Overcome Disabilities

CHAIR: SHAUN K. KANE

Personalized, Wearable Control of a Head-mounted Display
for Users with Upper Body Motor Impairments
Meethu Malu, Leah Findlater

Designing Conversation Cues on a Head-Mounted Display
to Support Persons with Aphasia
Kristin Williams, Karyn Moffatt, Denise McCall, Leah Findlater

Head-Mounted Display Visualizations to Support Sound
Awareness for the Deaf and Hard of Hearing
*Dhruv Jain, Leah Findlater, Jamie Gilkeson, Benjamin Holland,
Ramani Duraiswami, Dmitry Zotkin, Christian Vogler, Jon Froehlich*

Using Interactive Machine Learning to Support Interface
Development Through Workshops with Disabled People
Simon Katan, Mick Grierson, Rebecca Fiebrink

Tongue-in-Cheek: Using Wireless Signals to Enable
Non-Intrusive and Flexible Facial Gestures Detection
Mayank Goel, Chen Zhao, Ruth Vinisha, Shwetak N. Patel

E6   Papers: Visualizing Data

CHAIR: CHRISTOPHE HURTER

MatrixWave: Visual Comparison of Event Sequence Data
Jian Zhao, Zhicheng Liu, Mira Dontcheva, Aaron Hertzmann, Alan Wilson

The Effects of Representation and Juxtaposition on
Graphical Perception of Matrix Visualization
Xiaotong Liu, Han-Wei Shen

g-Miner: Interactive Visual Group Mining on Multivariate Graphs
Nan Cao, Yu-Ru Lin, Liangyue Li, Hanghang Tong

Trajectory Bundling for Animated Transitions
Fan Du, Nan Cao, Jian Zhao, Yu-Ru Lin

307   Panel: Transfer of HCI Research Innovations

Technology Transfer of HCI Research Innovations:
Challenges and Opportunities
*Parmit K. Chilana, Mary P. Czerwinski, Tovi Grossman, Chris Harrison,
Ranjitha Kumar, Tapan S. Parikh, Shumin Zhai*

308   alt.chi: Augmentation

CHAIR: AARON QUIGLEY

ChameleonMask: Embodied Physical and Social
Telepresence Using Human Surrogates
Kana Misawa, Jun Rekimoto

Consider the Moon. Human-Computer Bricolage of
Extended Objects
Cosima Rughinis, Razvan Rughinis

The Broken Dream of Pervasive Sentient Ambient Calm
Invisible Ubiquitous Computing
Matthew P. Aylett, Aaron Quigley

A Formal Analysis of the ISO 9241-210 Definition of
User Experience
*Alexander Mirnig, Alexander Meschtscherjakov, Daniela Wurhofer,
Thomas Meneweger, Manfred Tscheligi*

317A   C01: Designing Websites for Adults 55+ 1/1

Designing Websites for Adults 55+: Toward Universal Design
Jeff A. Johnson

317BC C02: Cross-Device, Context-dependent UI 1/1

Design and Adaptation for Cross-Device, Context-dependent
User Interfaces
Fabio Paternò

318BC C04: Body, Whys & Videotape: Somatic Approaches 1/1

Body, Whys & Videotape: Somatic Approaches to
Experience in HCI
Thecla Schiphorst, Lian Loke

**12:50 – 14:30
Lunch Break**

*Restaurants, bars
& cafés available
nearby*

MONDAY

401   Special: SIGCHI Social Impact Award

CHAIR: LOREN TERVEEN

SIGCHI Social Impact Award Talk
Leysia Palen

402   Papers: Interaction in 3D Space

CHAIR: KENING ZHU

Physical Loci: Leveraging Spatial, Object and Semantic Memory for Command Selection
Simon T. Perrault, Eric Lecolinet, Yoann Pascal Bourse, Shengdong Zhao, Yves Guiard

LeviPath: Modular Acoustic Levitation for 3D Path Visualisations
Themis Omirou, Asier Marzo, Sue Ann Seah, Sriram Subramanian

Twist and Learn: Interface Learning in 3DOF Exploration of 3D Scatterplots
Mark Shovman, James Bown, Andrea Szymkowiak, Kenneth C. Scott-Brown

THING: Introducing a Tablet-based Interaction Technique for controlling 3D Hand Models
Merwan Achibet, Géry Casiez, Anatole Lécuyer, Maud Marchal

The Roly-Poly Mouse: Designing a Rolling Input Device Unifying 2D and 3D Interaction
Gary Perelman, Marcos Serrano, Mathieu Raynal, Celia Picard, Mustapha Derras, Emmanuel Dubois

403   Papers: Understanding & Evaluating Performance

CHAIR: RICHARD C. DAVIS

ModelTracker: Redesigning Performance Analysis Tools for Machine Learning
Saleema Amershi, Max Chickering, Steven M. Drucker, Bongshin Lee, Patrice Simard, Jina Suh

How Good is 85%? A Survey Tool to Connect Classifier Evaluation to Acceptability of Accuracy
Matthew Kay, Shwetak N. Patel, Julie A. Kientz

Examining the Peak-End Effects of Subjective Experience
Andy Cockburn, Philip Quinn, Carl Gutwin

Survival Analysis: Objective assessment of Wait Time in HCI
Siddhartha Asthana, Pushpendra Singh, Parul Gupta

E1/E2   Papers: Music & Art

CHAIR: JONATHAN HOOK

Deformable Interfaces for Performing Music
Giovanni Maria Troiano, Esben W. Pedersen, Kasper Hornbæk

Sculpting a Mobile Musical Soundtrack
Adrian Hazzard, Steve Benford, Gary Burnett

Walking by Drawing
Daniela K. Rosner, Allison Chambliss, Jeremy Friedland, Hidekazu Saegusa

ArtMaps: Interpreting the Spatial Footprints of Artworks
Tim Coughlan, Laura Carletti, Gabriella Giannachi, Steve Benford, Derek McAuley, Dominic Price, Cristina Locatelli, Rebecca Sinker, John Stack

E3   Papers: Supporting Change in Developing Countries

CHAIR: ANIRUDHA JOSHI

Sangeet Swara: A Community-Moderated Voice Forum in Rural India
Aditya Vashistha, Edward Cutrell, Gaetano Borriello, William Thies

Mobile Phones for Maternal Health in Rural India
Neha Kumar, Richard J Anderson

Residual Mobilities: Infrastructural Displacement and Post-Colonial Computing in Bangladesh
Syed Ishtiaque Ahmed, Nusrat Jahan Mim, Steven J. Jackson

Más Tecnologia, Más Cambio? Investigating an Educational Technology Project in Rural Peru
Emeline Therias, Jon Bird, Paul Marshall

E4   Papers: Privacy, Security & Interruptions

CHAIR: EMILEE RADER

Playing the Legal Card: Using Ideation Cards to Raise Data Protection Issues within the Design Process
Ewa Luger, Lachlan Urquhart, Tom Rodden, Michael Golembewski

Crowdsourced Exploration of Security Configurations
Qatrunnada Ismail, Tousif Ahmed, Apu Kapadia, Michael Reiter

Open Book: A Socially-inspired Cloaking Technique that Uses Lexical Abstraction to Transform Messages
Eric Gilbert

Sensors Know When to Interrupt You In the Car: Detecting Driver Interruptibility Through Monitoring of Peripheral Interactions
SeungJun Kim, Jaemin Chun, Anind K. Dey

E5   Papers: Making & Sharing Assistive Technologies

CHAIR: SURANGA NANAYAKKARA

Being Seen: Co-Interpreting Parkinson's Patient's Movement Ability in Deep Brain Stimulation Programming
Helena M. Mentis, Rita Shewbridge, Sharon Powell, Paul Fishman, Lisa Shulman

Designing for and with People with Parkinson's: A Focus on Exergaming
Roisin McNaney, Madeline Balaam, Amey Holden, Guy Schofield, Daniel Jackson, Mary Webster, brook galna, gillian barry, Dadirayi Mhiripiri, lynn rochester, Patrick Olivier

LApp: A Speech Loudness Application for People with Parkinson's on Google Glass
Roisin McNaney, Ivan Poliakov, John Vines, Madeline Balaam, Pengfei Zhang, Patrick Olivier

The Virtual Meditative Walk: Virtual Reality Therapy for Chronic Pain Management
Diane Gromala, Xin Tong, Amber Choo, Mehdi Karamnejad, Chris D. Shaw

Sharing is Caring: Assistive Technology Designs on Thingiverse
Erin Buehler, Stacy Branham, Abdullah Ali, Jeremy J. Chang, Megan Kelly Hofmann, Amy Hurst, Shaun K. Kane

E6 Papers: Matching & Facilitating Social Interactions

CHAIR: JOFISH KAYE

Understanding the Role of Community in Online Dating
Christina Masden, W. Keith Edwards

Making Social Matching Context-Aware - Design Concepts and Open Challenges
Julia M. Mayer, Starr Roxanne Hiltz, Quentin Jones

The Known Stranger: Supporting Conversations between Strangers with Personalized Topic Suggestions
Tien T. Nguyen, Duyen T. Nguyen, Shamsi T. Iqbal, Eyal Ofek

Augmenting Social Interactions: Realtime Behavioural Feedback using Social Signal Processing Techniques
Ionut Damian, Chiew Seng Sean Tan, Tobias Baur, Johannes Schöning, Kris Luyten, Elisabeth Andre

E7 C07: Actionable Inexpensive Games Research 1/2

Actionable Inexpensive Games User Research
Lennart E. Nacke, Steve Engels, Pejman Mirza-Babaei

307 Papers: Reflecting Upon Design Reflection

CHAIR: RON WAKKARY

Understanding Long-Term Interactions with a Slow Technology: An Investigation of Experiences with FutureMe
William Odom

Reflective Informatics: Conceptual Dimensions for Designing Technologies of Reflection
Eric P. S. Baumer

Stock Lamp: An Engagement-Versatile Visualization Design
Yuzuru Tanahashi, Kwan-Liu Ma

Real-Time Representation Versus Response Elicitation in Biosensor Data
Mark Matthews, Jaime Snyder, Lindsay Reynolds, Jacqueline T. Chien, Adam Shih, Jonathan W. Lee, Geri Gay

308 Case Studies: Industrial Innovation

CHAIR: DONGWHAN KIM

12 Way Mirror – Reflecting on Window Displays.
Lida Theodorou, Patrick G. T. Healey

Industry Is Changing, And So Must We
Umer Farooq, Joseph T. Munko

BodyGuard: A Case Study of Telecare Product Innovation and Development
Andrea Taylor, Lorna Bernard, Hugh Pizey, Craig Whittet, Samantha Davies, David Hammond, Julian Edge

Volvo Single View of Vehicle: Building a Big Data Service from Scratch in the Automotive Industry
Paweł Woźniak, Robert Valton, Morten Fjeld

317A C06: Intro to Human-Computer Interaction 1/2

Introduction to Human-Computer Interaction
Jonathan Lazar, Simone D. J. Barbosa

317BC C05: Design for Searching & Finding 1/2

Design for Searching & Finding
Daniel Russell, Jaime Teevan, Meredith Ringel Morris, Marti Hearst, Ed H. Chi

318A SIG: Interactive Childhood

CCI SIG: Interactive Childhood - Crossing Cultures and Continents
Janet C. Read, Juan Pablo Hourcade, Allison Druin, Panos Markopoulos, Tilde Bekker, Ole Sejer Iversen

318BC C08: Design for Online Video & Television 1/2

Interaction Design for Online Video and Television
David Geerts, Pablo Cesar

**15:50 – 16:30
Coffee Break**
Level 300/400 Foyers

MONDAY

401   Papers: Makers & Hackers

CHAIR: ELLEN YI-LUEN DO

Tutorial Authorship and Hybrid Designers: The Joy (and Frustration) of DIY Tutorials
Ron Wakkary, Markus Lorenz Schilling, Matthew A. Dalton, Sabrina Hauser, Audrey Desjardins, Xiao Zhang, Henry W. J. Lin

Hybrid Practice in the Kalahari: Design Collaboration through Digital Tools and Hunter-Gatherer Craft
Jennifer Jacobs, Amit Zoran

The Proper Care and Feeding of Hackerspaces: Care Ethics and Cultures of Making
Austin L. Toombs, Shaowen Bardzell, Jeffrey Bardzell

Patterns of Physical Design Remixing in Online Maker Communities
Lora Oehlberg, Wesley Willett, Wendy E. Mackay

402   Papers: How Fast Can you Type on your Phone?

CHAIR: MICHAEL ROHS

Effects of Language Modeling and its Personalization on Touchscreen Typing Performance
Andrew Fowler, Kurt Partridge, Ciprian Chelba, Xiaojun Bi, Tom Ouyang, Shumin Zhai

VelociTap: Investigating Fast Mobile Text Entry using Sentence-Based Decoding of Touchscreen Keyboard Input
Keith Vertanen, Haythem Memmi, Justin Emge, Shyam Reyal, Per Ola Kristensson

Text Entry on Tiny QWERTY Soft Keyboards
Luis A. Leiva, Alireza Sahami, Alejandro Catala, Niels Henze, Albrecht Schmidt

Performance and User Experience of Touchscreen and Gesture Keyboards in a Lab Setting and in the Wild
Shyam Reyal, Shumin Zhai, Per Ola Kristensson

403   Papers: Understand & Enhancing Learning

CHAIR: CHRIS QUINTANA

Using Time-Anchored Peer Comments to Enhance Social Interaction in Online Educational Videos
Yi-Chieh Lee, Wen-Chieh Lin, Fu-Yin Cherng, Hao-Chuan Wang, Ching-Ying Sung, Jung-Tai King

Designing a Physical Aid to Support Active Reading on Tablets
Andrea Bianchi, So-Ryang Ban, Ian Oakley

Motivation as a Lens to Understand Online Learners: Towards Data-Driven Design with the OLEI Scale
René F. Kizilcec, Emily Schneider

Large-Scale Educational Campaigns
Yun-En Liu, Christy Ballweber, Eleanor O'Rourke, Eric Butler, Phonraphee Thummaphan, Zoran Popović

E1/E2   Papers: Family Communication

CHAIR: SIÂN E. LINDLEY

Couples' Communication Channels: What, When & Why?
Henriette Cramer, Maia L. Jacobs

The Messaging Kettle: Prototyping Connection over a Distance between Adult Children and Older Parents
Margot Brereton, Alessandro Soro, Kate Vaisutis, Paul Roe

The Effect of Signal Expense and Dependability on Family Communication in Rural and Northern Canada
Roberta M. Melvin, Andrea Bunt, Erick Oduor, Carman Neustaedter

Texting while Parenting: How Adults Use Mobile Phones while Caring for Children at the Playground
Alexis Hiniker, Kiley Sobel, Hyewon Suh, Yi-Chen Sung, Charlotte P. Lee, Julie A. Kientz

Exploring Time-Dependent Concerns about Pregnancy and Childbirth from Search Logs
Adam Fourney, Ryen W. White, Eric Horvitz

E3   Papers: Crowdsourcing Fans & Friends

CHAIR: SHAUN LAWSON

Run Spot Run: Capturing and Tagging Footage of a Race by Crowds of Spectators
Martin D. Flintham, Raphael Velt, Max L. Wilson, Edward J. Anstead, Steve Benford, Anthony Brown, Timothy Pearce, Dominic Price, James Sprinks

Crowdsourcing Synchronous Spectator Support: (go on, go on, you're the best)n-1
Franco Curmi, Maria Angela Ferrario, Jon Whittle, Florian Mueller

Bootlegger: Turning Fans into Film Crew
Guy Schofield, Tom Bartindale, Peter Wright

In-group Questions and Out-group Answers: Crowdsourcing Daily Living Advice for Individuals with Autism
Hwajung Hong, Eric Gilbert, Gregory D. Abowd, Rosa I. Arriaga

E4   Papers: Managing Personal Privacy

CHAIR: SAMEER PATIL

Your Location has been Shared 5,398 Times! A Field Study on Mobile App Privacy Nudging
Hazim Almuhimedi, Florian Schaub, Norman Sadeh, Idris Adjerid, Alessandro Acquisti, Joshua Gluck, Lorrie Cranor, Yuvraj Agarwal

Can an Algorithm Know the "Real You"?: Understanding People's Reactions to Hyper-personal Analytics Systems
Jeffrey Warshaw, Tara Matthews, Steve Whittaker, Chris Kau, Mateo Bengualid, Barton A. Smith

Privacy Tipping Points in Smartphones Privacy Preferences
Fuming Shih, Ilaria Liccardi, Daniel Weitzner

VeilMe: An Interactive Visualization Tool for Privacy Configuration of Using Personality Traits
Yang Wang, Liang Gou, Anbang Xu, Michelle X. Zhou, Huahai Yang, Hernan Badenes

E5   Papers: Health Sensors & Monitoring

CHAIR: REGAN L. MANDRYK

No News is Good News: Remote Monitoring of Implantable Cardioverter-Defibrillator Patients
Mikael B. Skov, Pauline G. Johansen, Charlotte S. Skov, Astrid Lauberg

Smart Homes that Monitor Breathing and Heart Rate
Fadel Adib, Hongzi Mao, Zachary Kabelac, Dina Katabi, Robert C. Miller

Balancing Accuracy and Fun: Designing Camera Based Mobile Games for Implicit Heart Rate Monitoring
Teng Han, Xiang Xiao, Lanfei Shi, John Canny, Jingtao Wang

Measuring Photoplethysmogram-Based Stress-Induced Vascular Response Index to Assess Cognitive Load and Stress
Yongqiang Lyu, Xiaomin Luo, Jun Zhou, Chun Yu, Congcong Miao, Tong Wang, Yuanchun Shi, Ken-ichi Kameyama

E6   Papers: Collaborative Tables, Walls & Rooms

CHAIR: HARALD REITERER

Fluid Grouping: Quantifying Group Engagement around Interactive Tabletop Exhibits in the Wild
Florian Block, James Hammerman, Michael Horn, Amy Spiegel, Jonathan Christiansen, Brenda Phillips, Judy Diamond, E. Margaret Evans, Chia Shen

Up Close and Personal: Collaborative Work on a High-Resolution Multitouch Wall Display
Mikkel R. Jakobsen, Kasper Hornbæk

Flexible Ecologies And Incongruent Locations
Paul K. Luff, Naomi Yamashita, Hideaki Kuzuoka, Christian Heath

Mapping out Work in a Mixed Reality Project Room
Derek Reilly, Andy Echenique, Andy Wu, Anthony Tang, W. Keith Edwards

E7   C07: Actionable Inexpensive Games Research 2/2

Actionable Inexpensive Games User Research
Lennart E. Nacke, Steve Engels, Pejman Mirza-Babaei

307   Papers: The Value of Things

CHAIR: MARK BLYTHE

The Challenges of Using Biodata in Promotional Filmmaking
Stuart Reeves, Sarah E. Martindale, Paul Tennent, Steve Benford, Joe Marshall, Brendan Walker

On Vintage Values: The Experience of Secondhand Fashion Reacquisition
Anne E. Bowser, Oliver L. Haimson, Edward F. Melcer, Elizabeth F. Churchill

Your Money's No Good Here: The Elimination of Cash Payment on London Buses
Gary Pritchard, John Vines, Patrick Olivier

Informing and Improving Retirement Saving Performance using Behavioral Economics Theory-driven User Interfaces
Junius Gunaratne, Oded Nov

308   alt.chi: New User Interfaces

CHAIR: TOVI GROSSMAN

Emergent Interfaces: Constructive Assembly of Identical Units
Alexandru Dancu, Stig Anton Nielsen, Kening Zhu, Ayça Ünlüer, Max Witt, Catherine Hedler, Hanna Frank, Axel Pelling, Christian Carlsson, Morten Fjeld

Your Paper is Dead! Bringing Life to Research Articles with Animated Figures
Tovi Grossman, Fanny Chevalier, Rubaiat Habib Kazi

"I Woke Up as a Newspaper": Designing-in Interaction Analytics
Michael Evans, Lianne Kerlin, Caroline Jay

Not all Days are Equal: Investigating The Meaning In The Digital Calendar
Daniel Buzzo, Nicolo Merendino

317A   C06: Intro to Human-Computer Interaction 2/2
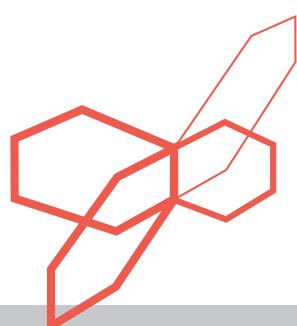
Introduction to Human-Computer Interaction
Jonathan Lazar, Simone D. J. Barbosa

317BC   C05: Design for Searching & Finding 2/2

Design for Searching & Finding
Daniel Russell, Jaime Teevan, Meredith Ringel Morris, Marti Hearst, Ed H. Chi

318BC   C08: Design for Online Video & Television 2/2

Interaction Design for Online Video and Television
David Geerts, Pablo Cesar

| 18:00 – 19:30 | Conference Reception and Exhibit Grand Opening | Hall C2/C3 |
| | Interactivity | *List on page 62* | Hall C2/C3 |

| 7:00 – 8:20 | Women's Breakfast | *Room 327ABC* |

Tuesday Morning Keynote
8:30 – 9:20   Donghoon Chang
Hall D1   *UX Design in the IoT Era*

9:20 – 9:30
Break

401   Papers: Muscle-Computer Interfaces

CHAIR: CHRIS HARRISON

Understanding Gesture Expressivity through Muscle Sensing
Baptiste Caramiaux, Marco Donnarumma, Atau Tanaka

Informing the Design of Novel Input Methods with Muscle Coactivation Clustering
Myroslav Bachynskyi, Gregorio Palmas, Antti Oulasvirta, Tino Weinkauf

Advancing Muscle-Computer Interfaces with High-Density Electromyography
Christoph Amma, Thomas Krings, Jonas Böer, Tanja Schultz

Proprioceptive Interaction
Pedro Lopes, Alexandra Ion, Willi Mueller, Daniel Hoffmann, Patrik Jonell, Patrick Baudisch

402   Papers: Phones for more than Just Talking & Text

CHAIR: NAOMI YAMASHITA

AudioScope: Smartphones as Directional Microphones in Mobile Audio Augmented Reality Systems
Florian Heller, Jan Borchers

ScanShot: Detecting Document Capture Moments and Correcting Device Orientation
Jeungmin Oh, Woohyeok Choi, Joohyun Kim, Uichin Lee

Mechanics of Camera Work in Mobile Video Collaboration
Brennan Jones, Anna Witcraft, Scott Bateman, Carman Neustaedter, Anthony Tang

User Interfaces for Smart Things - A Generative Approach with Semantic Interaction Descriptions
Simon Mayer, Andreas Tschofen, Anind K. Dey, Friedemann Mattern

Reducing the Stress of Coordination: Sharing Travel Time Information Between Contacts on Mobile Phones
Frank R. Bentley, Ying-Yu Chen, Christian Holz

You Can't Smoke Here: Towards Support for Space Usage Rules in Location-aware Technologies
Pavel Andreevich Samsonov, Xun Tang, Johannes Schöning, Werner Kuhn, Brent Hecht

403   Papers: Search & Recommendations

CHAIR: SUSAN DUMAIS

Blended Recommending: Integrating Interactive Information Filtering and Algorithmic Recommender Techniques
Benedikt Loepp, Katja Herrmanny, Juergen Ziegler

A Large-Scale Study of User Image Search Behavior on the Web
Jaimie Y. Park, Neil O'Hare, Rossano Schifanella, Alejandro Jaimes, Chin-Wan Chung

DynamicMaps: Similarity-based Browsing through a Massive Set of Images
Yanir Kleiman, Joel Lanir, Dov Danon, Yasmin Felberbaum, Daniel Cohen-Or

S.O.S.: Does Your Search Engine Results Page (SERP) Need Help?
Maximilian Speicher, Andreas Both, Martin Gaedke

E1/E2   Papers: Kids Haptic, Wearable, Tangible Learning

CHAIR: KORI INKPEN

FeelSleeve: Haptic Feedback to Enhance Early Reading
Nesra Yannier, Ali Israr, Jill Fain Lehman, Roberta L. Klatzky

BodyVis: A New Approach to Body Learning Through Wearable Sensing and Visualization
Leyla Norooz, Matthew Louis Mauriello, Anita Jorgensen, Brenna McNally, Jon E. Froehlich

Exploring Expressive Augmented Reality: The FingAR Puppet System for Social Pretend Play
Zhen Bai, Alan F. Blackwell, George Coulouris

Learning from Mixed-Reality Games: Is Shaking a Tablet as Effective as Physical Observation?
Nesra Yannier, Kenneth R. Koedinger, Scott E. Hudson

E3   Papers: Motivation & Participation

CHAIR: MEREDITH R. MORRIS

Gauging Receptiveness to Social Microvolunteering
Erin L. Brady, Meredith Ringel Morris, Jeffrey P. Bigham

Mobile Gamification for Crowdsourcing Data Collection: Leveraging the Freemium Model
Kristen Dergousoff, Regan Mandryk

Unequal Time for Unequal Value: Implications of Differing Motivations for Participation in Timebanking
Patrick C. Shih, Victoria Bellotti, Kyungsik Han, John M. Carroll

A Muddle of Models of Motivation For Using Peer-to-Peer Economy Systems
Victoria Bellotti, Alexander Ambard, Daniel Turner, Christina Gossmann, Kamila Demkova, John M. Carroll

E4 Papers: Sustainability & Recycling

CHAIR: ADRIAN K. CLEAR

Analysis of Recycling Capabilities of Individuals and Crowds to Encourage and Educate People to Separate Their Garbage Playfully
Pascal Lessel, Maximilian Altmeyer, Antonio Krüger

Why and what did we throw out? Probing on Reflection through the Food Waste Diary
Eva Ganglbauer, Geraldine Fitzpatrick, Florian Güldenpfennig

Energy Babble: Mixing Environmentally-Oriented Internet Content to Engage Community Groups
William Gaver, Mike Michael, Tobie Kerridge, Alex Wilkie, Andy Boucher, Liliana Ovalle, Matthew Plummer Fernandez

Beyond the Individual: The Contextual Wheel of Practice as a Research Framework for Sustainable HCI
Johanne Mose Entwistle, Mia Kruse Rasmussen, Nervo Verdezoto, Robert S. Brewer, Mads Schaarup Andersen

E5 Papers: The Value of the Village in Caregiving

CHAIR: LENA MAMYKINA

Effects of Public Commitments and Accountability in a Technology-Supported Physical Activity Intervention
Sean A. Munson, Erin Krupka, Caroline Richardson, Paul Resnick

Rare World: Towards Technology for Rare Diseases
Haley MacLeod, Kim Oakes, Danika Geisler, Kay Connelly, Katie Siek

Health Vlogs as Social Support for Chronic Illness Management
Jina Huh, Leslie S. Liu, Tina Neogi, Kori M. Inkpen, Wanda Pratt

Looking for Respite and Support: Technological Opportunities for Spousal Caregivers
Matthieu Tixier, Myriam Lewkowicz

Barriers and Negative Nudges: Exploring Challenges in Food Journaling
Felicia Cordeiro, Daniel A. Epstein, Edison Thomaz, Elizabeth Bales, Arvind K. Jagannathan, Gregory D. Abowd, James Fogarty

E6 Papers: I Like What I See - Interface Aesthetics

CHAIR: SIMON J. BOWEN

Computation of Interface Aesthetics
Aliaksei Miniukovich, Antonella De Angeli

Patina Engraver: Visualizing Activity Logs as Patina in Fashionable Trackers
Moon-Hwan Lee, Seijin Cha, Tek-Jin Nam

Real-time Guidance Camera Interface to Enhance Photo Aesthetic Quality
Yan Xu, Joshua Ratcliff, James Scovell, Gheric Speiginer, Ronald Azuma

Infographic Aesthetics: Designing for the First Impression
Lane Harrison, Katharina Reinecke, Remco Chang

ISOTYPE Visualization – Working Memory, Performance, and Engagement with Pictographs
Steve Haroz, Robert Kosara, Steven Franconeri

E7 C11: Methods for Child Computer Interaction 1/2

Research Methods for Child Computer Interaction
Janet C. Read, Shuli Gilutz

307 Papers: Supporting Creativity through UX Design

CHAIR: LUCIANO GAMBERINI

Using Metrics of Curation to Evaluate Information-Based Ideation
Andruid Kerne, Andrew Webb, Steven M. Smith, Rhema Linder, Nic Lupfer, Yin Qu, Jonathan Moeller, Sashikanth Damaraju

GEM-NI: A System for Creating and Managing Alternatives In Generative Design
Loutfouz Zaman, Wolfgang Stuerzlinger, Christian Neugebauer, Rob Woodbury, Maher Elkhaldi, Naghmi Shireen, Michael Terry

Motif: Supporting Novice Creativity through Expert Patterns
Joy Kim, Mira Dontcheva, Wilmot Li, Michael S. Bernstein, Daniela Steinsapir

DesignScape: Design with Interactive Layout Suggestions
Peter O'Donovan, Aseem Agarwala, Aaron Hertzmann

Using Game Principles in UX Research: A Board Game for Eliciting Future User Needs
Karin Slegers, Sanne Ruelens, Jorick Vissers, Pieter Duysburgh

308 Case Studies: Art & Life

CHAIR: FRISINA CHRIS

Artistic Distance: Body Movements as Launching Points For Art Inquiry
Kimiko Ryokai, Noriko Misra, Yoshinori Hara

TRANSFORM: Embodiment of "Radical Atoms" at Milano Design Week
Hiroshi Ishii, Daniel Leithinger, Sean Follmer, Amit Zoran, Philipp Schoessler, Jared Counts

Moving on its Own: How do Audience Interacts with an Autonomous Moving Artwork
Florent Levillain, Sébastien Lefort, Elisabetta Zibetti

Colormaps that Improve Perception of High-Resolution Ocean Data
Francesca Samsel, Mark Petersen, Terece Geld, Greg Abram, Joanne Wendelberger, James Ahrens

317A C09: Designing & Assessing Task Models 1/2

Designing and Assessing Interactive Systems Using Task Models
Philippe Palanque, Célia Martinie

317BC C10: Learn to Sketch (Even if You Can't Draw) 1/2

Learn to Sketch (Even if You Can't Draw): Hands-on Sketching Course
Stephanie Foehrenbach

318BC C12: Practical UX Research Methodologies 1/2

Practical UX Research Methodologies
Sarah E. Garcia

10:50 – 11:30
Coffee Break
Hall C2/C3

TUESDAY

TUESDAY

401 Papers: Smartwatch Interaction

CHAIR: DANIEL ASHBROOK

Investigating the Information Transfer Efficiency of a 3×3 Watch-back Tactile Display
Jaeyeon Lee, Jaehyun Han, Geehyuk Lee

SplitBoard: A Simple Split Soft Keyboard for Wristwatch-sized Touch Screens
Jonggi Hong, Seongkook Heo, Poika Isokoski, Geehyuk Lee

Beats: Tapping Gestures for Smart Watches
Ian Oakley, DoYoung Lee, MD. Rasel Islam, Augusto Esteves

WatchConnect: A Toolkit for Prototyping Smartwatch-Centric Cross-Device Applications
Steven Houben, Nicolai Marquardt

It's About Time: Smartwatches as Public Displays
Jennifer Pearson, Simon Robinson, Matt Jones

402 Papers: Tangible Interactions

CHAIR: OTMAR HILLIGES

TUIkit: Evaluating Physical and Functional Experiences of Tangible User Interface Prototypes
Jorick Vissers, David Geerts

Lamello: Passive Acoustic Sensing for Tangible Input Components
Valkyrie Savage, Andrew Head, Björn Hartmann, Dan B. Goldman, Gautham Mysore, Wilmot Li

WonderLens: Optical Lenses and Mirrors for Tangible Interactions on Printed Paper
Rong-Hao Liang, Chao Shen, Yu-Chien Chan, Guan-Ting Chou, Liwei Chan, De-Nian Yang, Mike Y. Chen, Bing-Yu Chen

FugaciousFilm: Exploring Attentive Interaction with Ephemeral Material
Hyosun Kwon, Shashank Jaiswal, Steve Benford, Sue Ann Seah, Peter Bennett, Boriana Koleva, Holger Schnädelbach

3D Printing Pneumatic Device Controls with Variable Activation Force Capabilities
Marynel Vázquez, Eric Brockmeyer, Ruta Desai, Chris Harrison, Scott E. Hudson

403 Papers: New Evaluation Approaches

CHAIR: DAVID ENGLAND

Bridging the Theory-Practice Gap: Lessons and Challenges of Applying the Attachment Framework for Sustainable HCI Design
Christian Remy, Silke Gegenbauer, Elaine M. Huang

The Transfer of Learning as HCI Similarity: Towards an Objective Assessment of the Sensory-Motor Basis of Naturalness
François Bérard, Amélie Rochet-Capellan

Formalizing Agreement Analysis for Elicitation Studies: New Measures, Significance Test, and Toolkit
Radu-Daniel Vatavu, Jacob O. Wobbrock

Exploring the Effect of Pre-operational Priming Intervention on Number Entry Errors
Yunqiu Li, Patrick Oladimeji, Harold Thimbleby

E1/E2 Special: Foundations & Trends in HCI 1

CHAIR: GREGORY ABOWD

A Survey of Augmented Reality
Mark Billinghurst, Adrian Clark, Gun Lee

Augmented Reality Expert Panel Discussion
Mark Billinghurst, Woontack Woo, Thad Starner, Shahram Izadi

E3 Papers: Evaluating Crowdsourcing

CHAIR: BONGWON SUH

Comparing Person- and Process-centric Strategies for Obtaining Quality Data on Amazon Mechanical Turk
Tanushree Mitra, C.J. Hutto, Eric Gilbert

Crowdsourced Feedback With Imagery Rather Than Text: Would Designers Use It?
David A. Robb, Stefano Padilla, Britta Kalkreuter, Mike J. Chantler

Measuring Crowdsourcing Effort with Error-Time Curves
Justin Cheng, Jaime Teevan, Michael S. Bernstein

The Effects of Sequence and Delay on Crowd Work
Walter S. Lasecki, Jeffrey M. Rzeszotarski, Adam Marcus, Jeffrey P. Bigham

Crowd Size, Diversity and Performance
Lionel Robert, Daniel M. Romero

E4 Papers: Smart Smartphone Authentication

CHAIR: ANDREA BIANCHI

I Know What You Did Last Week! Do You? Dynamic Security Questions for Fallback Authentication on Smartphones
Alina Hang, Alexander De Luca, Heinrich Hussmann

Improving Accuracy, Applicability and Usability of Keystroke Biometrics on Mobile Touchscreen Devices
Daniel Buschek, Alexander De Luca, Florian Alt

SwiPIN - Fast and Secure PIN-Entry on Smartphones
Emanuel von Zezschwitz, Alexander De Luca, Bruno Brunkow, Heinrich Hussmann

Glass Unlock: Enhancing Security of Smartphone Unlocking through Leveraging a Private Near-eye Display
Christian Winkler, Jan Gugenheimer, Alexander De Luca, Gabriel Haas, Philipp Speidel, David Dobbelstein, Enrico Rukzio

I Feel Like I'm Taking Selfies All Day! Towards Understanding Biometric Authentication on Smartphones
Alexander De Luca, Alina Hang, Emanuel von Zezschwitz, Heinrich Hussmann

Interrupt Now or Inform Later?: Comparing Immediate and Delayed Privacy Feedback
Sameer Patil, Roberto Hoyle, Roman Schlegel, Apu Kapadia, Adam J. Lee

E5   Papers: Healthcare Bias, Engagement & Adaptation

CHAIR: TAE-JUNG YUN

From Care Plans to Care Coordination: Opportunities for Computer Support of Teamwork in Complex Healthcare
Ofra Amir, Barbara J. Grosz, Krzysztof Z. Gajos, Sonja M. Swenson, Lee M. Sanders

Technological and Organizational Adaptation of EMR Implementation in an Emergency Department
Sun Young Park, Yunan Chen, Scott Rudkin

Engaging Pregnant Women in Kenya with a Hybrid Computer-Human SMS Communication System
Trevor Perrier, Nicola Dell, Brian DeRenzi, Richard Anderson, John Kinuthia, Jennifer Unger, Grace John-Stewart

It Is All About Perspective: An Exploration of Mitigating Selective Exposure with Aspect Indicators
Q. Vera Liao, Wai-Tat Fu, Sri Shilpa Mamidi

E6   Papers: Storytelling in InfoVis

CHAIR: CHARLES PERIN

Storytelling in Information Visualizations: Does it Engage Users to Explore Data?
Jeremy Boy, Jean-Daniel Fekete, Francoise Detienne

Understanding Data Videos: Looking at Narrative Visualization through the Cinematography Lens
Fereshteh Amini, Nathalie Henry Riche, Christophe Hurter, Bongshin Lee, Pourang Irani

How Deceptive are Deceptive Visualizations?: An Empirical Analysis of Common Distortion Techniques
Anshul Vikram Pandey, Katharina Rall, Margaret L. Satterthwaite, Oded Nov, Enrico Bertini

STRATOS: Using Visualization to Support Decisions in Strategic Software Release Planning
Bon Adriel Aseniero, Tiffany Wun, David Ledo, Guenther Ruhe, Anthony Tang, Sheelagh Carpendale

E7   C11: Methods for Child Computer Interaction 2/2

Research Methods for Child Computer Interaction
Janet C. Read, Shuli Gilutz

307   Panel: You've Been Acquired!

You've Been Acquired!
Iram W. Mirza, Meng Chee

308   alt.chi: HCI Methodology

CHAIR: HENRY DUH

HCI as an Inter-Discipline
Alan F. Blackwell

The User Experience Designer's Charlatan Test: A First Step towards UX Sanity Checking
Jonathan S. Arnowitz

Design + Ethnography + Futures: Surrendering in uncertainty
Yoko Akama, Sarah Pink, Annie Fergusson

Deep Cover HCI: Value, Ethics, and Practice
Julie R. Williamson, Daniel Sundén

317A   C09: Designing & Assessing Task Models 2/2

Designing and Assessing Interactive Systems Using Task Models
Philippe Palanque, Célia Martinie

317BC   C10: Learn to Sketch (Even if You Can't Draw) 2/2

Learn to Sketch (Even if You Can't Draw): Hands-on Sketching Course
Stephanie Foehrenbach

318A   SIG: Gender-Inclusive Software

SIG: Gender-Inclusive Software: What We Know About Building It
Margaret M. Burnett, Elizabeth F. Churchill, Michael J. Lee

318BC   C12: Practical UX Research Methodologies 2/2

Practical UX Research Methodologies
Sarah E. Garcia

TUESDAY

**12:50 – 14:30
Lunch Break**

Restaurants, bars & cafés available nearby

TUESDAY

401　Special: SIGCHI Lifetime Research Award

CHAIR:　SCOTT R. KLEMMER

SIGCHI Lifetime Research Award Talk
James Hollan

402　Papers: Grip, Move & Tilt: Novel Interaction

CHAIR:　JESSICA CAUCHARD

Supporting Subtlety with Deceptive Devices and
Illusory Interactions
Fraser Anderson, Tovi Grossman, Daniel Wigdor, George Fitzmaurice

Understanding Users' Touch Behavior on Large Mobile
Touch-Screens and Assisted Targeting by Tilting Gesture
Youli Chang, Sehi L'Yi, Kyle Koh, Jinwook Seo

One-Handed Bend Interactions with
Deformable Smartphones
*Audrey Girouard, Jessica Lo, Md Riyadh, Farshad Daliri,
Alexander Keith Eady, Jerome Pasquero*

Grip Change as an Information Side Channel for Mobile
Touch Interaction
Matei Negulescu, Joanna McGrenere

An Experimental Comparison of Vertical and Horizontal
Dynamic Peephole Navigation
Jens Müller, Roman Rädle, Hans-Christian Jetter, Harald Reiterer

403　Papers: Interactive Video & Collaborative Annotations

CHAIR:　AMY OGAN

RIMES: Embedding Interactive Multimedia Exercises in
Lecture Videos
*Juho Kim, Elena L. Glassman, Andres Monroy-Hernandez,
Meredith Ringel Morris*

A Framework for Automatically Generating Interactive
Instructional Scaffolding
Eleanor O'Rourke, Erik Andersen, Sumit Gulwani, Zoran Popovic

Mudslide: A Spatially Anchored Census of Student
Confusion for Online Lecture Videos
*Elena L. Glassman, Juho Kim, Andres Monroy-Hernandez,
Meredith Ringel Morris*

Making Software Tutorial Video Responsive
Cuong Nguyen, Feng Liu

Gaze-Based Annotations for Reading Comprehension
Shiwei Cheng, Zhiqiang Sun, Lingyun Sun, Kirsten Yee, Anind K. Dey

E1/E2　Papers: HCI for the Elderly

CHAIR:　MARIA K. WOLTERS

An Age Old Problem: Examining the Discourses of Ageing
in HCI and Strategies for Future Research
John Vines, Gary Pritchard, Peter C. Wright, Patrick Olivier, Katie Brittain

Long-Term Use of Motion-Based Video Games in Care
Home Settings
Kathrin M. Gerling, Regan L. Mandryk, Conor Linehan

CoFaçade: A Customizable Assistive Approach for Elders
and Their Helpers
Jason Chen Zhao, Richard C. Davis, Pin Sym Foong, Shengdong Zhao

"My hand doesn't listen to me!": Adoption and Evaluation of
a Communication Technology for the 'Oldest Old'
*Barbara Barbosa Neves, Rachel L. Franz, Cosmin Munteanu,
Ronald Baecker*

E3　Papers: The Impact of Crowd Work on Workers

CHAIR:　JAIME TEEVAN

Working with Machines: The Impact of Algorithmic and
Data-Driven Management on Human Workers
Min Kyung Lee, Daniel Kusbit, Evan Metsky, Laura Dabbish

TurkBench: Rendering the Market for Turkers
*Benjamin V. Hanrahan, Jutta K. Willamowski, Saiganesh Swaminathan,
David B. Martin*

Exploring the Role of Activity Trace Design on Evaluations of
Online Worker Quality
Jennifer Marlow, Laura A. Dabbish, Jodi L. Forlizzi

We Are Dynamo: Overcoming Stalling and Friction in
Collective Action for Crowd Workers
*Niloufar Salehi, Lilly C. Irani, Michael S. Bernstein, Ali Alkhatib, Eva Ogbe,
Kristy Milland, Clickhappier*

Understanding Malicious Behavior in Crowdsourcing
Platforms: The Case of Online Surveys
Ujwal Gadiraju, Ricardo Kawase, Stefan Dietze, Gianluca Demartini

E4　Papers: Social Media and Mobile Camera Privacy

CHAIR:　PAM BRIGGS

"I Saw Images I Didn't Even Know I Had" Understanding
User Perceptions of Cloud Storage Privacy
Jason W. Clark, Peter Edwin Snyder, Damon McCoy, Chris Kanich

Sensitive Lifelogs: A Privacy Analysis of Photos from
Wearable Cameras
*Roberto Hoyle, Robert Templeman, Denise Anthony, David Crandall,
Apu Kapadia*

Somebody's Watching Me? Assessing the Effectiveness of
Webcam Indicator Lights
*Rebecca S. Portnoff, Linda N. Lee, Serge Egelman, Pratyush Mishra,
Derek Leung, David Wagner*

From Third to Surveilled Place: The Mobile in Irish Pubs
Norman Makoto Su, Lulu Wang

Is This Thing On? Crowdsourcing Privacy Indicators for
Ubiquitous Sensing Platforms
Serge Egelman, Raghudeep Kannavara, Richard Chow

E5 Papers: DIY Healthcare: Apps & Wearables

CHAIR: DAVID COYLE

Blood Pressure Beyond the Clinic: Rethinking a Health Metric for Everyone
Logan Kendall, Dan Morris, Desney Tan

Concealing or Revealing Mobile Medical Devices? Designing for Onstage and Offstage Presentation
Aisling Ann O'Kane, Yvonne Rogers, Ann E. Blandford

Understanding Individual Differences for Tailored Smoking Cessation Apps
Jeni Paay, Jesper Kjeldskov, Mikael B. Skov, Lars Lichon, Stephan Rasmussen

FeedFinder: A Location-Mapping Mobile Application for Breastfeeding Women
Madeline Balaam, Rob Comber, Selina Sutton, Ed Jenkins, Andy Garbett

E6 Papers: Social Embodied Interaction

CHAIR: GINA VENOLIA

Using an Interactive Avatar's Facial Expressiveness to Increase Persuasiveness and Socialness
Jennifer Hyde, Elizabeth J. Carter, Sara Kiesler, Jessica K. Hodgins

Study on Gaze Direction Perception of Face Image Displayed on Rotatable Flat Display
Ikkaku Kawaguchi, Hideaki Kuzuoka, Yusuke Suzuki

DynamicDuo: Co-presenting with Virtual Agents
Ha Trinh, Lazlo Ring, Timothy Bickmore

My Self and You: Tension in Bodily Sharing of Experience
Helena M. Mentis, Jarmo Laaksolahti, Kristina Höök

E7 C15: HCI Lessons: From Earth to Outer Space 1/2

HCI Lessons: From Earth to Outer Space... and Back
Guy André Boy, Jeffrey M. Bradshaw, Soyeon Yi

307 Papers: Innovation in Theories & Products

CHAIR: VOLKER WULF

From User-Centered to Adoption-Centered Design: A Case Study of an HCI Research Innovation Becoming a Product
Parmit K. Chilana, Andrew J. Ko, Jacob Wobbrock

Creating Sustainable Cyberinfrastructures
David P. Randall, E. Ilana Diamant, Charlotte P. Lee

Standards and/as Innovation: Protocols, Creativity, and Interactive Systems Development in Ecology
Steven J. Jackson, Sarah Barbrow

Does Distance Still Matter? Revisiting the CSCW Fundamentals on Distributed Collaboration
Pernille Bjorn, Morten Esbensen, Rasmus Eskild Jensen, Stina Matthiessen

308 Case Studies: Education & Work

CHAIR: LUIS A. LEIVA

Connective MOOC for K-12 Teacher Professional Development in Native American Pueblo Schools
Josephine Kilde, Lorenzo Gonzales

Rapid Usability Assessment of an Enterprise Application in an Agile Environment with CogTool
Anil Shankar, Honray Lin, Hans-Frederick Brown, Colson Rice

Testing the Effectiveness of iPad Math Game: Lessons Learned from Running a Multi-Classroom Study
Kristen Pilner Blair, Jay Pfaffman, Maria Cutumisu, Nicole Hallinen, Daniel Schwartz

Historical Research Using Email Archives
Sudheendra Hangal, Vihari Piratla, Chaiyasit Manovit, Peter Chan, Monica S. Lam, Glynn Edwards

317A C14: Mobile Human-Computer Interaction 1/2

Mobile Human-Computer Interaction
Niels Henze, Enrico Rukzio

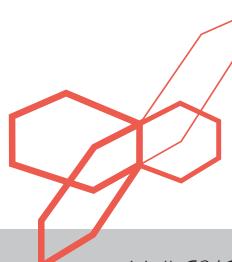## 317BC C13: Methods for HCI Research 1/2

Methods for Human-Computer Interaction Research
Sandy J J Gould, Duncan P. Brumby, Anna L. Cox, Geraldine Fitzpatrick, Jettie Hoonhout, David Lamas, Effie Law

318BC C16: Sketching User Experiences 1/2

Sketching User Experiences: The Hands-on Course
Nicolai Marquardt, Saul Greenberg

TUESDAY

15:50 – 16:30
Coffee Break
Hall C2/C3

TUESDAY

401 Papers: Design and 3D Object Fabrication

CHAIR: DAVID KIM

Tactum: A Skin-Centric Approach to Digital Design and Fabrication
Madeline Gannon, Tovi Grossman, George Fitzmaurice

A Layered Fabric 3D Printer for Soft Interactive Objects
Huaishu Peng, Jennifer Mankoff, Scott E. Hudson, James McCann

Platener: Low-Fidelity Fabrication of 3D Objects by Substituting 3D Print with Laser-Cut Plates
Dustin Beyer, Serafima Gurevich, Stefanie Mueller, Hsiang-Ting Chen, Patrick Baudisch

D-Coil: A Hands-on Approach to Digital 3D Models Design
Huaishu Peng, Amit Zoran, François V. Guimbretière

402 Papers: Understanding & Extending Touch Interfaces

CHAIR: THEOPHANIS TSANDILAS

Performance and Ergonomics of Touch Surfaces: A Comparative Study using Biomechanical Simulation
Myroslav Bachynskyi, Gregorio Palmas, Antti Oulasvirta, Jürgen Steimle, Tino Weinkauf

How Much Faster is Fast Enough? User Perception of Latency & Latency Improvements in Direct and Indirect Touch
Jonathan Deber, Ricardo Jota, Clifton Forlines, Daniel Wigdor

The Effect of Edge Targets on Touch Performance
Daniel Avrahami

FlickBoard: Enabling Trackpad Interaction with Automatic Mode Switching on a Capacitive-sensing Keyboard
Ying-Chao Tung, Ta Yang Cheng, Neng-Hao Yu, Chiuan Wang, Mike Y. Chen

ExtensionSticker: A Proposal for a Striped Pattern Sticker to Extend Touch Interfaces and its Assessment
Kunihiro Kato, Homei Miyashita

403 Papers: Sharing & Collaboration @ Work

CHAIR: STEVEN M. DRUCKER

MUBox: Multi-User Aware Personal Cloud Storage
Michael Nebeling, Matthias Geel, Oleksiy Syrotkin, Moira Norrie

DocuViz: Visualizing Collaborative Writing
Dakuo Wang, Judith S. Olson, Jingwen Zhang, Trung Nguyen, Gary M. Olson

Communication through Boundary Objects in Distributed Agile Teams
Johan Kaj Blomkvist, Johan Persson, Johan Aberg

How to Drive a London Bus: Measuring Performance in a Mobile and Remote Workplace
Gary W. Pritchard, Pam Briggs, John Vines, Patrick Olivier

E1/E2 Papers: Families and Their Use of Technology

CHAIR: JENNIFER MARLOW

Managing Children's Online Identities: How Parents Decide what to Disclose about their Children Online
Tawfiq Ammari, Priya Kumar, Cliff Lampe, Sarita Schoenebeck

Understanding and Supporting Fathers and Fatherhood on Social Media Sites
Tawfiq Ammari, Sarita Schoenebeck

Family Rituals and the Potential For Interaction Design: A Study of Christmas
Daniela Petrelli, Ann Light

Look, My Baby Is Using an iPad! An Analysis of YouTube Videos of Infants and Toddlers Using Tablets
Juan Pablo Hourcade, Sarah L. Mascher, David C. Wu, Luiza Pantoja

E3 Papers: Understanding Crowdwork in Many Domains

CHAIR: UICHIN LEE

Apparition: Crowdsourced User Interfaces That Come To Life As You Sketch Them
Walter S. Lasecki, Juho Kim, Nick Rafter, Onkur Sen, Jeffrey P. Bigham, Michael S. Bernstein

Zensors: Adaptive, Rapidly Deployable, Human-Intelligent Sensor Feeds
Gierad Laput, Walter S. Lasecki, Jason Wiese, Robert Xiao, Jeffrey P. Bigham, Chris Harrison

Exploring Privacy and Accuracy Trade-Offs in Crowdsourced Behavioral Video Coding
Walter S. Lasecki, Mitchell Gordon, Winnie Leung, Ellen Lim, Jeffrey P. Bigham, Steven P. Dow

Crowdsourcing Stereotypes: Linguistic Bias in Metadata Generated via GWAP
Jahna Otterbacher

E4 Papers: Eco-Green: Encouraging Energy Conservation

CHAIR: GERMAINE IRWIN

Tiree Energy Pulse: Exploring Renewable Energy Forecasts on the Edge of the Grid.

Will Simm, Maria Angela Ferrario, Adrian Friday, Peter Newman, Stephen Forshaw, Mike Hazas, Alan Dix

Designing Persuasive Technology to Manage Peak Electricity Demand in Ontario Homes

Valerie Sugarman, Edward Lank

Eco-Forecasting for Domestic Electricity Use

Jesper Kjeldskov, Mikael B. Skov, Jeni Paay, Dennis Lund, Tue Madsen, Michael Nielsen

Beyond Eco-Feedback: Adding Online Manual and Automated Controls to Promote Workplace Sustainability

Ray Yun, Azizan Aziz, Peter Scupelli, Bertrand Lasternas, Chenlu Zhang, Vivian Loftness

Understanding the Role of Thermography in Energy Auditing: Current Practices and the Potential for Automated Solutions

Matthew Louis Mauriello, Leyla Norooz, Jon E. Froehlich

E5 Papers: Sports Tracking & Training

CHAIR: HAO-HUA CHU

Keepin' it Real: Challenges when Designing Sports-Training Games

Mads Møller Jensen, Majken K. Rasmussen, Florian Mueller, Kaj "Floyd" Grønbæk

Flow is Not Enough: Understanding the Needs of Advanced Amateur Runners to Design Motivation Technology

Kristina M. Knaving, Paweł W. Woźniak, Morten Fjeld, Staffan L. Björk

Jogging with a Quadcopter

Florian Mueller, Matthew Muirhead

ClimbSense - Automatic Climbing Route Recognition using Wrist-worn Inertia Measurement Units

Felix Kosmalla, Florian Daiber, Antonio Krüger

E6 Papers: Feeling & Communicating Emotions

CHAIR: RONGRONG WANG

Towards Multimodal Affective Feedback - Interaction between Visual and Haptic Modalities

Akshita Akshita, Harini Alagarai Sampath, Bipin Indurkhya, Eunhwa Lee, Yudong Bae

Emotions Mediated Through Mid-Air Haptics

Marianna Obrist, Sriram Subramanian, Elia Gatti, Benjamin Long, Thomas Carter

In the Heat of the Moment: Subjective Interpretations of Thermal Feedback During Interaction

Graham Wilson, Gavin Davidson, Stephen Brewster

EnviroPulse: Providing Feedback about the Expected Affective Valence of the Environment

Deltcho Valtchanov, Mark Hancock

E7 C15: HCI Lessons: From Earth to Outer Space 2/2

HCI Lessons: From Earth to Outer Space... and Back

Guy André Boy, Jeffrey M. Bradshaw, Soyeon Yi

307 Papers: Critical Design

CHAIR: GIULIO JACUCCI

Expanding and Refining Design and Criticality in HCI

James Pierce, Phoebe J. Sengers, Tad Hirsch, Tom Jenkins, William W. Gaver, Carl DiSalvo

Immodest Proposals: Research Through Design and Knowledge

Jeffrey Bardzell, Shaowen Bardzell, Lone Koefoed Hansen

Making Multiple Uses of the Obscura 1C Digital Camera: Reflecting on the Design, Production, Packaging and Distribution of a Counterfunctional Device

James Pierce, Eric Paulos

Pause Moment Experience in SNS Communication

Jae-eul Bae, Youn-kyung Lim, Jin-bae Bang, Myung-suk Kim

308 Special: Human Computer Interaction Journal 1

CHAIR: SHARON OVIATT

Providing Adaptive Health Updates Across the Personal Social Network

Wendy Moncur, Judith Masthoff, Ehud Reiter, Yvonne Freer, Hien Nguyen

User Experience of On-Screen Interaction Techniques: An Experimental Investigation of Clicking, Sliding, Zooming, Hovering, Dragging, and Flipping

S. Shyam Sundar, Saraswathi Bellur, Jeeyun Oh, Qian Xu, Haiyan Jia

WallTop: Manage Overflowing Windows on a Large Display

Xiaojun Bi, Seok-Hyung Bae, Ravin Balakrishnan

317A C14: Mobile Human-Computer Interaction 2/2

Mobile Human-Computer Interaction

Niels Henze, Enrico Rukzio

317BC C13: Methods for HCI Research 2/2

Methods for Human-Computer Interaction Research

Sandy J J Gould, Duncan P. Brumby, Anna L. Cox, Geraldine Fitzpatrick, Jettie Hoonhout, David Lamas, Effie Law

318A SIG: Start and Run a SIGCHI Local Chapter

How and Why to Start and Run a SIGCHI Local Chapter

Tuomo Kujala

318BC C16: Sketching User Experiences 2/2

Sketching User Experiences: The Hands-on Course

Nicolai Marquardt, Saul Greenberg

| 18:00 – 19:30 | Job Fair & Recruiting Boards | *Hall C2/C3* |

Wednesday Morning Keynote
8:30 – 9:20   David Min
Hall D1   *Journey to a Better Life*

9:20 – 9:30
Break

WEDNESDAY

401 Papers: HMDs in Augmented & Virtual Reality

CHAIR: SHAHRAM IZADI

Eye-Wearable Technology for Machine Maintenance: Effects of Display Position and Hands-free Operation
Xianjun Sam Zheng, Cedric Foucault, Patrik Matos da Silva, Siddharth Dasari, Tao Yang, Stuart Goose

Belt: An Unobtrusive Touch Input Device for Head-worn Displays
David Dobbelstein, Philipp Hock, Enrico Rukzio

Content Destabilization for Head-Mounted Displays
Felix Lauber, Sophia Cook, Andreas Butz

A Dose of Reality: Overcoming Usability Challenges in VR Head-Mounted Displays
Mark McGill, Daniel Boland, Roderick Murray-Smith, Stephen A. Brewster

Accuracy of Pedometry on a Head-mounted Display
Ilias Apostolopoulos, Dan Coming, Eelke Folmer

Level-Ups: Motorized Stilts that Simulate Stair Steps in Virtual Reality
Dominik Schmidt, Rob Kovacs, Vikram Mehta, Udayan Umapathi, Sven Köhler, Lung-Pan Cheng, Patrick Baudisch

402 Papers: Tangible Interaction with Phones

CHAIR: SHENGDONG ZHAO

🏆 Acoustruments: Passive, Acoustically-Driven, Interactive Controls for Handheld Devices
Gierad Laput, Eric Brockmeyer, Scott E. Hudson, Chris Harrison

HaptiCase: Back-of-Device Tactile Landmarks for Eyes-Free Absolute Indirect Touch
Christian Corsten, Christian Cherek, Thorsten Karrer, Jan Borchers

The Trial of Bendi in a Coffeehouse: Use of a Shape-Changing Device for a Tactile-Visual Phone Conversation
Young-Woo Park, Joohee Park, Tek-Jin Nam

SpecTrans: Versatile Material Classification for Interaction with Textureless, Specular and Transparent Surfaces
Munehiko Sato, Shigeo Yoshida, Alex Olwal, Boxin Shi, Atsushi Hiyama, Tomohiro Tanikawa, Michitaka Hirose, Ramesh Raskar

403 Papers: UI Impact on Performance & Decisions

CHAIR: TOM GROSS

Displayed Uncertainty Improves Driving Experience and Behavior: The Case of Range Anxiety in an Electric Car
Malte F. Jung, David Sirkin, Turgut M. Gür, Martin Steinert

Designing Information for Remediating Cognitive Biases in Decision-Making
Yunfeng Zhang, Rachel K. E. Bellamy, Wendy A. Kellogg

Quick Affective Judgments: Validation of a Method for Primed Product Comparisons
Jussi P. P. Jokinen, Johanna Maria Silvennoinen, Piia M. Perälä, Pertti O. Saariluoma

🎖 Effects of Ad Quality & Content-Relevance on Perceived Content Quality.
Henriette Cramer

E1/E2 Papers: Player Performance & Experience in Games

CHAIR: JAN D. SMEDDINCK

The Goal of Scoring: Exploring the Role of Game Performance in Educational Games
Casper Harteveld, Steven C. Sutherland

🎖 Moving Beyond Fun: Evaluating Serious Experience in Digital Games
Ioanna Iacovides, Anna L. Cox

🎖 Now You Can Compete With Anyone: Balancing Players of Different Skill Levels in a First-Person Shooter Game
Rodrigo Vicencio-Moreira, Regan L. Mandryk, Carl Gutwin

All about that Base: Differing Player Experiences in Video Game Genres and the Unique Case of MOBA Games
Daniel Johnson, Lennart E. Nacke, Peta A. Wyeth

E3 Papers: Neighborhoods & Disadvantaged Communities

CHAIR: KATHARINA REINECKE

Exploring Learning Ecologies among People Experiencing Homelessness
Angelika Strohmayer, Rob Comber, Madeline Balaam

The Promise of the Sharing Economy among Disadvantaged Communities
Tawanna R. Dillahunt, Amelia R. Malone

🎖 Practice-based Design of a Neighborhood Portal: Focusing on Elderly Tenants in a City Quarter Living Lab
Claudia Müller, Dominik Hornung, Theodor Hamm, Volker Wulf

This Digital Life: A Neighborhood-Based Study of Adolescents' Lives Online
Jessica A. Pater, Andrew D. Miller, Elizabeth D. Mynatt

E4   Papers: Enhanced Security with Passwords & CAPTCHAs

CHAIR: SERGE EGELMAN

Towards Making Random Passwords Memorable: Leveraging Users' Cognitive Ability Through Multiple Cues
Mahdi Nasrullah Al-Ameen, Matthew Wright, Shannon Scielzo

ActivPass: Your Daily Activity is Your Password
Sourav Kumar Dandapat, Swadhin Pradhan, Bivas Mitra, Romit Roy Choudhury, Niloy Ganguly

Constructing Secure Audio CAPTCHAs by Exploiting Differences between Humans and Machines
Hendrik Meutzner, Santosh Gupta, Dorothea Kolossa

Easy to Draw, but Hard to Trace? On of the Observability of Grid-based (Un)lock Patterns
Emanuel von Zezschwitz, Alexander De Luca, Philipp Janssen, Heinrich Hussmann

On the Effectiveness of Pattern Lock Strength Meters – Measuring the Strength of Real World Pattern Locks
Youngbae Song, Geumhwan Cho, Seongyeol Oh, Hyoungshick Kim, Jun Ho Huh

E5   Papers: Accessibility at Home & on The Go

CHAIR: HIRONOBU TAKAGI

RegionSpeak: Quick Comprehensive Spatial Descriptions of Complex Images for Blind Users
Yu Zhong, Walter S. Lasecki, Erin Brady, Jeffrey P. Bigham

An Assisted Photography Framework to Help Visually Impaired Users Properly Aim a Camera
Marynel Vázquez, Aaron Steinfeld

FingerReader: A Wearable Device to Explore Printed Text on the Go
Roy Shilkrot, Jochen Huber, Wong Meng Ee, Pattie Maes, Suranga Chandima Nanayakkara

Collaborative Accessibility: How Blind and Sighted Companions Co-Create Accessible Home Spaces
Stacy M. Branham, Shaun K. Kane

E6   Papers: Telepresence Video, Robots, and Walls

CHAIR: JOHN TANG

ImmerseBoard: Immersive Telepresence Experience using a Digital Whiteboard
Keita Higuchi, Yinpeng Chen, Philip A. Chou, Zhengyou Zhang, Zicheng Liu

Can You See Me Now? How Field of View Affects Collaboration in Robotic Telepresence
Steven J. Johnson, Irene Rae, Bilge Mutlu, Leila A. Takayama

Sharing Domestic Life through Long-Term Video Connections
Carman Neustaedter, Carolyn Pang, Azadeh Forghani, Erick Oduor, Serena Hillman, Tejinder K. Judge, Michael Massimi, Saul Greenberg

Accuracy of Deictic Gestures to Support Telepresence on Wall-sized Displays
Ignacio Avellino, Cédric Fleury, Michel Beaudouin-Lafon

| WIP Posters Rotation 2 | List on page 59 | Hall C2/C3 |
| Interactivity | List on page 62 | Hall C2/C3 |

E7   C18: Speech-based Interaction 1/2

Speech-based Interaction: Myths, Challenges, and Opportunities
Cosmin Munteanu, Gerald Penn

307   Papers: Experience Design for Games

CHAIR: FLORIAN MUELLER

Automatic Game Progression Design through Analysis of Solution Features
Eric Butler, Erik Andersen, Adam M. Smith, Sumit Gulwani, Zoran Popovic

Pass the Ball: Enforced Turn-Taking in Activity Tracking
John Rooksby, Mattias Rost, Alistair Morrison, Matthew Chalmers

The Data Driven Lives of Wargaming Miniatures
Dimitrios Paris Darzentas, Michael A. Brown, Martin Flintham, Steve Benford

Provenance for the People: An HCI Perspective on the W3C PROV Standard through an Online Game
Khaled Bachour, Richard Wetzel, Martin Flintham, Trung Dong Huynh, Tom Rodden, Luc Moreau

308   alt.chi: Arts and Phiolosphy

CHAIR: MORGAN AMES

Reimagining Digital Fabrication as Performance Art
Laura Devendorf, Daniela K. Rosner

Behind The Scenes at HCI's Turn To The Arts
Rachel Jacobs, Steve Benford, Ewa A. Luger

Touch Of The Eye: Does Observation Reflect Haptic Metaphors In Art Drawing?
Suk Kyoung Choi, Steve DiPaola

Games Against Health: A Player-Centered Design Philosophy
Conor Linehan, Sabine Harrer, Ben J. Kirman, Shaun W. Lawson, Marcus Carter

317A   C17: Intro to Creating Musical Interfaces 1/2

Introduction to Creating Musical Interfaces
Michael J. Lyons, Sidney S. Fels

318BC   C19: Designing Surveys for HCI Research 1/2
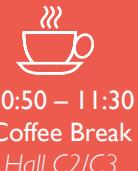
Designing Surveys for HCI Research
Hendrik Müller, Aaron Sedley

WEDNESDAY

10:50 – 11:30
Coffee Break
Hall C2/C3

401 Papers: Digital & Materials Fabrication

CHAIR: STEFANIE MUELLER

Foundations of Materials Experience: An Approach for HCI
Elisa Giaccardi, Elvin Karana

PaperPulse: An Integrated Approach for Embedding Electronics in Paper Designs
Raf Ramakers, Kashyap Todi, Kris Luyten

Data-Things: Digital Fabrication Situated within Participatory Data Translation Activities
Bettina Nissen, John Bowers

Being the Machine: Reconfiguring Agency and Control in Hybrid Fabrication
Laura Devendorf, Kimiko Ryokai

402 Papers: Tactile Notifications for Phones & Wearables

CHAIR: MAX WILSON

OmniVib: Towards Cross-body Spatiotemporal Vibrotactile Notifications for Mobile Phones
Jessalyn Alvina, Simon T. Perrault, Thijs Roumen, Shengdong Zhao, Maryam Azh, Morten Fjeld

NotiRing: A Comparative Study of Notification Channels for Wearable Interactive Rings
Thijs Roumen, Simon T. Perrault, Shengdong Zhao

Skin Drag Displays: Dragging a Physical Tactor across the User's Skin Produces a Stronger Tactile Stimulus than Vibrotactile
Alexandra Ion, Edward Jay Wang, Patrick Baudisch

Cruise Control for Pedestrians: Controlling Walking Direction using Electrical Muscle Stimulation
Max Pfeiffer, Tim Dünte, Stefan Schneegass, Florian Alt, Michael Rohs

Affordance++: Allowing Objects to Communicate Dynamic Use
Pedro Lopes, Patrik Jonell, Patrick Baudisch

403 Papers: Automation and Interactive Feedback

CHAIR: DAVIDE SPANO

"Automation Surprise" in Aviation: Real-Time Solutions
Frederic Dehais, Vsevolod Peysakhovich, Sébastien Scannella, Jennifer Fongue, Thibault Gateau

The Role of Environmental Predictability and Costs in Relying on Automation
Steven C. Sutherland, Casper Harteveld, Michael E. Young

An Architecture for Generating Interactive Feedback in Probabilistic User Interfaces
Julia Schwarz, Jennifer Mankoff, Scott E. Hudson

IDSense: A Human Object Interaction Detection System Based on Passive UHF RFID
Hanchuan Li, Can Ye, Alanson P. Sample

E1/E2 Papers: Art & Performance

CHAIR: THECLA SCHIPHORST

What if HCI Becomes a Fashion Driven Discipline?
Yue Pan, Erik Stolterman

The Smartphone Project - An Augmented Dance Performance
Leif Oppermann, Clemens Putschli, Constantin Brosda, Oleksandr Lobunets, Fabien Prioville

I'd Hide You: Performing Live Broadcasting in Public
Stuart Reeves, Christian Greiffenhagen, Martin Flintham, Steve Benford, Matt Adams, Ju Row Farr, Nicholas Tandavantij

Making the Invisible Visible: Design to Support the Documentation of Participatory Arts Experiences
Jonathan Hook, Rachel Clarke, John McCarthy, Kate Anderson, Jane Dudman, Peter Wright

Trap it! : A Playful Human-Biology Interaction for a Museum Installation
Seung Ah Lee, Engin Bumbacher, Alice M. Chung, Nate Cira, Byron Walker, Ji Young Park, Barry Starr, Paulo Blikstein, Ingmar H. Riedel-Kruse

E3 Papers: Bridging People & Beliefs with Social Media

CHAIR: N. SADAT SHAMI

Modeling Ideology and Predicting Policy Change with Social Media: Case of Same-Sex Marriage
Amy X. Zhang, Scott Counts

"Is it Weird to Still Be a Virgin?:" Anonymous, Locally Targeted Questions on Facebook Confession Boards
Jeremy Birnholtz, Nicholas Aaron Ross Merola, Arindam Paul

Social Media Dynamics of Global Co-presence During the 2014 FIFA World Cup
Jae Won Kim, Dongwoo Kim, Brian Keegan, Joon Hee Kim, Suin Kim, Alice Oh

Bridges into the Unknown: Personalizing Connections to Little-known Countries
Yelena Mejova, Javier Borge-Holthoefer, Ingmar Weber

E4 Special: Foundations & Trends in HCI 2

CHAIR: YVONNE ROGERS

Choice Architecture for Human-Computer Interaction
Anthony Jameson, Bettina Berendt, Silvia Gabrielli, Federica Cena, Cristina Gena, Fabiana Vernero, Katharina Reinecke

Designing for Healthy Lifestyles: Design Considerations for Mobile Technologies to Encourage Consumer Health and Wellness
Sunny Consolvo, Predrag V. Klasnja, David W. McDonald, James A. Landay

WEDNESDAY

E5   Papers: Quantified Self for Humans & Pets

CHAIR: RODRIGO DE OLIVEIRA

Change of Heart: Emotion Tracking to Promote Behavior Change
Victoria Hollis, Artie Konrad, Steve Whittaker

Beyond Self-Tracking and Reminders: Designing Smartphone Apps That Support Habit Formation
Katarzyna Stawarz, Anna L. Cox, Ann Blandford

Problematising Upstream Technology through Speculative Design: The Case of Quantified Cats and Dogs
Shaun Lawson, Ben Kirman, Conor Linehan, Tom Feltwell, Lisa Hopkins

Re-Centering Multispecies Practices: A Canine Interface for Cancer Detection Dogs
Clara Mancini, Rob Harris, Brendan Aengenheister, Claire Guest

E6   Papers: Visualizing Statistics & Graphs

CHAIR: BENJAMIN BACH

(s|qu)eries: Visual Regular Expressions for Querying and Exploring Event Sequences
Emanuel Zgraggen, Steven M. Drucker, Danyel Fisher, Robert DeLine

Statsplorer: Guiding Novices in Statistical Analysis
Chat Wacharamanotham, Krishna Subramanian, Sarah Theres Völkel, Jan Borchers

Investigating the Direct Manipulation of Ranking Tables for Time Navigation
Romain Vuillemot, Charles Perin

Dynamic Opacity Optimization for Scatter Plots
Justin Matejka, Fraser Anderson, George Fitzmaurice

Evaluating How Level of Detail of Visual History Affects Process Memory
Eric D. Ragan, John R. Goodall, Albert Tung

E7   C18: Speech-based Interaction 2/2

Speech-based Interaction: Myths, Challenges, and Opportunities
Cosmin Munteanu, Gerald Penn

307   Panel: Transdisciplinary Design in Education

Transdisciplinary Interaction Design in Design Education
Eli Blevis, Ilpo K. Koskinen, KunPyo Lee, Susanne Bødker, Lin-Lin Chen, Youn-kyung Lim, Huaxin Wei, Ron Wakkary

308   Special: Human Computer Interaction Journal 2

CHAIR: SCOTT R. KLEMMER

What Designers Talk About When They Talk About Context
Jared S. Bauer, Mark W. Newman, Julie A. Kientz

Multi-sited Design: An Analytical Lens for Transnational HCI
Amanda M. Williams, Silvia Lindtner, ken t. anderson, Paul Dourish

A Design Thinking Rationality Framework: Framing and Solving Design Problems in Early Concept Generation
Jieun Kim, Hokyoung Ryu

A Situated Approach of Roles and Participation in Open Source Software Communities
Flore Barcellini, Francoise Detienne, Jean-marie Burkhardt

317A   C17: Intro to Creating Musical Interfaces 2/2

Introduction to Creating Musical Interfaces
Michael J. Lyons, Sidney S. Fels

317BC   Special: Student Research Competition Finals

Student Research Competition
Thad Starner, Regan L. Mandryk, Tilde Bekker, John Tang, Xiangshi Ren

318A   SIG: Online Deliberative Processes and Tech

Design for Online Deliberative Processes and Technologies: Towards a Multidisciplinary Research Agenda
Weiyu Zhang, Lu Xiao, Anna Przybylska, Anna De Liddo, Gregorio Convertino, Todd Davies, Mark Klein

318BC   C19: Designing Surveys for HCI Research 2/2

Designing Surveys for HCI Research
Hendrik Müller, Aaron Sedley

WEDNESDAY

12:50 – 14:30 Lunch Break

Restaurants, bars & cafés available nearby

401 Special: SIGCHI Lifetime Practice Award

CHAIR: JACOB ROBERT

SIGCHI Lifetime Practice Award Talk
Susan Dray

402 Papers: Understanding Everyday Use of Mobile Phones

CHAIR: MATT JONES

Demand in My Pocket: Mobile Devices and the Data
Connectivity Marshalled in Support of Everyday Practice
*Carolynne Lord, Mike Hazas, Adrian K. Clear, Oliver Bates,
Rosalind Whittam, Janine Morley, Adrian Friday*

An In-Situ Study of Mobile App & Mobile Search Interactions
Juan Pablo Carrascal, Karen Church

The Composition and Use of Modern Mobile Phonebooks
Frank R. Bentley, Ying-Yu Chen

To Call or to Recall? That's the Research Question
Juan Pablo Carrascal, Rodrigo de Oliveira, Mauro Cherubini

403 Papers: GUI Size, Resolution & Layout

CHAIR: ENRICO RUKZIO

Effects of Display Size and Resolution on User Behavior and
Insight Acquisition in Visual Exploration
Khairi Reda, Andrew E. Johnson, Michael E. Papka, Jason Leigh

Subjective and Objective Effects of Tablet's Pixel Density
Lars Lischke, Sven Mayer, Katrin Wolf, Alireza Sahami, Niels Henze

Push-Edge and Slide-Edge: Scrolling by Pushing Against the
Viewport Edge
*Sylvain Malacria, Jonathan Aceituno, Philip Quinn, Géry Casiez,
Andy Cockburn, Nicolas Roussel*

Investigating Visual Feedforward for Target
Expansion Techniques
Maxime Guillon, François Leitner, Laurence Nigay

GACA: Group-Aware Command-based Arrangement of
Graphic Elements
Pengfei Xu, Hongbo Fu, Chiew-Lan Tai, Takeo Igarashi

E1/E2 Papers: Kids Social, Emotional & Special Needs

CHAIR: KONSTANTINOS KAZAKOS

Designing Social and Emotional Skills Training:
The Challenges and Opportunities for Technology Support
Petr Slovák, Ran Gilad-Bachrach, Geraldine Fitzpatrick

Designing Autism Research for Maximum Impact
Elizabeth J. Carter, Jennifer Hyde

Networked Empowerment on Facebook Groups for
Parents of Children with Special Needs
Tawfiq Ammari, Sarita Schoenebeck

Toward 3D-Printed Movable Tactile Pictures for Children
with Visual Impairments
Jeeeun Kim, Tom Yeh

Multimodal Analysis in Participatory Design with Children:
A Primary School Case Study
Jan Derboven, Maarten Van Mechelen, Karin Slegers

The Fun-Serious Ambiguity in Educational Game
Jan Derboven, Bieke Zaman, Jorick Vissers, David Geerts, Dirk De Grooff

E3 Papers: HCI for Civic Engagement

CHAIR: JOHN VINES

HCI, Civic Engagement & Trust
Mike Harding, Bran Knowles, Nigel Davies, Mark Rouncefield

Factful: Engaging Taxpayers in the Public Discussion of a
Government Budget
*Juho Kim, Eun-Young Ko, Jonghyuk Jung, Chang Won Lee,
Nam Wook Kim, Jihee Kim*

Contesting the City: Enacting the Political Through Digitally
Supported Urban Walks
*Clara Crivellaro, Rob Comber, Martyn Dade-Robertson, Simon J. Bowen,
Peter Wright, Patrick Olivier*

Data-in-Place: Thinking through the Relations Between Data
and Community
*Alex S. Taylor, Siân E. Lindley, Tim Regan, David Sweeney,
Vasillis Vlachokyriakos, Lillie Grainger, Jessica Lingel*

WEDNESDAY

E4 Papers: Security Feedback & Warnings

CHAIR: ALEXANDER DE LUCA

Scaling the Security Wall: Developing a Security Behavior Intentions Scale (SeBIS)

Serge Egelman, Eyal Peer

How Polymorphic Warnings Reduce Habituation in the Brain—Insights from an fMRI Study

Bonnie Brinton Anderson, C. Brock Kirwan, David Eargle, Jeffrey L. Jenkins, Seth Howard, Anthony Vance

Improving SSL Warnings: Comprehension and Adherence

Adrienne Porter Felt, Alex Ainslie, Robert W. Reeder, Sunny Consolvo, Somas Thyagaraja, Alan Bettes, Helen Harris, Jeff Grimes

A Spoonful of Sugar? The Impact of Guidance and Feedback on Password-Creation Behavior

Richard Shay, Lujo Bauer, Nicolas Christin, Lorrie Faith Cranor, Alain Forget, Saranga Komanduri, Michelle L. Mazurek, William Melicher, Sean M. Segreti, Blase Ur

E5 Papers: Wellness & Wearables

CHAIR: MARIANNA OBRIST

Snot, Sweat, Pain, Mud, and Snow - Performance and Experience in the Use of Sports Watches

Jakob Tholander, Stina Nylander

Contextual Influences on the Use and Non-Use of Digital Technology While Exercising at the Gym

Misha Patel, Aisling Ann O'Kane

TastyBeats: Designing Palatable Representations of Physical Activity

Rohit Ashok Khot, Jeewon Lee, Deepti Aggarwal, Larissa Hjorth, Florian 'Floyd' Mueller

As Light as your Footsteps: Altering Walking Sounds to Change Perceived Body Weight, Emotional State and Gait

Ana Tajadura-Jiménez, Maria Basia, Ophelia Deroy, Merle Fairhurst, Nicolai Marquardt, Nadia Bianchi-Berthouze

E6 Papers: Task Interruption & Resumption

CHAIR: MARTIN HALVEY

SwitchBack: Using Focus and Saccade Tracking to Guide Users' Attention for Mobile Task Resumption

Alexander Mariakakis, Mayank Goel, Md Tanvir Islam Aumi, Shwetak N. Patel, Jacob O. Wobbrock

EyeBookmark: Assisting Recovery from Interruption during Reading

Jaemin Jo, Bohyoung Kim, Jinwook Seo

The Effects of Chronic Multitasking on Analytical Writing

Danielle M. Lottridge, Christine Rosakranse, Catherine S. Oh, Sean J. Westwood, Katherine A. Baldoni, Abrey S. Mann, Clifford I. Nass

What Makes Interruptions Disruptive? A Process-Model Account of the Effects of the Problem State Bottleneck on Task Interruption and Resumption

Jelmer P. Borst, Niels A. Taatgen, Hedderik van Rijn

Interruptibility of Software Developers and its Prediction Using Psycho-Physiological Sensors

Manuela Züger, Thomas Fritz

E7 C22: Rapid Design Labs - Design-Led Innovation 1/2

Rapid Design Labs—A Tool to Turbocharge Design-Led Innovation

Jim E. Nieters, Carola Fellenz Thompson

307 Panel: 10 Years of alt.chi

10 Years of alt.chi: Reflections and Outlook

Morgan G. Ames, Silvia Lindtner, Barry Brown, Daniela K. Rosner, Sidney S. Fels, Roel Vertegaal

308 C20: Designing Wearable Interfaces 1/2

The Glass Class: Designing Wearable Interfaces

Mark Billinghurst, Dr. Thad Starner

317A C21: Experience Sampling to Collect Deep Data 1/2

Using Experience Sampling Methodology to Collect Deep Data About Your Users

Kathy K. Baxter, Anna Avrekh, Bob Evans

317BC Special: Student Design Competition Finals

Student Design Competition

Elisa Giaccardi, Will Odom, Zhiyong Fu, Jung-Joo Lee

318BC C23: Conceptual Models: Core to Good Design 1/2

Conceptual Models: Core to Good Design

Jeff A. Johnson

WEDNESDAY

WIP Posters Rotation 2	List on page 59	Hall C2/C3
Interactivity	List on page 62	Hall C2/C3

15:50 – 16:30
Coffee Break
Hall C2/C3

WEDNESDAY

401 Papers: Using Random Body Parts for Input

CHAIR: PATRICK BAUDISCH

iSkin: Flexible, Stretchable and Visually Customizable On-Body Touch Sensors for Mobile Computing
Martin Weigel, Tong Lu, Gilles Bailly, Antti Oulasvirta, Carmel Majidi, Jürgen Steimle

Cyclops: Wearable and Single-Piece Full-Body Gesture Input Devices
Liwei Chan, Chi-Hao Hsieh, Yi-Ling Chen, Shuo Yang, Da-Yuan Huang, Rong-Hao Liang, Bing-Yu Chen

Bodyprint: Biometric User Identification on Mobile Devices Using the Capacitive Touchscreen to Scan Body Parts
Christian Holz, Senaka Buthpitiya, Marius Knaust

NailO: Fingernails as an Input Surface
Hsin-Liu (Cindy) Kao, Artem Dementyev, Joseph A. Paradiso, Chris Schmandt

Exploring Subtle Foot Plantar-based Gestures with Sock-placed Pressure Sensors
Koumei Fukahori, Daisuke Sakamoto, Takeo Igarashi

402 Papers: Brain & Physiological Data use for HCI

CHAIR: JACOB ROBERT

Classification Accuracy from the Perspective of the User: Real-Time Interaction with Physiological Computing
Stephen H. Fairclough, Alexander J. Karran, Kiel Gilleade

Measurable Decision Making with GSR and Pupillary Analysis for Intelligent User Interface
Jianlong Zhou, Jinjun Sun, Fang Chen, Yang Wang, Ronnie Taib, Ahmad Khawaji, Zhidong Li

Designing Implicit Interfaces for Physiological Computing: Guidelines and Lessons Learned using fNIRS
Erin Treacy Solovey, Daniel A. Afergan, Evan M. Peck, Samuel W. Hincks, Robert J.K. Jacob

Examining the Reliability of Using fNIRS in Realistic HCI Settings for Spatial and Verbal Tasks
Horia A. Maior, Matthew Pike, Sarah Sharples, Max L. Wilson

403 Papers: Software Engineering Tools

CHAIR: FENG TIAN

StructJumper: A Tool to Help Blind Programmers Navigate and Understand the Structure of Code
Catherine M. Baker, Lauren R. Milne, Richard E. Ladner

OverCode: Visualizing Variation in Student Solutions to Programming Problems at Scale
Elena L. Glassman, Jeremy Scott, Rishabh Singh, Philip J. Guo, Robert C. Miller

An Interactive System for Data Structure Development
Jibin Ou, Martin Vechev, Otmar Hilliges

Polymorphic Blocks: Formalism-Inspired UI for Structured Connectors
Sorin Lerner, Stephen R. Foster, William G. Griswold

E1/E2 Papers: HCI at Home

CHAIR: DAVID GEERTS

Investigating Genres and Perspectives in HCI Research on the Home
Audrey Desjardins, Ron Wakkary, William Odom

Building Change: Constructive Design of Smart Domestic Environments for Goal Achievement
Ryan Brotman, Winslow Burleson, Jodi Forlizzi, William Heywood, Jisoo Lee

uCap: An Internet Data Management Tool for the Home
Marshini Chetty, Hyojoon Kim, Srikanth Sundaresan, Sam Burnett, Nick Feamster, W. Keith Edwards

Mediating Attention for Second Screen Companion Content
Timothy Neate, Matt Jones, Michael Evans

E3 Papers: Voting & Volunteerism

CHAIR: ANDRES MONROY-HERNANDEZ

Social Media Effectiveness for Public Engagement: Example of Small Nonprofits
Youyang Hou, Cliff Lampe

Exploring Barriers to the Adoption of Mobile Technologies for Volunteer Data Collection Campaigns
Sunyoung Kim, Jennifer Mankoff, Eric Paulos

"Everyone Is Talking about It!": A Distributed Approach to Urban Voting Technology and Visualisations
Lisa Koeman, Vaiva Kalnikaitė, Yvonne Rogers

Design Challenges in Supporting Distributed Knowledge: An Examination of Organizing Elections
Nina Boulus-Rødje, Pernille Bjorn

E4 Papers: Socio-Political Interactions

CHAIR: LIANG GOU

The Politics of Measurement and Action
Kathleen H. Pine, Max Liboiron

Beyond Participatory Production: Digitally Supporting Grassroots Documentary
David Philip Green, Simon J. Bowen, Christopher Newell, Guy Schofield, Tom Bartindale, Clara Crivellaro, Alia Sheikh, Peter C. Wright, Patrick Olivier

Designing Political Deliberation Environments to Support Interactions in the Public Sphere
Bryan Semaan, Heather Faucett, Scott P. Robertson, Misa Maruyama, Sara Douglas

Debating Poverty Porn on Twitter: Social Media as a Place for Everyday Socio-Political Talk
Phil Brooker, John Vines, Selina Sutton, Julie Barnett, Tom Feltwell, Shaun Lawson

E5   Papers: Understanding Health through Online Behavior

CHAIR: MARY P. CZERWINSKI

Recognizing Depression from Twitter Activity
Sho Tsugawa, Yusuke Kikuchi, Fumio Kishino, Kosuke Nakajima, Yuichi Itoh, Hiroyuki Ohsaki

You Tweet What You Eat: Studying Food Consumption Through Twitter
Sofiane Abbar, Yelena Mejova, Ingmar Weber

Rethinking the Mobile Food Journal: Exploring Opportunities for Lightweight Photo-Based Capture
Felicia Cordeiro, Elizabeth Bales, Erin Cherry, James Fogarty

Collective Sensemaking in Online Health Forums
Lena Mamykina, Drashko Nakikj, Noemie Elhadad

E6   Papers: Natural User Interfaces for InfoVis

CHAIR: BONGSHIN LEE

Opportunities and Challenges for Data Physicalization
Yvonne Jansen, Pierre Dragicevic, Petra Isenberg, Jason Alexander, Abhijit Karnik, Johan Kildal, Sriram Subramanian, Kasper Hornbæk

Exploring Interactions with Physically Dynamic Bar Charts
Faisal Taher, John Hardy, Abhijit Karnik, Christian Weichel, Yvonne Jansen, Kasper Hornbæk, Jason Alexander

Evaluating the Memorability of Physical Visualizations
Simon Stusak, Jeannette Schwarz, Andreas Butz

Personality as a Predictor of User Strategy: How Locus of Control Affects Search Strategies on Tree Visualizations
Alvitta Ottley, Huahai Yang, Remco Chang

SketchSliders: Sketching Widgets for Visual Exploration on Wall Displays
Theophanis Tsandilas, Anastasia Bezerianos, Thibaut Jacob

E7   C22: Rapid Design Labs - Design-Led Innovation 2/2

Rapid Design Labs—A Tool to Turbocharge Design-Led Innovation
Jim E. Nieters, Carola Fellenz Thompson

307   Papers: UX Methods 4

CHAIR: BENJAMIN V. HANRAHAN

Two-Level Personas for Nested Design Spaces
Anke Dittmar, Maximilian Hensch

The Work of Mad Men that Makes the Methods of Math Men Work: Practically Occasioned Segment Design
Michael F. Clarke

Flow of Competence in UX Design Practice
Colin M. Gray, Austin L. Toombs, Shad D. Gross

Usees
Eric P. S. Baumer

308   C20: Designing Wearable Interfaces 2/2

The Glass Class: Designing Wearable Interfaces
Mark Billinghurst, Dr. Thad Starner

317A   C21: Experience Sampling to Collect Deep Data 2/2

Using Experience Sampling Methodology to Collect Deep Data About Your Users
Kathy K. Baxter, Anna Avrekh, Bob Evans

317BC Special: Student Game Competition Finals

Student Game Competition
Casper Harteveld, Peter Lee, Seth Cooper

318A   SIG: Understanding Sports

Understanding Sports-HCI by Going Jogging at CH
Florian Mueller, Joe Marshall, Rohit Ashok Khot, Stina Nylander, Jakob Tholander

318BC C23: Conceptual Models: Core to Good Design 2/2

Conceptual Models: Core to Good Design
Jeff A. Johnson

WEDNESDAY

Thursday Morning Keynote, ACM-W Athena Lecture
8:30 – 9:20   Susan T. Dumais, *ACM Fellow*
Hall D1   *Large-Scale Behavioral Data: Potential and Pitfalls*

9:20 – 9:30
Break

401 Papers: Augmented & Virtual Reality in the Real World

CHAIR: MORTEN FJELD

Substitutional Reality: Using the Physical Environment to Design Virtual Reality Experiences
Adalberto L. Simeone, Eduardo Velloso, Hans Gellersen

The Semantic Paintbrush: Interactive 3D Mapping and Recognition in Large Outdoor Spaces
Ondrej Miksik, Vibhav Vineet, Morten Lidegaard, Ram Prasaath, Matthias Niessner, Stuart Golodetz, Stephen L. Hicks, Patrick Perez, Shahram Izadi, Philip HS Torr

User-Defined Game Input for Smart Glasses in Public Space
Ying-Chao Tung, Chun-Yen Hsu, Han-Yu Wang, Silvia Chyou, Jhe-Wei Lin, PEI-JUNG WU, Andries Valstar, Mike Y. Chen

Retargeting Technical Documentation to Augmented Reality
Peter Mohr, Bernhard Kerbl, Michael Donoser, Dieter Schmalstieg, Denis Kalkofen

402 Papers: Gesture Elicitation & Recognition

CHAIR: NIELS HENZE

Using Soft-Constraints to Reduce Legacy and Performance Bias in Gesture Elicitation Studies
Jaime Ruiz, Daniel Vogel

Unistroke Gesture Recognition Through Polyline Approximation and Alignment
Vittorio Fuccella, Gennaro Costagliola

Gesture On: Enabling Always-On Touch Gestures for Fast Mobile Access from the Device Standby Mode
Hao Lu, Yang Li

Optimizing Touchscreen Keyboards for Gesture Typing
Brian A. Smith, Xiaojun Bi, Shumin Zhai

Design and Evaluation of a Self-Correcting Gesture Interface based on Error Potentials from EEG
Felix Putze, Christoph Amma, Tanja Schultz

403 Papers: Programming Environments

CHAIR: JOONHWAN LEE

Constructing Conceptual Knowledge Artefacts: Activity Patterns in the Ontology Authoring Process
Markel Vigo, Caroline Jay, Robert Stevens

Helping Users Bootstrap Ontologies: An Empirical Investigation
Yuhao Zhang, Tania Tudorache, Matthew Horridge, Mark A. Musen

A Spreadsheet Model for Handling Streaming Data
Kerry Shih-Ping Chang, Brad A. Myers

TextAlive: Integrated Design Environment for Kinetic Typography
Jun Kato, Tomoyasu Nakano, Masataka Goto

Power, Empowerment and Open Source Usability
Mikko Rajanen, Netta Iivari

E1/E2 Papers: Digital Collections, Practice & Legacy

CHAIR: WILL ODOM

Digital Collections and Digital Collecting Practices
Rebecca D. Watkins, Abigail Sellen, Siân E. Lindley

Medium, Access, and Obsolescence: What Kinds of Objects are Lasting Objects?
Jane Gruning, Julia Bullard, Melissa Ocepek

Things That Make Us Reminisce: Everyday Memory Cues as Opportunities for Interaction Design
Doménique van Gennip, Elise van den Hoven, Panos Markopoulos

Curatorial Agents: How Systems Shape Our Understanding of Personal and Familial Digital Information
Rebecca Gulotta, Alex Sciuto, Aisling G. Kelliher, Jodi L. Forlizzi

E3 Papers: Multilingual Communication

CHAIR: HAO-CHUAN WANG

Improving Multilingual Collaboration by Displaying How Non-native Speakers Use Automated Transcripts and Bilingual Dictionaries
Ge Gao, Naomi Yamashita, Ari MJ Hautasaari, Susan R. Fussell

Effect of Machine Translation in Interlingual Conversation: Lessons from a Formative Study
Kotaro Hara, Shamsi T. Iqbal

Supporting the Modern Polyglot - A Comparison of Multilingual Search Interfaces
Ben Steichen, Luanne Freund

New Interaction Tools for Preserving an Old Language
Beryl Plimmer, Liang He, Tariq Zaman, Kasun Karunanayaka, Alvin W. Yeo, Garen Jengan, Rachel Blagojevic, Ellen Yi-Luen Do

THURSDAY

E4 Papers: Empowering Users

CHAIR: MAARTEN THISSEN

Quantifying the Creativity Support of Digital Tools through the Creativity Support Index
Erin Cherry, Celine Latulipe

Mixed-Initiative Approaches to Global Editing in Slideware
Darren Edge, Sumit Gulwani, Natasa Milic-Frayling, Mohammad Raza, Reza Adhitya Saputra, Chao Wang, Koji Yatani

"For Telling" the Present: Using the Delphi Method to Understand Personal Information Management Practices
William Jones, Robert Capra, Anne Diekema, Jaime Teevan, Manuel Pérez-Quiñones, Jesse David Dinneen, Bradley Hemminger

On the benefits of providing versioning support for end users: An empirical study
Sandeep Kaur Kuttal, Anita Sarma, Gregg Rothermel

E5 Papers: Accessibility for Vision Impaired Users

CHAIR: XIAOJUAN MA

Privacy Concerns and Behaviors of People with Visual Impairments
Tousif Ahmed, Roberto Hoyle, Kay Connelly, David Crandall, Apu Kapadia

Participatory Design of Therapeutic Video Games for Young People with Neurological Vision Impairment
Jonathan Waddington, Conor Linehan, Kathrin Gerling, Kieran Hicks, Timothy L. Hodgson

ColourID: Improving Colour Identification for People with Impaired Colour Vision
David R. Flatla, Alan R. Andrade, Ross D. Teviotdale, Dylan L. Knowles, Craig Stewart

ColorBless: Augmenting Visual Information for Colorblind People with Binocular Luster Effect
Soon Hau Chua, Haimo Zhang, Muhammad Hammad, Shengdong Zhao, Sahil Goyal, Karan Singh

E6 Papers: Interactive & Multi-Surface Maps

CHAIR: BRENT HECHT

TerraGuide: Design and Evaluation of a Multi-Surface Environment for Terrain Visibility Analysis
Matthew Oskamp, Christophe Bortolaso, Robin Harrap, T.C. Nicholas Graham

Lightweight Relief Shearing for Enhanced Terrain Perception on Interactive Maps
Wesley Willett, Bernhard Jenny, Tobias Isenberg, Pierre Dragicevic

An Evaluation of Interactive Map Comparison Techniques
María-Jesús Lobo, Emmanuel Pietriga, Caroline Appert

Ethermap - Real-time Collaborative Map Editing
Thore Fechner, Dennis Wilhelm, Christian Kray

E7 C25: Interaction Design for Reading Devices 1/1

Interaction Design for Reading Devices and Apps
Jennifer Pearson, Simon Robinson

307 Panel: Mobile Devices Revolutionizing UI

How Mobile Devices are Revolutionizing User Interaction
Hwanyong Lee, Victor Erukhimov, Neil Trevett, Alon Oh-bach, Tom Olson

308 Case Studies: Observation & Interaction

CHAIR: FRANK R. BENTLEY

The 6th Finger: Practical Challenges in the Design of a Multitouch Audio Appliance
Wolfgang Beer, Christian Salomon, Mario Winterer, Karl Putzhammer, Bernhard Schauer, Thomas Rechberger

Photo Based Observation Method: How to quickly observe the behavior of the user
HeeJeong Son, Hyunsoo Kim, Hyojung Kim

Representation Strategies Adopted by Participants in a Population Stereotype Hunt: A Case Study for Icon Design
Avijit Sengupta, Klarissa T.T. Chang, Maffee Peng-Hui Wan, Wen Yong Chua

When Value is Greater than Money: A Micropayment System in Uganda
Rasmus Prentow, Rasmus Steiniche, Simone D. Johansen, Jeni Paay, Ivan Aaen, Jesper Kjeldskov

317BC C24: Vision-Driven: Beyond Tangible Bits 1/1

Vision-Driven: Beyond Tangible Bits, Towards Radical Atoms
Hiroshi Ishii, Daniel Leithinger, Sean Follmer, Lining Yao, Jifei Ou

318BC C26: Introduction to Positive Computing 1/1

Introduction to Positive Computing – Technology that fosters wellbeing
Rafael A. Calvo, Dorian Peters

Interactivity   List on page 62   Hall C2/C3

10:50 – 11:30
Coffee Break
Hall C2/C3

THURSDAY

401 Papers: Robot Personalities

CHAIR: MALTE F. JUNG

Too Much Humanness for Human-Robot Interaction:
Exposure to Highly Humanlike Robots Elicits Aversive
Responding in Observers
*Megan Strait, Lara Vujovic, Victoria Floerke, Matthias Scheutz,
Heather Urry*

Look Like Me: Matching Robot Personality via Gaze to
Increase Motivation
Sean Andrist, Bilge Mutlu, Adriana Tapus

The Social Impact of a Robot Co-Worker in
Industrial Settings
Allison Sauppé, Bilge Mutlu

Robots, Pancakes, and Computer Games:
Designing Serious Games for Robot Imitation Learning
*Benjamin Walther-Franks, Jan David Smeddinck, Peter Szmidt,
Andrei Haidu, Michael Beetz, Rainer Malaka*

402 Papers: Mid-Air Gestures and Interaction

CHAIR: YANG LI

Accurate, Robust, and Flexible Real-time Hand Tracking
*Toby Sharp, Cem Keskin, Duncan Robertson, Jonathan Taylor,
Jamie Shotton, David Kim, Christoph Rhemann, Ido Leichter,
Alon Vinnikov, Yichen Wei, Daniel Freedman, Pushmeet Kohli,
Eyal Krupka, Andrew Fitzgibbon, Shahram Izadi*

Investigating the Dexterity of Multi-Finger Input for
Mid-Air Text Entry
Srinath Sridhar, Anna Maria Feit, Christian Theobalt, Antti Oulasvirta

Myopoint: Pointing and Clicking Using Forearm Mounted
Electromyography and Inertial Motion Sensors
Faizan Haque, Mathieu Nancel, Daniel Vogel

Joint Estimation of 3D Hand Position and Gestures from
Monocular Video for Mobile Interaction
Jie Song, Fabrizio Pece, Gábor Sörös, Marion Koelle, Otmar Hilliges

zSense: Enabling Shallow Depth Gesture Recognition for
Greater Input Expressivity on Smart Wearables
*Anusha Withana, Roshan Peiris, Nipuna Samarasekara,
Suranga Nanayakkara*

403 Papers: MOOCS & e-Learning

CHAIR: JUHO KIM

Providing Adaptive Support in an Interactive Simulation for
Learning: An Experimental Evaluation
Samad Kardan, Cristina Conati

Interactive Cloud Experimentation for Biology:
An Online Education Case Study
*Zahid Hossain, Xiaofan Jin, Engin W. Bumbacher, Alice M. Chung,
Stephen Koo, Jordan D. Shapiro, Cynthia Y. Truong, Sean Choi,
Nathan D. Orloff, Paulo Blikstein, Ingmar H. Riedel-Kruse*

Mining Memories: Designing a Platform to Support Social
Media Based Writing
John Sadauskas, Daragh Byrne, Robert K. Atkinson

Wait-Learning: Leveraging Wait Time for Second
Language Education
Carrie J. Cai, Philip J. Guo, James Glass, Robert C. Miller

E1/E2 Papers: Understanding Gamers

CHAIR: TONI-JAN KEITH MONSERRAT

Masters of Control: Behavioral Patterns of Simultaneous
Unit Group Manipulation in StarCraft 2
Eddie Q. Yan, Jeff Huang, Gifford K. Cheung

Cooperative Game Play with Avatars and Agents:
Differences in Brain Activity and the Experience of Play
Daniel Johnson, Peta Wyeth, Madison Clark, Christopher Watling

Examining Game World Topology Personalization
Sauvik Das, Alexander E. Zook, Mark O. Riedl

The Use of Games as Extrinsic Motivation in Education
Chris Preist, Robert Jones

Exploring Cyberbullying and Other Toxic Behavior in Team
Competition Online Games
Haewoon Kwak, Jeremy Blackburn, Seungyeop Han

E3 Papers: Bridging Communities

CHAIR: EDWARD CUTRELL

Computer-Enabled Project Spaces: Connecting with
Palestinian Refugees across Camp Boundaries
*George Yerousis, Konstantin Aal, Thomas von Rekowski,
David William Randall, Markus Rohde, Volker Wulf*

Transnationalism, Indigenous Knowledge and Technology:
Insights from the Kenyan Diaspora
Kagonya Awori, Wally Smith, Frank Vetere

Collective Intelligence in Computer-Mediated Collaboration
Emerges in Different Contexts and Cultures
*David Engel, Anita Williams Woolley, Ishani Aggarwal,
Christopher F. Chabris, Masamichi Takahashi, Keiichi Nemoto,
Carolin Kaiser, Young Ji Kim, Thomas W. Malone*

Google+ Communities as Plazas and Topic Boards
Michael J. Brzozowski, Phil Adams, Ed H. Chi

E4   Papers: Gender & Technology

CHAIR: ANTONELLA DE ANGELI

Gender and Tenure Diversity in GitHub Teams

*Bogdan Vasilescu, Daryl Posnett, Baishakhi Ray, Mark G.J. van den Brand,
Alexander Serebrenik, Prem Devanbu, Vladimir Filkov*

Offline Strangers, Online Friends: Bridging Classroom
Gender Segregation with WhatsApp

Preeti Mudliar, Nimmi Rangaswamy

Online Inspiration and Exploration for Identity Reinvention

*Oliver L. Haimson, Anne E. Bowser, Edward F. Melcer,
Elizabeth F. Churchill*

Unequal Representation and Gender Stereotypes in Image
Search Results for Occupations

Matthew Kay, Cynthia Matuszek, Sean A. Munson

E5   Papers: Coping & Wellbeing Through HCI

CHAIR: JINA HUH

Finding the Adaptive Sweet Spot: Balancing Compliance and
Achievement in Automated Stress Reduction

*Artie Konrad, Victoria Bellotti, Nicole Crenshaw, Simon Tucker, Les Nelson,
Honglu Du, Peter Pirolli, Steve Whittaker*

SoberDiary: A Phone-based Support System for Assisting
Recovery from Alcohol Dependence

*Chuang-wen You, Kuo-Cheng Wang, Ming-Chyi Huang,
Yen-Chang Chen, Cheng-Lin Lin, Po-Shiun Ho, Hao-Chuan Wang,
Polly Huang, Hao-Hua Chu*

Solutionism, the Game: Design Fictions for Positive Aging

Mark Blythe, Jamie Steane, Jenny Roe, Caroline Oliver

Design Considerations for Patient Portal Adoption by
Low-Income, Older Adults

*Celine Latulipe, Amy Gatto, Ha T. Nguyen, David P. Miller, Sara A. Quandt,
Alain G. Bertoni, Alden Smith, Thomas A. Arcury*

E6   Papers: Interacting with Floors & Situated Displays

CHAIR: DIEGO MARTINEZ PLASENCIA

BaseLase: An Interactive Focus+Context Laser Floor

Jörg Müller, Dieter Eberle, Constantin Schmidt

Ergonomic Interaction for Touch Floors

*Dominik Schmidt, Johannes Frohnhofen, Sven Knebel, Florian Meinel,
Mariya Perchyk, Julian Risch, Jonathan Striebel, Julia Wachtel,
Patrick Baudisch*

Display Blindness? Looking Again at the Visibility of Situated
Displays using Eye-tracking

Nicholas S. Dalton, Emily Collins, Paul Marshall

Detecting User Intention at Public Displays from
Foot Positions

Bernd Huber, Joong Ho Lee, Ji-Hyung Park

E7   C28: Benefit from Using ISO Standards 1/1

How You Could Benefit from Using ISO Standards

Nigel Bevan

307   Panel: Why Google Cannot Be the # 1 in Korea?

Why Google Cannot Be the # 1 in Korea?: In Search for
Critical Success Factors from Local User Experience

Jinsoo Kim, Sungwon Beck, Sungeon Kim, Kihyun Jung

308   alt.chi: Mindfulness and Care

CHAIR: SILVIA LINDTNER

Being Reasonable: A Manifesto for the Inclusion of Disabled
People in SIGCHI Conferences

Reuben Kirkham, John Vines, Patrick Olivier

Crossing Cultural and Theoretical Borders:
Towards Mindfulness through a Cigarette and a Torii Gate

Yoko Akama, Ann Light

Communication in the Changing Dyadic Interaction of
Diverse Players

Mark Rice, Hong Huei Tay, Jamie NG, Ranieri Koh

Captchat: A Messaging Tool to Frustrate
Ubiquitous Surveillance

Paul Dunphy, Johannes Schöning, James Nicholson, Patrick Olivier

317BC C27: Designing with the Mind in Mind 1/1

Designing with the Mind in Mind: The Psychological Basis for
UI Design Guidelines

Jeff A. Johnson

**12:50 – 14:30
Lunch Break**

*Restaurants, bars
& cafés available
nearby*

THURSDAY

401 Papers: Multi-Device Interaction

CHAIR: MICHAEL NEBELING

A Diary Study on Combining Multiple Information Devices in Everyday Activities and Tasks
Tero Jokela, Jarno Ojala, Thomas Olsson

Spatially-aware or spatially-agnostic? Elicitation and Evaluation of User-Defined Cross-Device Interactions
Roman Rädle, Hans-Christian Jetter, Mario Schreiner, Zhihao Lu, Harald Reiterer, Yvonne Rogers

Weave: Scripting Cross-Device Wearable Interaction
Pei-Yu Chi, Yang Li

MultiFi: Multi Fidelity Interaction with Displays On and Around the Body
Jens Grubert, Matthias Heinisch, Aaron Quigley, Dieter Schmalstieg

402 Papers: Speech & Auditory Interfaces

CHAIR: COSMIN MUNTEANU

Form Follows Sound: Designing Interactions from Sonic Memories
Baptiste Caramiaux, Alessandro Altavilla, Scott G. Pobiner, Atau Tanaka

Repurposing Conversation: Experiments with the Continuous Speech Stream
Donald McMillan, Antoine Loriette, Barry Brown

The CADENCE Corpus: A New Resource for Inclusive Voice Interface Design
Maria K. Wolters, Jonathan Kilgour, Sarah E. MacPherson, Myroslava Dzikovska, Johanna D. Moore

Empirical Evidence for a Diminished Sense of Agency in Speech Interfaces
Hannah Limerick, James W. Moore, David Coyle

To Beep or Not to Beep? Comparing Abstract versus Language-Based Multimodal Driver Displays
Ioannis Politis, Stephen A. Brewster, Frank Pollick

403 Papers: Email & Social Media at Work

CHAIR: PERNILLE BJORN

Lost in Email: Pulling Users Down a Path of Interaction
Benjamin V. Hanrahan, Manuel A. Perez-Quinones

Balancing Boundaries: Using Multiple Devices to Manage Work-Life Balance
Rowanne Fleck, Anna L. Cox, Rosalyn A V Robison

Working 9-5? Professional Differences in Email and Boundary Management Practices
Marta E. Cecchinato, Anna L. Cox, Jon Bird

Inferring Employee Engagement from Social Media
N. Sadat Shami, Michael Muller, Aditya Pal, Mikhil Masli, Werner Geyer

Mailing Lists: Why Are They Still Here, What's Wrong With Them, and How Can We Fix Them?
Amy X. Zhang, Mark S. Ackerman, David R. Karger

E1/E2 Papers: Understanding & Protecting Kids Tech Use

CHAIR: SVETLANA YAROSH

Regulating Access to Adult Content (with Privacy Preservation)
Karen Renaud, Joseph Maguire

Resilience Mitigates the Negative Effects of Adolescent Internet Addiction and Online Risk Exposure
Pamela J. Wisniewski, Haiyan Jia, Na Wang, Saijing Zheng, Heng Xu, Mary Beth Rosson, John M. Carroll

Generation Like: Comparative Characteristics in Instagram
Jin Yea Jang, Kyungsik Han, Patrick C. Shih, Dongwon Lee

Investigating High School Students' Perceptions of Digital Badges in Afterschool Learning
Katie Davis, Eve Klein

E3 Papers: Social Media & Citizen Science

CHAIR: ELENA L. GLASSMAN

Piggyback Prototyping: Using Existing, Large-Scale Social Computing Systems To Prototype New Ones
Catherine Grevet, Eric Gilbert

Situated Social Media Use: A Methodological Approach to Locating Social Media Practices and Trajectories
Thomas Hillman, Alexandra Weilenmann

Break It Down: A Comparison of Macro- and Microtasks
Justin Cheng, Jaime Teevan, Shamsi T. Iqbal, Michael S. Bernstein

Designing for Citizen Data Analysis: A Cross-Sectional Case Study of a Multi-Domain Citizen Science Platform
Ramine Tinati, Max Van Kleek, Elena Simperl, Markus Luczak-Rösch, Robert Simpson, Nigel Shadbolt

DIYbio Things: Open Source Biology Tools as Platforms for Hybrid Knowledge Production and Scientific Participation
Stacey Kuznetsov, Carrie Doonan, Nathan Wilson, Swarna Mohan, Scott E. Hudson, Eric Paulos

Is This How We (All) Do It?: Butler Lies and Ambiguity Through a Broader Lens
Megan French, Madeline E. Smith, Jeremy Birnholtz, Jeff T. Hancock

E4 Papers: Disasters & Humanitarian Events

CHAIR: TAWANNA R. DILLAHUNT

CrowdMonitor: Mobile Crowd Sensing for Assessing Physical and Digital Activities of Citizens during Emergencies
Thomas Ludwig, Christian Reuter, Tim Siebigteroth, Volkmar Pipek

XHELP: Design of a Cross-Platform Social-Media Application to Support Volunteer Moderators in Disasters
Christian Reuter, Thomas Ludwig, Marc-André Kaufhold, Volkmar Pipek

Building a Birds Eye View: Collaborative Work in Disaster Response
Joel E. Fischer, Stuart Reeves, Tom Rodden, Steve Reece, Sarvapali D. Ramchurn, David Jones

Success & Scale in a Data-Producing Organization: The Socio-Technical Evolution of OpenStreetMap in Response to Humanitarian Events
Leysia Palen, Robert Soden, T. Jennings Anderson, Mario Barrenechea

E5 — Papers: Home Physiotherapy & Rehabilitation

CHAIR: YI-PING HUNG

Physio@Home: Exploring Visual Guidance and Feedback Techniques for Physiotherapy Exercises
Richard Tang, Xing-Dong Yang, Scott Bateman, Joaquim Jorge, Anthony Tang

Lessons Learnt from Deploying an End-User Development Platform for Physical Rehabilitation
Daniel Tetteroo, Paul Vreugdenhil, Ivor Grisel, Marc Michielsen, Els Kuppens, Diana Vanmulken, Panos Markopoulos

Exergames for Physiotherapy and Rehabilitation: A Medium-term Situated Study of Motivational Aspects and Impact on Functional Reach
Jan David Smeddinck, Marc Herrlich, Rainer Malaka

Resilience Ex Machina: Learning a Complex Medical Device for Haemodialysis Self-Treatment
Paul Noble

Understanding Design Tradeoffs for Health Technologies: A Mixed-Methods Approach
Katie O'Leary, Jordan Eschler, Logan Kendall, Lisa M. Vizer, James D. Ralston, Wanda Pratt

E6 — Papers: Interaction Techniques for Tables & Walls

CHAIR: TOM BARTINDALE

G-raff: An Elevating Tangible Block for Spatial Tabletop Interaction
Chang Min Kim, Tek-Jin Nam

Modeling Distant Pointing for Compensating Systematic Displacements
Sven Mayer, Katrin Wolf, Stefan Schneegass, Niels Henze

Is Moving Improving? Some Effects of Locomotion in Wall-Display Interaction
Mikkel R. Jakobsen, Kasper Hornbæk

Gaze+RST: Integrating Gaze and Multitouch for Remote Rotate-Scale-Translate Tasks
Jayson Turner, Jason Alexander, Andreas Bulling, Hans Gellersen

Designing for Exploratory Search on Touch Devices
Khalil Klouche, Tuukka Ruotsalo, Diogo Cabral, Salvatore Andolina, Andrea Bellucci, Giulio Jacucci

307 — Papers: Interacting with GUIs

CHAIR: DAVID R. FLATLA

Clutching Is Not (Necessarily) the Enemy
Mathieu Nancel, Daniel Vogel, Edward Lank

Visual Grouping in Menu Interfaces
Duncan P. Brumby, Susan Zhuang

Color Portraits : From Color Picking to Interacting with Color
Ghita Jalal, Nolwenn Maudet, Wendy E. Mackay

The Emergence of Interactive Behavior: A Model of Rational Menu Search
Xiuli Chen, Gilles Bailly, Duncan P. Brumby, Antti Oulasvirta, Andrew Howes

Selective Undo Support for Painting Applications
Brad A. Myers, Ashley Lai, Tam Minh Le, YoungSeok Yoon, Andrew R. Faulring, Joel R. Brandt

308 — Case Studies: Special Environments

CHAIR: FRANCESCA SAMSEL

Voice or Gesture in the Operating Room
Helena M. Mentis, Kenton P. O'Hara, Gerardo Gonzalez, Abigail Sellen, Robert Corish, Antonio Criminisi, Rikin Trivedi, Pierre Theodore

Can Androids Be Salespeople in the Real World?
Miki Watanabe, Kohei Ogawa, Hiroshi Ishiguro

An Outlook for Content UX in TV: The Emergence of Augmented Content
Sung Woo Kim, Eun Hye Park, Yae Eun Lee, Jong Sung Lee, Da Hee Lee, Eun Jin Kim

A consensual and non-ambiguous set of gestures to interact with UAV in infantrymen
Florent Taralle, Alexis Paljic, Sotiris Manitsaris, Jordane Grenier, Christophe Guettier

**15:50 – 16:30
Coffee Break**
*Level 300/400
Foyers*

Closing Plenary Keynote
16:30 – 17:50   PSY
Hall D1   *Cultural Crossing from Local to Global through Music: Technology, Media, and Future*

THURSDAY

■ WORKSHOPS

CHI 2015 workshops take place on Level 300 at the Convention Center. Workshops are accessible only to pre-registered attendees.

Saturday 18 April – Sunday 19 April (2 days)		Room
W01	Art.CHI	310AB
	David England, Linda Candy, Celine Latulipe, Thecla Schiphorst, Ernest a Edmonds, Younghui Kim, Sean Clark, Andruid Kerne	
W02	Designing Alternative Systems for local Communities	311
	Vasillis Vlachokyriakos, Rob Comber, Clara Crivellaro, Nick Taylor, Stacey Kuznetsov, Andrea Kavanaugh, Christopher A. Le Dantec, Joon Kim	

Saturday 18 April (1 day)		Room
W03	Between the Lines: Reevaluating the Online/Offline Binary	312
	Sarah Vieweg, Oliver L. Haimson, Michael Massimi, Kenton O'Hara, Elizabeth F. Churchill	
W04	Beyond Personal Informatics: Designing for Experiences with Data	317A
	Chris Elsden, David Kirk, Mark Selby, Chris Speed	
W05	Collaborating with Intelligent Machines: Interfaces for Creative Sound	320
	Florian Grote, Kristina Andersen, Peter Knees	
W06	Crossing Domains: Diverse Perspectives on Players	313
	Gareth R. White, Joonhwan Lee, Daniel Johnson, Peta Wyeth, Pejman Mirza-Babaei	
W07	Crossing HCI and Health: Advancing Health and Wellness Technology Research in Home and Community Settings	314
	Marilyn R. Lennon, Lynne Baillie, Jettie Hoonhout, Judy Robertson, Geraldine Fitzpatrick	
W08	Designing for Sharing in Local Communities	315
	Lone Malmborg, Ann Light, Geraldine Fitzpatrick, Victoria Bellotti, Margot Brereton	
W09	Developing HCI Education Crossing Asia	316
	Anind K. Dey, Yuanchun Shi, Feng Tian, Shiwei Cheng	
W10	Embarrassing Interactions	321
	Sebastian Deterding, Andrés Lucero, Jussi Holopainen, Chulhong Min, Adrian Cheok, Annika Waern, Steffen Walz	
W11	Ethical Encounters in HCI: Research in Sensitive Settings	324
	Jenny Waycott, Hilary Davis, Anja Thieme, Stacy Branham, John Vines, Cosmin Munteanu	
W12	Expanding the Boundaries: A SIGCHI HCI & Sustainability Workshop	322
	Adrian K. Clear, Chris Preist, Somya Joshi, Lisa P. Nathan, Samuel Mann, Bonnie A. Nardi	
W13	Smart for Life: Designing Smart Home Technologies that Evolve with Users	323
	Sarah Mennicken, Amy Hwang, Rayoung Yang, Jesse Hoey, Alex Mihailidis, Elaine M. Huang	
W14	Text Entry on the Edge	325
	James Clawson, Ahmed Sabbir Arif, Stephen Brewster, Mark Dunlop, Per Ola Kristensson, Antti Oulasvirta	
W15	What to Study in HCI?	326
	Kasper Hornbæk, Antti Oulasvirta, Stuart Reeves, Susanne Bødker	

Sunday 19 April (1 day)		Room
W17	Design-Led Inquiry for Mobile Lives	312
	Konstantinos Kazakos, David Kirk, Abigail Durrant, David Chatting, Paulina Yurman, Jo-Anne Bichard, Jaemin Paik	
W18	Developing Skills for Social and Emotional Wellbeing	314
	Petr Slovák, Greg Wadley, David Coyle, Anja Thieme, Naomi Yamashita, Reeva M Lederman, Stefan schutt, Mia Doces	
W19	Ecological Perspectives in HCI: Promise, Problems, and Potential	313
	Eli Blevis, Susanne Bødker, John Flach, Jodi Forlizzi, Heekyoung Jung, Victor Kaptelinin, Bonnie Nardi, Antonio Rizzo	
W20	End-User Development in the Internet of Things Era	315
	Daniel Tetteroo, Panos Markopoulos, Stefano Valtolina, Fabio Paternò, Volkmar Pipek, Margaret Burnett	
W21	Everyday Telepresence: Emerging Practices and Future Research	320
	Irene Rae, Bilge Mutlu, Gary M. Olson, Judith S. Olson, Leila A. Takayama, Gina Venolia	
W22	Experiencing Autonomous Vehicles: Crossing the Boundaries between a Drive and a Ride	316
	Alexander Meschtscherjakov, Manfred Tscheligi, Dalila Szostak, Rabindra Ratan, Roderick McCall, Ioannis Politis, Sven Krome	
W23	Exploring the Challenges of Making Data Physical	321
	Jason Alexander, Yvonne Jansen, Kasper Hornbæk, Johan Kildal, Abhijit Karnik	
W24	Gamifying Research: Strategies, Opportunities, Challenges, Ethics	322
	Sebastian Deterding, Seth Cooper, Alessandro Canossa, Lennart E. Nacke, Casper Harteveld, Jennifer R. Whitson	
W25	How WEIRD is HCI? Extending HCI Principles to Other Countries and Cultures	323
	Christian Sturm, Alice Oh, Sebastian Linxen, Jose Abdelnour Nocera, Susan M. Dray, Katharina Reinecke	
W26	Knowledge Production in Interaction Design	317A
	Kristina Höök, Peter Dalsgaard, Stuart Reeves, Jeffrey Bardzell, Jonas Löwgren, Erik Stolterman, Yvonne Rogers	
W27	Leveraging and Integrating Eastern and Western Insights for Human Engagement Studies in HCI	326
	Effie Lai-Chong Law, Chaklam Silpasuwanchai, Xiangshi Ren, Jeffrey Bardzell, Torkil Clemmensen, Yan Liu	
W28	Mobile Collocated Interactions: From Smartphones to Wearables	317B
	Andrés Lucero, James Clawson, Kent Lyons, Joel E. Fischer, Daniel Ashbrook, Simon Robinson	
W29	Principles, Techniques and Perspectives on Optimization and HCI	324
	Per Ola Kristensson, Xiaojun Bi, Andrew Howes, Antti Oulasvirta, Roderick Murray-Smith, Harold Thimbleby, John Williamson, Shumin Zhai	
W30	Supporting Children to Engage in Play for Wellbeing	325
	Kevin Marshall, Gavin Wood, Janet C. Read, Svetlana (Lana) Yarosh, Madeline Balaam, Jung-Joo Lee	

■ ASIAN CHI SYMPOSIA

CHI 2015 is offering a series of special symposia for topics pertinent to HCI communities across Asia. These symposia may contain content in English or in a regional language. Participants include both presenters and audience members. The symposia descriptions appear in the CHI 2015 Extended Abstracts.

Saturday 18 April – Sunday 19 April (2 days)	Room
S01 Chinese CHI Symposium in CHI 2015	318AB

Hao-Chuan Wang, Gary Hsieh, Xiaojun Bi, Henry Duh, Yihsiu Chen

Sunday 19 April (1 day)	Room
S02 ASEAN CHI Symposium: Crossing HCI for Development in Asia Pacific	319

Eunice Sari, Bimlesh Wadhwa, Adi Tedjasaputra, Masitah Ghazali, Anirudha N Joshi

S03 Japanese CHI Symposium 1: Emerging Japanese HCI Research Collection	317B

Jun Kato, Hiromi Nakamura, Yuta Sugiura, Taku Hachisu, Daisuke Sakamoto, Koji Yatani, Yoshifumi Kitamura

S04 Japanese CHI Symposium: Japanese Culture and Kansei	309

Hisao Shiizuka, Masaaki Kurosu, Michiko Ohkura

■ VIDEO SHOWCASE

Video Showcase features engaging videos that offer a variety of perspectives on human-computer interaction, including novel interfaces, reflective pieces and future envisionings. Come and enjoy the videos during Monday morning break followed by the Golden Mouse award ceremony.

Monday	Room
10:00 – 11:30 Video Showcase	401

Videos

VS01 TagMe: An Easy-to-Use Toolkit for Turning the Personal Environment into an Extended Communications Interface
Judith Amores, Xavier Benavides, Pattie Maes

VS02 Cyclops: Wearable and Single-Piece Full-Body Gesture Input Devices
Liwei Chan, Chi-Hao Hsieh, Yi-Ling Chen, Shuo Yang, Da-Yuan Huang, Rong-Hao Liang, Bing-Yu Chen

VS03 TakeTwo: Using Google Glass for Augmented Memory
Scott W. Greenwald, Christian D. Vazquez, Pattie Maes

VS04 MagCubes: Magnetically Driven Tangible Widgets for Children
Sungjae Hwang, Kwangyun Wohn

VS05 Touch+: Expanding Touch Input Vocabulary using a Smartphone and a Smartwatch
Sungjae Hwang, Junghyeon Gim

VS06 Contextual Drag: Context-based Dynamic Friction for Dragging Interaction
Sungjae Hwang, Junghyeon Gim, Junwoo Yoo, Andrea Bianchi

VS07 The Smart Steering Wheel Cover: Motivating Safe and Efficient Driving
Eleonora Ibragimova, Nick Mueller, Arnold Vermeeren, Peter Vink

VS08 G-raff: An Elevating Tangible Block for Spatial Tabletop Interaction
Chang Min Kim, Tek-Jin Nam

VS09 Remnance of Form: Interactive Narratives with Augmented Shadows
Sang-won Leigh, Asta Roseway, Ann Paradiso

VS10 Proprioceptive Interaction
Pedro Lopes, Alexandra Ion, Willi M Daniel Hoffmann, Patrik Jonell, Patrick Baudisch

VS11 A Dose of Reality: Overcoming Usability Challenges in VR Head-Mounted Displays
Mark McGill, Daniel Boland, Roderick Murray-Smith, Stephen A Brewster

VS12 "Hello World": A Digital Quandary And The Apotheosis Of The Human
Kyle Overton

VS13 Bendi: Shape-Changing Mobile Device for a Tactile-Visual Phone Conversation
Young-Woo Park, Joohee Park, Tek-Jin Nam

VS14 TRANSFORM as Adaptive and Dynamic Furniture
Luke Vink, Viirj Kan, Ken Nakagaki, Daniel Leithinger, Sean Follmer, Philipp Schoessler, Amit Zoran, Hiroshi Ishii

VS15 Cutting Edge Vision: Metal Embedded Optics for Smart Knives
Amit Zoran, Nan-Wei Gong, Roy Shilkrot, Shuo Yan, Pattie Maes

■ COURSES

Courses allow CHI attendees to extend their knowledge beyond their current community and their current areas of expertise. Courses are taught in one to three 80-minute units.

Pre-registration is required. The Course Notes you receive at registration serve as your entry ticket. You may register for courses that have not yet been filled at the Registration Desk in the lobby area on the ground level.

Monday Courses, 20 April — Room

		Room
C01	Designing Websites for Adults 55+: Toward Universal Design *Jeff A. Johnson*	317A
C02	Design and Adaptation for Cross-Device, Context-dependent User Interfaces *Fabio Paternò*	317BC
C04	Body, Whys & Videotape: Somatic Approaches to Experience in HCI *Thecla Schiphorst, Lian Loke*	318BC
C05	Design for Searching & Finding *Daniel M Russell, Jaime Teevan, Meredith Ringel Morris, Marti Hearst, Ed H. Chi*	317A
C06	Introduction to Human-Computer Interaction *Jonathan Lazar, Simone D. J. Barbosa*	317BC
C07	Actionable Inexpensive Games User Research *Lennart E. Nacke, Steve Engels, Pejman Mirza-Babaei*	E7
C08	Interaction Design for Online Video and Television *David Geerts, Pablo Cesar*	318BC

Tuesday Courses, 21 April — Room

		Room
C09	Designing and Assessing Interactive Systems Using Task Models *Philippe Palanque, Célia Martinie*	317A
C10	Learn to Sketch (Even if You Can't Draw): Hands-on Sketching Course *Stephanie Foehrenbach*	317BC
C11	Research Methods for Child Computer Interaction *Janet C. Read, Shuli Gilutz*	E7
C12	Practical UX Research Methodologies *Sarah E. Garcia*	318BC
C13	Methods for Human-Computer Interaction Research *Sandy J. J. Gould, Duncan P. Brumby, Anna L. Cox, Geraldine Fitzpatrick, Jettie Hoonhout, David Lamas, Effie Law*	317A
C14	Mobile Human-Computer Interaction *Niels Henze, Enrico Rukzio*	317BC
C15	HCI Lessons: From Earth to Outer Space... and Back *Guy André Boy, Jeffrey M Bradshaw, Soyeon Yi*	E7
C16	Sketching User Experiences: The Hands-on Course *Nicolai Marquardt, Saul Greenberg*	318BC

Wednesday Courses, 22 April — Room

		Room
C17	Introduction to Creating Musical Interfaces *Michael J. Lyons, Sidney S. Fels*	317A
C18	Speech-based Interaction: Myths, Challenges, and Opportunities *Cosmin Munteanu, Gerald Penn*	E7
C19	Designing Surveys for HCI Research *Hendrik Müller, Aaron Sedley*	318BC
C20	The Glass Class: Designing Wearable Interfaces *Mark Billinghurst, Dr. Thad Starner*	308ABC
C21	Using Experience Sampling Methodology to Collect Deep Data About Your Users *Kathy K. Baxter, Anna Avrekh, Bob Evans*	317A
C22	Rapid Design Labs A Tool to Turbocharge Design-Led Innovation *Jim E. Nieters, Carola Fellenz Thompson*	E7
C23	Conceptual Models: Core to Good Design *Jeff A. Johnson*	318BC

Thursday Courses, 23 April — Room

		Room
C24	Vision-Driven: Beyond Tangible Bits, Towards Radical Atoms *Hiroshi Ishii, Daniel Leithinger, Sean Follmer, Lining Yao, Jifei Ou*	317BC
C25	Interaction Design for Reading Devices and Apps *Jennifer Pearson, Simon Robinson*	E7
C26	Introduction to Positive Computing Technology That Fosters Wellbeing *Rafael A. Calvo, Dorian Peters*	318BC
C27	Designing with the Mind in Mind: The Psychological Basis for UI Design Guidelines *Jeff A. Johnson*	317BC
C28	How You Could Benefit from Using ISO Standards *Nigel Bevan*	E7

■ DOCTORAL CONSORTIUM

Selected doctoral students present and explore their research topics with senior researchers and other students in a two-day interdisciplinary workshop. Doctoral Consortium posters are displayed in Exhibit Hall E and brief descriptions appear in the CHI 2015 Extended Abstracts.

Saturday – Sunday
Doctoral Consortium   (Room 308AB)

Tuesday
10:50 – 11:30 Meet the poster authors   (Hall C2/C3)

Tuesday – Thursday
Posters on display during opening hours   (Hall C2/C3)

Doctoral Consortium Faculty
Gregory Abowd, *Georgia Tech*
Mark Blythe, *Northumbria University*
Susan Fussell (Co-Chair), *Cornell University*
Darren Gergle, *Northwestern University*
Jim Hollan, *University of California, San Diego*
S.J. Kim (Co-Chair), *University of Nevada, Las Vegas*
Alice Oh, *KAIST*
Jaime Teevan (Co-Chair), *Microsoft Research*

Participants

DC01   Transmigrant Saudi Arabian Youth and Social Media: Privacy, Intimacy and Freedom of Expression
Norah Abokhodair

DC02   Apps with Habits: Adaptive Interfaces for News Apps
Marios Constantinides

DC03   Technology at Mealtime: Beyond the Ordinary
Hasan Shahid Ferdous

DC04   Aligning the Social Interaction Spaces of Intergenerational Family Members
Francisco J. Gutierrez

DC05   Social Equity and Ecological Sustainability in HCI: An Ecofeminist Perspective
Gopinaath Kannabiran

DC06   Engage People in Pro-Environmental Behaviors through Online Prosocial Interaction and Pro-Health Intervention
Pei-Yi Kuo

DC07   Practical Sensory Substitution In Real and Virtual Worlds: Development, Accessibility And Neuroscience
Shachar Maidenbaum

DC08   Designing Self-care Technologies for Everyday Life: A Practice Approach
Francisco Nunes

DC09   Scalable Webcam Eye Tracking by Learning from User Interactions
Alexandra Papoutsaki

DC10   Casual Interaction: Scaling Interaction for Multiple Levels of Engagement
Henning Pohl

DC11   Addressing Obsolescence of Consumer Electronics through Sustainable Interaction Design
Christian Remy

DC12   Support Environment for Co-designing Micro Tasks in Suburban Communities
Tomoyo Sasao

DC13   Whole Body Interaction with Public Displays
Robert Walter

DC14   Enhancing User Experience to Design Enjoyable Exhibition Events
Nan Wang

DC15   Designing with Emerging Publics: The Case of Physician-Assisted Suicide
Daisy Yoo

DC16   Retention in MOOCs: Understanding Users Motivations, Perceptions and Activity Trajectories
Saijing Zheng

■ STUDENT RESEARCH COMPETITION

The Student Research Competition (SRC) is a forum for undergraduate and graduate students to showcase their research, exchange ideas, and improve their communication skills while competing for prizes. Sponsored by Microsoft Research, the SRC is a branch of the ACM SRC. Winners are announced at the Closing Plenary.

Tuesday
15:50 – 16:30 Posters highlighted during the afternoon break   (Hall C2/C3)

Wednesday
11:30 – 12:50 Posters presentations open to all conference attendees   (Room 317BC)

Jury
Thad Starner, *Georgia Institute of Technology, USA*
John Tang, *Microsoft Research, USA*
Xiangshi Ren, *Kochi University of Technology, Japan*
Regan Mandryk, *University of Saskatchewan, Canada*
Tilde Bekker, *Eindhoven University of Technology, The Netherlands*

Finalists

SRC01   GAZE: Using Mobile Devices to Promote Discovery and Data Collection
Zachary Allen

SRC02   Blowatch: Blowable and Hands-free Interaction for Smartwatches
Wei-Hung Chen

SRC03   Cyrafour: How Two Human Avatars Communicate With Each Other
Enrique Encinas

SRC04   Realism in Interactive Tutors
Nicholas Hynes

SRC05   Libero: On-the-go Crowdsourcing for Package Delivery
Yongsung Kim

SRC06   Can Specialised Electronic Musical Instruments Aid Stroke Rehabilitation?
Pedro Kirk

SRC07   QuizCram: A Question-Driven Video Studying Interface
Geza Kovacs

SRC08   Challenges for Wearable Camera: Understanding of the Meaning behind Photo-taking
Ahreum Lee

SRC09   Pull-To-Refresh and Learn: Leveraging Mobile Email Load Time for Education
Anji Ren

SRC10   Assessing the Supportiveness of Gift Emoticons in Care Scenarios
Kirsten A. Smith

■ STUDENT DESIGN COMPETITION

This is the 13th year of the CHI Student Design Competition. The Student Design Competition continues to grow each year with increased international representation. The competition always draws a large audience at CHI and has also become a major recruiting opportunity for identifying talented students. The CHI 2015's theme is "crossings" which focuses on crossing the boundaries for meaningful new creations and possibilities. In this year's Student Design Competition, we adapt this theme of "crossings" and open up the opportunities for students in the areas of HCI and Design from all over the world to show their visions and competence on enabling people from different cultures to be connected and to be heard and appreciated. In the last few years, smart devices have become more or less standardized in their physical and graphical forms. While new groups of users are constantly emerging, quite a few people still stay away from the benefits of technology. The theme of this year's Student Design Competition is "Appropriating Technologies for New Cultures". We have 10 finalist student teams who have succeeded to proceed the competition at CHI 2015 out of 69 submissions from 11 different countries.

Monday

10:00 – 11:30 Judging (Closed Jury session)   (Room 327ABC)

Tuesday

15:50 – 16:30 Meet the poster authors   (Hall C2/C3)

Wednesday

14:30 – 15:50 Open Finalist presentations   (Room 317BC)

Tuesday-Thursday

Posters on display during opening hours   (Hall C2/C3)

Jury

Zhiyong Fu, *Tsinghua University, China*
Elisa Giarccardi, *TU Delft, Netherlands*
Jung-Joo Lee, *National University of Singapore, Singapore*
Will Odom, *Simon Fraser University, Canada*

Finalists

SDC02   Am I Native Enough? Exploring American Indian Identity Through Language Learning
Jumana Almahmoud, Mallory Anderson, Abhishek Dewan, Sofia Gutierrez, Ram Kumarasubramanian

SDC03   Lantern: Empowering Refugees Through Community-Generated Guidance Using Near Field Communication
Jennifer Baranoff, R. Israel Gonzales, Jay Liu, Heidi Yang, Jimin Zheng

SDC05   FamCom: a Communication Service Enhancing Conversation Quality Between Elders Residing in Care Hospital and Their Family Member
Mingu Kang, Taewan Kim, Youngjae Kim, Junghwan Ahn

SDC06   BlindNavi: A Navigation App for the Visually Impaired Smartphone User
Yi-Ying Lin, Hsuan-Eng Chen, Chien-Hsing Chen, I-Fang Wang

SDC07   inSight: Kick-Starting Communications for Elderlies Ageing In Place
Zhide Loh, Edmund Zhang, Lim Zhi Ying

SDC08   Sleepstellar: A Safety Kit and Digital Storyteller for Sleepwalkers
Jashanjit Kaur, Nehal Molasaria, Niyati Gupta, Shengjie Zhang, Wei Wang

SDC09   Bikon: Warm-Hearted Movements
Yunmo Park, Hoejoon Lee, Gu Lee, Myeongguk Cho, Soyoung Kim

SDC10   CityMockUp Co-Creating the Urban Space
Jonas Frich Pedersen, Marie Louise Juul Sgaard

SDC11   Enabling Context for Traditional Chinese Paintings with "Rice Paper"
Hariharan Subramonyam, Yuncheng Shen, Samantha Lauren Jones

SDC12   GoodGuide: Reconnecting The Homeless and Others
Chien-Chun Wu, Shih-Min Hong, Yu-Han Huang

■ STUDENT GAME COMPETITION

The Games and Entertainment Special Community created this competition to showcase student work in areas of game design and development that connect strongly to the CHI community of research and practice. Students submitted games as well as extended abstracts clarifying innovative aspects of their work. The jury selected three finalist games in each category—Games for a Purpose, Innovative Interface and Innovative Game Design. Winners are announced at the Closing Plenary.

CHI attendees can play the games on Monday morning in Hall E Foyer. The SGC winners are announced at the Closing Plenary.

Games for a Purpose: Games submitted to this category are designed not just to entertain, but also to accomplish some end goal. Examples include games for health, learning games, journalistic games.

Innovative Interface: Games submitted to this category push the boundaries of current interface practice. Examples include the use of gesture, multi-touch, or haptics; voice input; use of sensors such as breathing or heart rate; and augmented reality games for mobile platforms.

Innovative Game Design: Games submitted to this category push the boundaries of current game mechanics and/or design. Examples include games that add novel mechanics that have not been used before, add new visual or audio themes/dynamics, explore new mixes of mechanics, story and character elements, automated techniques for adaptive designs, or explore new forms of interaction that are thought provoking.

Wednesday

16:30 – 17:50 Presentations and awards   (Room 317BC)

Jury

Casper Harteveld, *Northeastern University*
Seth Cooper, *Northeastern University*
Peter Lee, *Nolgong*
Sebastian Deterding, *Northeastern University*

Finalists

SGC01   Keyewai: Looking at Cooperation in a Holographic Projection Screen
Paulo Bala, Lucilia Nóbrega, Guilherme Neves, Laís Lopes, Joana Morna, Cristina Freitas, João Camacho

SGC02   Fighting Gulliver: An Experiment with Cross-Platform Players Fighting a Body-Controlled Giant
Kuan-Ting Chou, Min-Chieh Hsiu, Chiuan Wang

SGC03   Crystallize: Simulating Language Immersion through Gameplay
Gabriel Culbertson

SGC04   TranSection: Hand-Based Interaction for Playing a Game within a Virtual Reality Game
Po-Wei Lee, Han-Yu Wang, Ying-Chao Tung, Jhe-Wei Lin, Andries Valstar

SGC05   Atomatic: An Inclusive Game to Learn Concepts of Atoms and Elements
Sylvan Lobo

SGC06   Get Creative With Learning: Word Out! A Full Body Interactive Game
Felicia Clare Paul, Christabel Goh, Kelly Yap

SGC07   Jelly Polo: True Sport-Like Competition Using Small-Scale Exertion
Mike Sheinin, Carl Gutwin

SGC08   Towering Defense - An Augmented Reality Multi-Device Game
Paul Tolstoi, Andreas Dippon

SGC09   Purrfect Crime: Exploring Animal Computer Interaction through a Digital Game for Humans and Cats
Rui Trindade, Micaela Sousa, Cristina Hart, Roberto Rodrigues, Ndia Vieira, Joo Frana

◼ WORKS IN PROGRESS

Authors are scheduled to stand by their posters during "meet the author" sessions indicated below. Please visit both rotations to see all of the exciting work being done and discuss new ideas with Poster authors. Authors present their posters during the morning and afternoon breaks.

The following poster collections are on display:

First Rotation: Tuesday all day

Accessibility	10101 – 10106
AI and HCI	10201 – 10204
Augmented Reality	10301 – 10309
Children and Teens	10401 – 10404
Cognition in HCI	10501 – 10505
Communities	10601 – 10611
Displays	10701 – 10709
Gaming	10801 – 10809
Gesture and Multimodal Interactions	10901 – 10925
Healthcare and Wellbeing	11001 – 11013
Learning	11101 – 11106
Lifestyle	11201 – 11207
Mobile Interactions	11301 – 11312

Second Rotation: Wednesday all day

Novel Interfaces and Interaction Techniques	20101 – 20126
Productivity and Awareness	20201 – 20206
Search and InfoViz	20301 – 20314
Social Computing	20401 – 20413
Trust, Privacy, and Emotions	20501 – 20515
Ubicomp, Robots, and Wearables	20601 – 20621
Users and UI Design	20701 – 20724

◼ FIRST ROTATION – TUESDAY 21 APRIL

ACCESSIBILITY   10101 – 10106

wip10101 Understanding Interactive Interface Design Requirements for the Visually Impaired
Joongsin Park, Beomtaek Jeong, Seungjai Jeon, Sehyung Han, Jundong Cho, JeongGil Ko

wip10102 DOWELL: Dwell-time Based Smartphone Control Solution for People with Upper Limb Disabilities
Hyunjin Ahn, Jaeseok Yoon, Gulji Chung, Kibum Kim, Jiyeon Ma, Hyunbin Choi, Donguk Jung, Joongseek Lee

wip10103 Touchology: Towards Interactive Plant Design for Children with Autism and Older Adults in Senior Housing
Jinsil Hwaryoung Seo, Annie Sungkajun, Jinkyo Suh

wip10104 The Elders Preference for Skeuomorphism as App Icon Style
Minji Cho, Soyoung Kwon, Nooree Na, KunPyo Lee, Hyeon-Jeong Suk

wip10105 First Insights with a Vibrotactile Interface for Children with Multiple Disabilities
Cristina Manresa-Yee, Ann Morrison, Joan Jordi Muntaner

wip10106 TopoTiles: Storytelling in Care Homes with Topographic Tangibles
Peter Bennett, Heidi Hinder, Seana Kozar, Christopher Bowdler, Elaine Massung, Tim Cole, Helen Manchester, Kirsten Cater

AI AND HCI   10201 – 10204

wip10201 Deploying AI Methods to Support Collaborative Writing: a Preliminary Investigation
Sebastian Gehrmann, Lauren Urke, Ofra Amir, Barbara J. Grosz

wip10202 Be Informed and Be Involved: Effects of Uncertainty and Correlation on User's Confidence in Decision Making
Jianlong Zhou, Constant Bridon, Fang Chen, Ahmad Khawaji, Yang Wang

wip10203 Effects of Agent Appearance on Customer Buying Motivations on Online Shopping Sites
Kazunori Terada, Jing Liang, Seiji Yamada

wip10204 Ethics and Social Responsibility: Case Study of a Journal Cover Design Under Fire
Arisa Ema, Hirotaka Osawa, Hiromitsu Hattori, Naonari Akiya

AUGMENTED REALITY   10301 – 10309

wip10301 AfterMath: Visualizing Consequences of Actions through Augmented Reality
Sang-won Leigh, Pattie Maes

wip10302 Largibles: Large Tangible Interaction in Mobile Augmented Reality
Asier Marzo

wip10303 Parallel Web Browsing in Tangible Augmented Reality Environments
Mohammed AlSada, Tatsuo Nakajima

wip10304 User Defined Gestures for Augmented Virtual Mirrors: A Guessability Study
Gun Lee, Jonathan Wong, Hye Sun Park, Jin Sung Choi, Chang Joon Park, Mark Billinghurst

wip10305 OutsideMe: Augmenting Dancer's External Self-Image by Using A Mixed Reality System
Shuo Yan, Gangyi Ding, Zheng Guan, Ningxiao Sun, Hongsong Li, Longfei Zhang

wip10306 Development of an Inexpensive Augmented Reality (AR) Headset
Daniela De Angeli, Eamonn J. O'Neill

wip10307 Augmenting Affect from Speech with Generative Music
Gerhard Johann Hagerer, Michael Lux, Stefan Ehrlich, Gordon Cheng

wip10308 On the Spot Information in Augmented Reality for Teams in the Security Domain
Stephan Lukosch, Heide Lukosch, Dragos Datcu, Marina Cidota

wip10309 Augmenting Indirect Multi-Touch Interaction with 3D Hand Contours and Skeletons
Ilya Efanov, Joel Lanir

CHILDREN AND TEENS   10401 – 10404

wip10401 GNomon: Enabling Dynamic One-Switch Games for Children with Severe Motor Disabilities
Sebastian Aced Lopez, Fulvio Corno, Luigi De Russis

wip10402 TanProStory: A Tangible Programming System for Children's Storytelling
Yunfeng Qi, Danli Wang, Lan Zhang, Yining Shi

wip10403 Kids in Fairytales: Experiential and Interactive Storytelling in Children's Libraries
Seokbin Kang, Youngwoon Lee, Suwoong Lee

wip10404 Supporting the Disney Method with an Interactive Feedback System
Sarah Tausch, Fabian Nußberger, Heinrich Hussmann

COGNITION IN HCI   10501 – 10505

wip10501 CogniMouse: On Detecting Users' Task Completion Difficulty through Computer Mouse Interaction
Marios Belk, David Portugal, Eleni Christodoulou, George Samaras

wip10502 Interactive Mouse Stream as Real-Time Indicator of User's Cognitive Load
Syed Arshad, Yang Wang, Fang Chen

wip10503 Working Memory and the Detection of Different Error Types – Novel Predictions for Error Detection
Sze-yuen Yau, Simon Y. W. Li

wip10504 So, Who Exactly IS The HCI Professional?
Ann Austin, Jose Abdelnour Nocera

wip10505 Utilizing the Effects of Priming to Facilitate Text Comprehension
Katrin Angerbauer, Tilman Dingler, Dagmar Kern, Albrecht Schmidt

COMMUNITIES   10601 – 10611

DISPLAYS   10701 – 10709

GAMING   10801 – 10809

GESTURE AND MULTIMODAL INTERACTIONS   10901 – 10925

wip10914 Express Driver's Emotion with Emoticons in Driving Contexts
Haechan Kim, KunPyo Lee

wip10915 Multimodal Frustration Detection on Smartphones
Esther Vasiete, Tom Yeh

wip10916 ViLimbs: Improving Phantom Limb Treatment Through Multisensory Feedback
Esteban Correa-Agudelo, Andres M Hernandez, Carlos Ferrin, Juan D Gomez

wip10917 An Open Catalog of Hand Gestures from Sci-Fi Movies
Lucas S Figueiredo, Mariana G.M. Pinheiro, Edvar X.C. Vilar Neto, Veronica Teichrieb

wip10918 Towards Extraction of Subjective Reading Incomprehension: Analysis of Eye Gaze Features
Ayano Okoso, Joachim Folz, Takumi Toyama, Marcus Liwicki, Kai Kunze, Koichi Kise

wip10919 Using Cr-Y Components to Detect Tongue Protrusion Gestures
Chris S. Crawford, Carmen Badea, Stephen W. Bailey, Juan E. Gilbert

wip10920 Towards Accurate Automatic Segmentation of IMU-Tracked Motion Gestures
Sven Kratz, Maribeth Back

wip10921 ShowMe: A Remote Collaboration System that Supports Immersive Gestural Communication
Judith Amores, Xavier Benavides, Pattie Maes

wip10922 A Crowdsourced Alternative to Eye-tracking for Visualization Understanding
Nam Wook Kim, Zoya Bylinskii, Michelle A. Borkin, Aude Oliva, Krzysztof Z. Gajos, Hanspeter Pfister

wip10923 Illusion of Surface Changes induced by Tactile and Visual Touch Feedback
Katrin Wolf, Timm Bäder

wip10924 3D Virtual Hand Selection with EMS and Vibration Feedback
Max Pfeiffer, Wolfgang Stuerzlinger

wip10925 Same-side Hand Interactions with Arm-placed Devices Using EMG
Frederic Kerber, Pascal Lessel, Antonio Krüger

HEALTHCARE AND WELLBEING   11001 – 11013

wip11001 Detecting and Characterizing Mental Health Related Self-Disclosure in Social Media
Sairam Balani, Munmun De Choudhury

wip11002 Designing a Music-controlled Running Application: A Sports Science and Psychological Perspective
Christine Bauer, Anna Kratschmar

wip11003 NLG-Based Moderator Response Generator to Support Mental Health
Mohammed Sazzad Hussain, Juchen Li, Rafael A. Calvo, Laura Ospina-Pinillos, Louise Ellis, Tracey Davenport, Ian Hickie

wip11004 EdiPulse: Supporting Physical Activity with Chocolate Printed Messages
Rohit Ashok Khot, Ryan Pennings, Florian 'Floyd' Mueller

wip11005 Using Accelerometer Data to Estimate Surface Incline and Its Walking App Potential
Ilyas Uyanik, Ashik Khatri, Dinesh Majeti, Muhsin Ugur, Dvijesh J. Shastri, Ioannis T. Pavlidis

wip11006 Forget Me Not: Connecting Palliative Patients and Their Loved Ones
Torben Wallbaum, Janko Timmermann, Wilko Heuten, Susanne Boll

wip11007 Exploring Motivations of Young Adults to Participate in Physical Activities
Tara Capel, Johanna Frederike Schnittert, Stephen Snow, Dhaval Vyas

wip11008 HHeal: A Personalized Health App for Flu Tracking and Prevention
Na Li, Changkun Zhao, Eun Kyoung Choe, Frank Ritter

wip11009 Exploring Physical Activities in an Employer-Sponsored Health Program
Dhaval Vyas, Zachary Fitz-walter, Erica Mealy, Alessandro Soro, Jinglan Zhang, Margot Brereton

wip11010 Personal Counseling on Smart Phones For Smoking Cessation
Jeni Paay, Jesper Kjeldskov, Mikael B. Skov, Nirojan Srikandarajah, Umachanger Brinthaparan

wip11011 Design Self-Diagnosis Applications for Non-Patients
Jason Chen Zhao, Ngai-Man Cheung, Ricardo Sosa, Dawn Chin-Ing Koh

wip11012 Action Health Self-Efficacy Assessment Tool Development for Online Cancer Support Groups Elisabeth Joyce

wip11013 Designing a Motivational Agent for Behavior Change in Physical Activity
Toshikazu Kanaoka, Bilge Mutlu

LEARNING   11101 – 11106

wip11101 Automatically Adjusting the Speed of E-Learning Videos
Sunghyun Song, Jeong-ki Hong, Ian Oakley, Jun Dong Cho, Andrea Bianchi

wip11102 Explanation Activities with a Pedagogical Agent in an Online Task: Lexical Network Analysis
Yugo Hayashi

wip11103 FeedLearn: Using Facebook Feeds for Microlearning
Geza Kovacs

wip11104 Playful Sounds From The Classroom: What Can Designers of Digital Music Games Learn From Formal Educators?
Pieter Duysburgh, Karin Slegers, Karen Mouws, Marije Nouwen

wip11105 CourseMIRROR: Enhancing Large Classroom Instructor-Student Interactions via Mobile Interfaces and Natural Language Processing
Xiangmin Fan, Wencan Luo, Muhsin Menekse, Diane Litman, Jingtao Wang

wip11106 Designing Interactive Query Interfaces to Teach Database Systems in the Classroom
Lilong Jiang, Arnab Nandi

LIFESTYLE   11201 – 11207

wip11201 Supporting Energy Management as a Cooperative Amateur Activity
Hanna Hasselqvist, Cristian Bogdan, Mario Romero, Omar Shafqat

wip11202 HabitStar: An Interactive Ambient Lighting to Help Users Improve Habits
Jinsu Eun, Yeonjoo Lee, Joonhwan Lee, Joohyeon Lee, Woon Seong Lee, Zune Lee

wip11203 'Close the Loop' An iBeacon App to Foster Recycling Through Just-in-Time Feedback
Diego Casado-Mansilla, Derek Foster, Shaun Lawson, Pablo Garaizar, Diego López-de-Ipiña

wip11204 Promote Energy Conservation in Automatic Environment Control: A Comfort-Energy Trade-off Perspective
Pei-Luen Patrick Rau, Yun Gong, YiBo Dai, Chieh Cheng

wip11205 Travel Q: Questifying Micro Activities Using Travel Photos to Enhance Travel Experience
Yoojung Kim, Changhoon Oh, Taeyoung Lee, Donghun Lee, Joongseek Lee, Bongwon Suh

wip11206 Towards an Interactive Dance Visualization for Inspiring Coordination Between Dancers
Carla F. Griggio, Mario Romero, Germán Leiva

wip11207 'Electric City': Uncovering Social Dimensions and Values of Sharing Renewable Energy through Gaming
Abhigyan Singh, Hylke W. van Dijk, Bard O. Wartena, Natalia Romero Herrera, David Keyson

MOBILE INTERACTIONS   11301 – 11312

wip11301 Motorcycle Ride Care Using Android Phone
Bo-Han Chen, Sai-Keung Wong, Wei Che Chang

wip11302 The Heroes' Problems: Exploring the Potentials of Google Glass for Biohazard Handling Professionals
Jack Shen-Kuen Chang, Michael Henry, Russ Burtner, Oriana Love, Courtney Corley

wip11303 CrowdFound: A Mobile Crowdsourcing System to Find Lost Items On-the-Go
Emily Harburg, Yongsung Kim, Elizabeth Gerber, Haoqi Zhang

wip11304 Dwelling and Fleeting Encounters: Exploring Why People Use WeChat - A Mobile Instant Messenger
Yang Wang, Yao Li, Jian Tang

wip11305 Personal Photo Preservation for the Smartphone Generation
Maria K. Wolters, Elaine Niven, Mari Runardotter, Francesco Gallo, Heiko Maus, Robert H. Logie

wip11306 Projectagami: A Foldable Mobile Device with Shape Interactive Applications
Dominique Tan, Maciej Kumorek, Andres A. Garcia, Adam Mooney, Derek Bekoe

wip11307 Lock n' LoL: Mitigating Smartphone Disturbance in Co-located Social Interactions
Minsam Ko, Chayanin Wong, Sunmin Son, Euigon Jung, Uichin Lee, Seungwoo Choi, Sungho Jo, Min H. Kim

wip11308 Mobile System Design for Scratch Recognition
Jongin Lee, Dae-ki Cho, Seokwoo Song, Seungho Kim, Eunji Im, John Kim

wip11309 Face Me! Head-Tracker Interface Evaluation on Mobile Devices
Maria Francesca Roig-Maimó, Javier Varona Gómez, Cristina Manresa-Yee

wip11310 TUIs in the Large: Using Paper Tangibles with Mobile Devices
Katrin Wolf, Stefan Schneegass, Niels Henze, Dominik Weber, Valentin Schwind, Pascal Knierim, Sven Mayer, Tilman Dingler, Yomna Abdelrahman, Thomas Kubitza, Markus Funk, Anja Mebus, Albrecht Schmidt

wip11311 Initiating Moderation in Problematic Smartphone Usage Patterns
Hancheol Park, Gahgene Gweon

wip11312 SocialKeyboard: Proofreading Everyday Writings in Mobile Phones
Jin-woo Lee, Joohyun Kim, Uichin Lee, Jae-Gil Lee

■ SECOND ROTATION – WEDNESDAY 22 APRIL

NOVEL INTERFACES AND INTERACTION TECHNIQUES
20101 – 20126

wip20101 Palette: Enhancing E-Commerce Product Description by Leveraging Spectrophotometry to Represent Garment Color and Airiness
Shogo Yamashita, Adiyan Mujibiya

wip20102 Transporters: Vision & Touch Transitive Widgets for Capacitive Screens
Florian Heller, Simon Voelker, Chat Wacharamanotham, Jan Borchers

wip20103 Linked-Stick: Conveying a Physical Experience using a Shape-Shifting Stick
Ken Nakagaki, Chikara Inamura, Pasquale Totaro, Thariq Shihipar, Chantine Akikyama, Yin Shuang, Hiroshi Ishii

wip20104 Enhanced Depth Discrimination Using Dynamic Stereoscopic 3D Parameters
Arun Kulshreshth, Joseph J. LaViola Jr.

wip20105 A Tabletop Projector-camera System for Remote and Nearby Pointing Operation
Shun Sekiguchi, Takashi Komuro

wip20106 AtmoSPHERE: Representing Space and Movement Using Sand Traces in an Interactive Zen Garden
Ruofei Du, Kent R. Wills, Max Potasznik, Jon E. Froehlich

wip20107 Tilting the Tablet: The Effect of Tablet Tilt on Hand Occlusion
Emily B. Moore

wip20108 Flex-Beam: A Versatile Video Projection Interface for Digital Performance
Dae gun Jang, Yi-Kyung Kim, Seunghun Kim

wip20109 Effects of Sound Type on Recreating the Trajectory of a Moving Source
Graham Wilson, Stephen Brewster, Hector Caltenco, Charlotte Magnusson, Sara Finocchietti, Gabriel Baud-Bovy, Monica Gori

wip20110 HoverLink: Joint Interactions using Hover Sensing Capability
Takuro Kuribara, Buntarou Shizuki, Jiro Tanaka

wip20111 Sounds Like it Works: Music-based Navigation to Improve the Cleanroom Experience
Ilhan Aslan, Barbara Weixelbaumer, Bernhard Maurer, Daniela Wurhofer, Alexander Meschtscherjakov, Manfred Tscheligi

wip20112 Toward Designing a New Virtual Keyboard When All Finger Movements Are Known
Daewoong Choi, Hyeonjoong Cho, Joono Cheong

wip20113 Automatically Freezing Live Video for Annotation during Remote Collaboration
Seungwon Kim, Gun Lee, Sangtae Ha, Nobuchika Sakata, Mark Billinghurst

wip20114 Jorro Beat: Shower Tactile Stimulation Device in the Bathroom
Keisuke Hoshino, Masahiro Koge, Taku Hachisu, Ryo Kodama, Hiroyuki Kajimoto

wip20115 Beyond Command & Control: Sketching Embodied Interaction
Cumhur Erkut, Anu Rajala-Erkut

wip20116 The Cage: A 6-DoF Remote Control with Force Feedback for Advanced UAV Interaction
Charlie Anderson, Benji Barash, Charlie McNeill, Denis Ogun, Michael Wray, Jarrod Knibbe, Christopher H. Morris, Sue Ann Seah

wip20117 TellTale: Adding a Polygraph to Everyday Life
Thomas Charlesworth, Helena Ford, Luke Milton, Thomas Mortensson, James Pedlingham, Jarrod Knibbe, Sue Ann Seah

wip20118 SIGCHI: Magic Mirror - Embodied Interactions for the Quantified Self
Hariharan Subramonyam

wip20119 PicLight: User-Centered Lighting Control Interface for Residential Space
Jeongmin Lee, Kyungah Choi, Hyeon-Jeong Suk

wip20120 Embodied Technology: Unraveling Bodily Action with Normative Types
Laurens Boer, Robb Mitchell, Agnese Caglio, Andrés Lucero

wip20121 Evaluating Stereoscopic 3D for Automotive User Interfaces in a Real-World Driving Study
Nora Broy, Stefan Schneegass, Mengbing Guo, Florian Alt, Albrecht Schmidt

wip20122 Hover Cursor: Improving Touchscreen Acquisition Of Small Targets With Hover-enabled Pre-selection
Anna Ostberg, Nada Matic

wip20123 Delegation Impossible? - Towards Novel Interfaces for Camera Motion
Axel Hoesl, Julie Wagner, Andreas Butz

wip20124 Director: A Remote Guidance Mechanism
Liam Betsworth, Matt Jones

wip20125 The Appropriation Paradox: Benefits and Burdens of Appropriating Collaboration Technologies
Sangseok You, Lionel P. Robert, Soo Young Rieh

wip20126 Beyond Binary Gestures: Exploring Documents using Touch Interfaces
Ziqi Huang, Juan Felipe Beltran, Azza Abouzied, Arnab Nandi

PRODUCTIVITY AND AWARENESS
20201 – 20206

wip20201 The Do Not Disturb Challenge - A Day Without Notifications
Martin Pielot, Luz Rello

wip20202 Beyond "Geofencing: Specifying Location in Location-Based Reminder Applications
Yao Wang, Manuel A. Perez-Quinones

wip20203 Tipper: Contextual Tooltips that Provide Seniors with Clear, Reliable Help for Web Tasks
Saba Kawas, Yibo Dai, George Karalis, Chris Olsen

wip20204 Automatic Delivery Timing Control of Incoming Email based on User Interruptibility
Yasumasa Kobayashi, Takahiro Tanaka, Kazuaki Aoki, Kinya Fujita

wip20205 Task Lockouts Induce Crowdworkers to Switch to Other Activities
Sandy J. J. Gould, Anna L. Cox, Duncan P Brumby

wip20206 Tag & Link: Supporting Regional and Relational Tagging in Images with Direct Annotation
Hsing-Lin Tsai, Cheng-Hsien Han, En-Hsin Wu, Chi-Lan Yang, Hao-Chuan Wang

SEARCH AND INFOVIZ   20301 – 20314

wip20301 TaskAmbient: A Study in Personal Task Management Visualization
Sheriff Jolaoso, Manuel A. Perez-Quinones

wip20302 Usable Transparency with the Data Track -- A Tool for Visualizing Data Disclosures
Julio Angulo, Simone Fischer-Hübner, Tobias Pulls, Erik Wästlund

wip20303 Towards a Novel Issue Tracking System for "Industry 4.0 Environments
Pascal Lessel, Marc Müller, Antonio Krüger

wip20304 Bicentric Diagrams: Design of a Graph-Based Relational Set Visualization Technique
Hyunwoo Park, Rahul C. Basole

wip20305 Towards Text Search for Information Visualization Retrieval
Romain Vuillemot, Mali Akmanalp

wip20306 Exploring the Effect of Word-Scale Visualizations on Reading Behavior
Pascal Goffin, Wesley J. Willett, Anastasia Bezerianos, Petra Isenberg

wip20307 Ariadne's Thread - Interactive Navigation in a World of Networked Information
Rob Koopman, Shenghui Wang, Andrea Scharnhorst, Gwenn Englebienne

wip20308 Design Implications of Casual Health Visualization on Tangible Displays
Sandy Claes, Jorgos Coenen, Karin Slegers, Andrew Vande Moere

wip20309 Using Space: Effect of Display Size on Users' Search Performance
Lars Lischke, Sven Mayer, Katrin Wolf, Niels Henze, Albrecht Schmidt, Svenja Leifert, Harald Reiterer

wip20310 Detecting and Visualizing Filter Bubbles in Google and Bing
Tawanna R. Dillahunt, Christopher A. Brooks, Samarth Gulati

wip20311 Understanding Requirements of Place in Local Search
Karen Church, Henriette Cramer

wip20313 Visual characteristics' inherent impact on people's strategic orientation
Therese Dries-Tönnies, Axel Platz, Michael Burmester, Magdalena Laib, Nathalie Blanc

wip20314 Quarry: Picking From Examples to Explore Big Data
Rhema Linder, Eunyee Koh

SOCIAL COMPUTING   20401 – 20413

wip20401 Generating Narratives from Personal Digital Data: Triptychs
Matthew P. Aylett, Elaine Farrow, Larissa Pschetz, Thomas Dickinson

wip20402 PicThru: a Mobile Application to Foster Creative Thinking with Pictures and Social Mechanics.
Oscar Ardaiz, Oleh Kudinov, Asier Marzo

wip20403 Ranking Designs and Users in Online Social Networks
Biplab Deka, Haizi Yu, Devin Ho, Zifeng Huang, Jerry O. Talton, Ranjitha Kumar

wip20404 The Price of the Priceless: Understanding Estimated Costs of Work in Friendsourcing
Joey Chiao-Yin Hsiao, Mei-Hua Pan, Hao-Chuan Wang, Jane Yung-Jen Hsu

wip20405 Exploring Embedded Haptics for Social Networking and Interactions
Ali Israr, Siyan Zhao, Oliver Schneider

wip20406 Using Socio-ecological Model to Inform the Design of Persuasive Applications
Hazwani Mohd Mohadis, Nazlena Mohamad Ali

wip20407 Understanding Perceived Social Support through Communication Time, Frequency, and Media Multiplexity
Donghee Yvette Wohn, Wei Peng

wip20408 From the Deposit to the Exhibit Floor: An Exploration on Giving Museum Objects Personality and Social Life
Mark T. Marshall, nick dulake, Daniela Petrelli, Hub Kockelkorn

wip20409 Collaborative Video Challenges: a Playful Concept of Proximity-Based Social Interaction
Susanna Paasovaara, Ekaterina Olshannikova, Thomas Olsson

wip20410 "I Like This Shirt": Exploring the Translation of Social Mechanisms in the Virtual World into Physical Experiences
Ladan Najafizadeh, Seokbin Kang, Jon E. Froehlich

wip20411 Frustrations with Pursuing Casual Encounters through Online Dating
Douglas Zytko, Sukeshini A. Grandhi, Quentin Jones

wip20412 Exploring Tag-based Like Networks
Kyungsik Han, Jin Yea Jang, Dongwon Lee

wip20413 A Taxonomy for Classifying Questions Asked in Social Question and Answering
Zhe Liu, Bernard J. Jansen

TRUST, PRIVACY, AND EMOTIONS   20501 – 20515

wip20501 SmileTracker: Automatically and Unobtrusively Recording Smiles and their Context
Natasha Jaques, Weixuan 'Vincent' Chen, Rosalind Picard

wip20502 Laughin'Cam: Active Camera System To Induce Natural Smiles
Ryohei Fushimi, Shogo Fukushima, Takeshi Naemura

wip20503 Factors Related to Privacy Concerns and Protection Behaviors Regarding Behavioral Advertising
Donghee Yvette Wohn, Jacob Solomon, Dan Sarkar, Kami E. Vaniea

wip20504 Somebody Is Peeking! A Proximity and Privacy Aware Tablet Interface
Huiyuan Zhou, Vinicius Ferreira, Thamara Alves, Kirstie Hawkey, Derek Reilly

wip20505 A Study Relating Computational Textile Textural Expression to Emotion
Felecia Davis

wip20506 Lexical Representation of Emotions for High Functioning Autism (HFA) via Emotional Story Intervention using Smart Media
Min Kyeong Jeong, YoungTae Kim, Dongsun Yim, SeokJeong Yeon, Seokwoo Song, John Kim

wip20507 Using Galvanic Skin Response (GSR) to Measure Trust and Cognitive Load in the Text-Chat Environment
Ahmad Khawaji, Jianlong Zhou, Fang Chen, Nadine Marcus

wip20508 Emotion Evoked by Texture and Application to Emotional Communication
Yurika Ebe, Hiroyuki Umemuro

wip20509 Creating the Mood: Design for a Cognitive Meeting Room
Maryam Ashoori, Rachel K. E. Bellamy, Justin D. Weisz

wip20510 CoSense: Creating Shared Emotional Experiences
Sudhanshu S. D. P. Ayyagari, Kunal Gupta, Matt tait, Mark Billinghurst

wip20511 Self-Defining Memory Cues: Creative Expression and Emotional Meaning
Corina Sas, Scott Challioner, Christopher Clarke, Ross Wilson, Alina Coman, Sarah Clinch, Mike Harding, Nigel Davies

wip20512 Seamless And Always-on Security in a Bring-Your-Own-Application World
Paulo Hecht, Sidney Fels, Junia Anacleto

wip20513 Emotional Interaction and Nofitication of Flexible Handheld Devices
Jung Min Lee, So Yon Jeong, Da Young Ju

wip20514 Understanding User's Behavior for Developing Webtoon Rating System Based on Laugh Reaction Sensing through Smartphone
SungHyuk Yoon, Soyoung Kwon, KunPyo Lee

wip20515 Growth, Change & Decay: Plants & Interaction Possibilities
Cameron Steer, Simon Robinson, Matt Jones

■ INTERACTIVITY

Interactivity offers hands-on demonstrations that let you see, hear andtouch interactive visions of the future. They take the form of prototypes, demonstrations, artworks, design experiences and inspirational technologies. Interactivity offers an alternative to CHI's traditional text format to disseminate advances in the field. Interactivity promotes and provokes discussion about the role of technology by actively engaging attendees one-on-one.

Interactivity demonstrations are available from the Monday evening Conference Reception through the Thursday morning break. Presenters will be stationed at their exhibits throughout the Monday evening session and during coffee breaks on Tuesday, Wednesday and Thursday morning.

Monday
18:00 – 19:30 Grand opening

Tuesday – Wednesday
10:50 – 11:30 Presenters available during the morning break

15:50 – 16:30 Presenters available during the afternoon break

Thursday
10:50 – 11:30 Presenters available during the morning break

11:30 Interactivity closes

i102 Wrist Compression Feedback by Pneumatic Actuation
Henning Pohl, Dennis Becke, Eugen Wagner, Maximilian Schrapel, Michael Rohs

i105 Harmonious Haptics: Enhanced Tactile Feedback Using a Mobile and a Wearable Device
Sungjae Hwang, John Song, Junghyeon Gim

i108 Low-Fidelity Fabrication: Speeding up Design Iteration of 3D Objects
Stefanie Mueller, Dustin Beyer, Tobias Mohr, Serafima Gurevich, Alexander Teibrich, Lisa Pfisterer, Kerstin Guenther, Johannes Frohnhofen, Hsiang-Ting Chen, Patrick Baudisch, Sangha Im, François V Guimbretière

i109 PaperPulse: An Integrated Approach to Fabricating Interactive Paper
Raf Ramakers, Kashyap Todi, Kris Luyten

i110 Level-Ups: Motorized Stilts that Simulate Stair Steps in Virtual Reality
Dominik Schmidt, Robert Kovacs, Vikram Mehta, Udayan Umapathi, Sven Köhler, Lung-Pan Cheng, Patrick Baudisch

i115 Designing Engaging Data in Communities
Tim Regan, David Sweeney, John Helmes, Vasillis Vlachokyriakos, Siân Lindley, Alex Taylor

i116 The EmotiveModeler: An Emotive Form Design CAD Tool
Philippa Mothersill, V. Michael Bove Jr.

i117 Remnance of Form: Interactive Narratives through Unexpected Behaviors of a Shadow
Sang-won Leigh, Asta Roseway, Ann Paradiso, Pattie Maes

i123 Wearable Devices for Enhancing Communications and Activities between the Blind and Ordinary People through a Waltz
Yoonji Song, Jiye Kim

i124 EdiPulse: Turning Physical Activity Into Chocolates
Rohit Ashok Khot, Ryan Pennings, Florian 'Floyd' Mueller

i128 ListenTree: Audio-Haptic Display In The Natural Environment
Edwina Portocarrero, Gershon Dublon, Joseph Paradiso, V. Michael Bove Jr.

i131 Know Yourself: Self-portrait with Emotion Expressed in the EEG Data
Hyo-jin Kim, Su-yeon Kim

i132 Researcher: A Reading Application Helping the Flow of Research in Tablet and Mobile Phone
Minjeong Kang, Juhyun Eune

i138 BandSense: Pressure-sensitive Multi-touch Interaction on a Wristband
Youngseok Ahn, Sungjae Hwang, Hyungook Yoon, Jung-hee Ryu

i139 Wearable Solution for Industrial Maintenance
Sam Zheng, Patrik Matos, Cedric Foucault, Siddharth Dasari, Meng Yuan, Stuart Goose

i143 Development of Realistic Digital Expression of Human Avatars through Pupillary Responses based on Heart Rate
Myoung Ju Won, Sangin Park, SungTeac Hwang, Mincheol Whang

i144 Waving Authentication: Your Smartphone Authenticate You on Motion Gesture
Feng Hong, Meiyu Wei, Shujuan You, Yuan Feng, Zhongwen Guo

i145 Data Transmission Method for Mobile Phone Using Groove Scan Code
Junbong Song, Hyunwoo Bang

i147 NOISA: A Novel Intelligent System Facilitating Smart Interaction
Koray Tahiroğlu, Thomas Svedström, Valtteri Wikström

i148 Multi-Player Gaming on Spherical Displays
Julie R. Williamson, John Williamson, Daniel Sundén, Jay Bradley

i149 Sustainable Transport System: A Wheel Based Interactive Information Installation
Geon Dong Kim, Juhyun Eune

i150 Smart Eyewear for Interaction and Activity Recognition
Shoya Ishimaru, Kai Kunze, Katsuma Tanaka, Yuji Uema, Koichi Kise, Masahiko Inami

i151 Datawear: Self-reflection on the Go or How to Ethically Use Wearable Cameras for Research
Anya Skatova, Victoria E. Shipp, Lee Spacagna, Benjamin Bedwell, Ahmad Beltagui, Tom Rodden

i152 TESSA - Toolkit for Experimentation with Multimodal Sensory Substitution and Augmentation
Carlos Sainz Martinez, Faustina Hwang

i154 WoBo: Multisensorial Travels Through Oculus Rift
Stefano Fibbi, Fabio Sorrentino, Lucio Davide Spano, Riccardo Scateni

i155 Canvas Dance: An Interactive Dance Visualization for Large-Group Interaction
Carla F. Griggio, Mario Romero

i158 Nebula: An Interactive Garment Designed for Functional Aesthetics
Ludvig Elblaus, Vasiliki Tsaknaki, Vincent Lewandowski, Roberto Bresin

i159 Digiti Sonus v2: New Interface for Fingerprint Data Sonification using Hand Motion
Yoon Chung Han, Byeong-jun Han

i164 The Art.CHI Gallery: An Embodied Iterative Curation Experience
Nic Lupfer, Bill Hamilton, Andrew Webb, Rhema Linder, Ernest Edmonds, Andruid Kerne

i165 Filteryedping: A Dwell-Free Eye Typing Technique
Diogo Pedrosa, Maria da Graça Pimentel, Khai N. Truong

i166 VoroGraph: Visualization Tools for Epidemic Analysis
Cody Dunne, Michael Muller, Nicola Perra, Mauro Martino

i167 삶 ("Salm", "To Live"): Gaze Reactive Typography Inspired by Ahn Sang-Soo
Monchu Chen, Bongkeum Jeong, Yoram I. Chisik

i170 "KIST Smart Wall" and its Media Art Application: The Scenery Series
Joong Ho Lee, Hyun Jhin Lee, Sanghwa Hong, Chungyo Ha, Ji-Hyung Park

i171 Comfort Zone
Todd Holoubek

i172 Psychophysics Machines
Adam Donovan

i173 Big Screen: mood.cloud
Younghui Kim, Geri Gay, Lindsay Reynolds, Hyuns Hong

i174 RGB Color Bits
Sanghwa Hong

i175 Visual Liquidizer or Virtual Merge
Tatsuo Unemi, Daniel Bisig

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Google   21 & 22

Google's mission is to organize the world's information, making it universally accessible and useful. Every day, we bring our spirit of innovation and entrepreneurship to work. Come by our booth, meet our engineers and researchers, demo some new products and learn about some of the great opportunities we have at Google.

SK Planet   23

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■ CONTRIBUTING SPONSOR EXHIBITORS

Facebook   16

We want to understand the world. Why? Because we believe that's the only way to move toward a world that's more open and connected, which is our mission. From studying the impact of technology on society, to building systems that can connect billions of people, Research at Facebook is focused on solving some of the hardest global and engineering challenges of our time. Stop by to learn more.

FuturePlay   6

FuturePlay is a company-building company, strongly focused in creating tech-centric startups. By combining incubator, accelerator and investor, we have created a sanctuary for you to find necessary elements to launch and grow your tech into a successful business. Join our Inventor Program to receive hands-on support along with work space, salary, biz consultation, and even seed-funding.

■ ADDITIONAL EXHIBITORS

Apropose   9

Spun out of the Stanford computer science department in 2013, Apropose brings data to the design process. Our analytics platform helps designers search, aggregate, and operationalize design data from the millions of sites on the Web. Apropose empowers designers to make better design decisions, more quickly, with greater confidence.

CHI Information Desk   18

The CHI Info Booth in the exhibit hall is staffed by Student Volunteers. The Info Booth can help with directions, room location, and schedule questions. It is also the place you may bring your resume with a completed CHI 2015 cover sheet if you respond to a job position posted on a recruiting board.

Elsevier   7

Elsevier will be presenting key titles across Human-Computer Interaction. Please stop by and visit the booth, meet the publishers and editors in person, and take the opportunity to ask any questions you may have about submitting research to our journals. In addition, learn more about our author services, open access options and content innovation. Visit: www.elsevier.com/computerscience.

EyeTracking, Inc.   26

EyeTracking, Inc. is the leading provider of eye tracking services, software and expertise. For over a decade we have been at the forefront of innovation in virtually every area of visual behavior and cognitive workload research. Visit our booth to learn about our software: EyeWorks for eye tracking, Quad Server for physiological sensor integration, Workload RT for cognitive workload measurement.

IUEditor   10

IUEditor is a world top class web editor, which realized the concept of visual language in life. It can embody HTML, CSS, Javascript without any coding. Moreover, It supports Python, Wordpress of Backend, and is able to synchronize with cloud server like Heroku. Plus, you can convert to website for mobile, tablet by just one click. All of these will be supported by gorgeous GUI.

John Wiley & Sons   24

Wiley is a global provider of knowledge and knowledge-enabled services that improve outcomes in areas of research, professional practice, and education, with online tools, journals, books, databases, reference works and laboratory protocols. With strengths in every major academic, scientific and professional field, we partners with over 800 prestigious societies representing two million members.

Letsee   31

Letsee's web-based augmented reality (AR) technology lets users augment existing web contents with objects and places around us. Our unique AR content structure enables users to augment contents instantly with real-time interaction with other users. With our platform, anyone can contribute their own contents creating a healthy ecosystem filled with user-created digital assets.

Morgan & Claypool Publishers   20

Morgan & Claypool publishes the Synthesis digital library, including the HCI series edited by Jack Carroll and the Assistive Technology Series edited by Ron Baecker.

NEOFECT   14

NEOFECT has dreamed of being a leading company in rehabilitation market. We hope that our products can help a lot of patients recover their lost abilities and improve the quality of life.

Neo smartpen N2   32

The Neo smartpen N2 is a small and stylish digital pen that also has an ordinary ballpoint pen tip. With the N2 smartpen, users can write on paper that contains microscopic patterns. Whatever has been written is digitized and sent to a digital device, where it then can be easily organized and shared.

Nexon Computer Museum   4 & 5

Located in Jeju, Nexon Computer Museum is the first permanent museum in East Asia dedicated to the history of computer and video games. Currently the museum archives 6,300 computers, applications, game consoles and other historically important digital inventions to preserve the history of computers that drastically changed human life. The museum also offers interactive experiences to visitors.

■ ADDITIONAL EXHIBITORS (CONTINUED)

now publishers   33

now publishers publishes high quality reference, research and review journals in business and technology. The Foundations and Trends journals publish state-of-the-art review articles written by leading researchers in the field. Visit our booth to meet the publisher, James Finlay. Our new editor-in-chief, Desney Tan, will also be available.

Oxford University Press   15

Oxford University Press is pleased to publish Interacting with Computers on behalf of BCS, The Chartered Institute for IT and Interaction, a specialist group from BCS. Visit the Oxford University Press stand for free journal copies and discounted books! For more information visit www.iwc.oxfordjournals.org and look at our related books at http://www.oup.com.

Samsung SDS, CX Team   11

Samsung SDS believes smart technology can make the world happier. We are growing to be a global ICT company with a competitive edge offering diverse ICT services including manufacturing IT, office IT, medical IT and so on. We innovate our customers' experiences to provide them new business opportunities. Come see how our CX experts create smarter future and start the innovation here.

SAP   34 & 35

SAP helps companies of all sizes run better. With over 282,000 customers in 190 countries, over 74% of the world's transactions touch SAP systems. Come see how our UX professionals are changing the way our customers do business. Looking to join our SAP family? Bring your resume and talk to our team about positions available in Korea and throughout SAP.

Smart Eye   19

SMART EYE provides ROBUST 3D Binocular Eye Tracking systems for research in applications such as multiple screens, long range or measurements on tablets or single screens. The systems provide a person's 3D information on gaze direction, head position and angles, eyelid opening, pupil size and many more - in real time! Welcome to our booth to find out more about our solutions!

Seoul Tourism Organization (STO)   27 & 28

Stop by the STO booth to learn more about the fascinating city of Seoul. At the booth, you may also send a postcard home and dress up in traditional Korean clothing for a picture.

Springer   12 & 13

Springer is the publisher of the Human-Computer Interaction Series and many cutting-edge HCI journals. Visit our booth to explore our wide range of publications & Open Access portfolio, including the just published book by CHI co-Chair, Jinwoo Kim - Design for Experience. Get 20% discount, and don't miss the chance to discuss any writing plans you may have with Beverley Ford & Helen Desmond.

Tobii Pro   25

Tobii Pro, being a world leader in eye tracking products and services, helps business and science professionals gain valuable insights into human behavior. Our innovative and high-quality eye tracking solutions capture human behavior in a natural way, ultimately affording users access to valuable, objective data about real responses to stimuli.

Vtouch   8

Vtouch provides the most natural way of interacting with devices and things such as TV, light, thermostat, photo album, etc. The Vtouch interface works from a distance by tracking users' eyes and fingers with camera, which enables the users to directly click what they see without any delay or preparation, as tapping a smartphone app.

■ INTERACTIVITY BY BOOTH NUMBER

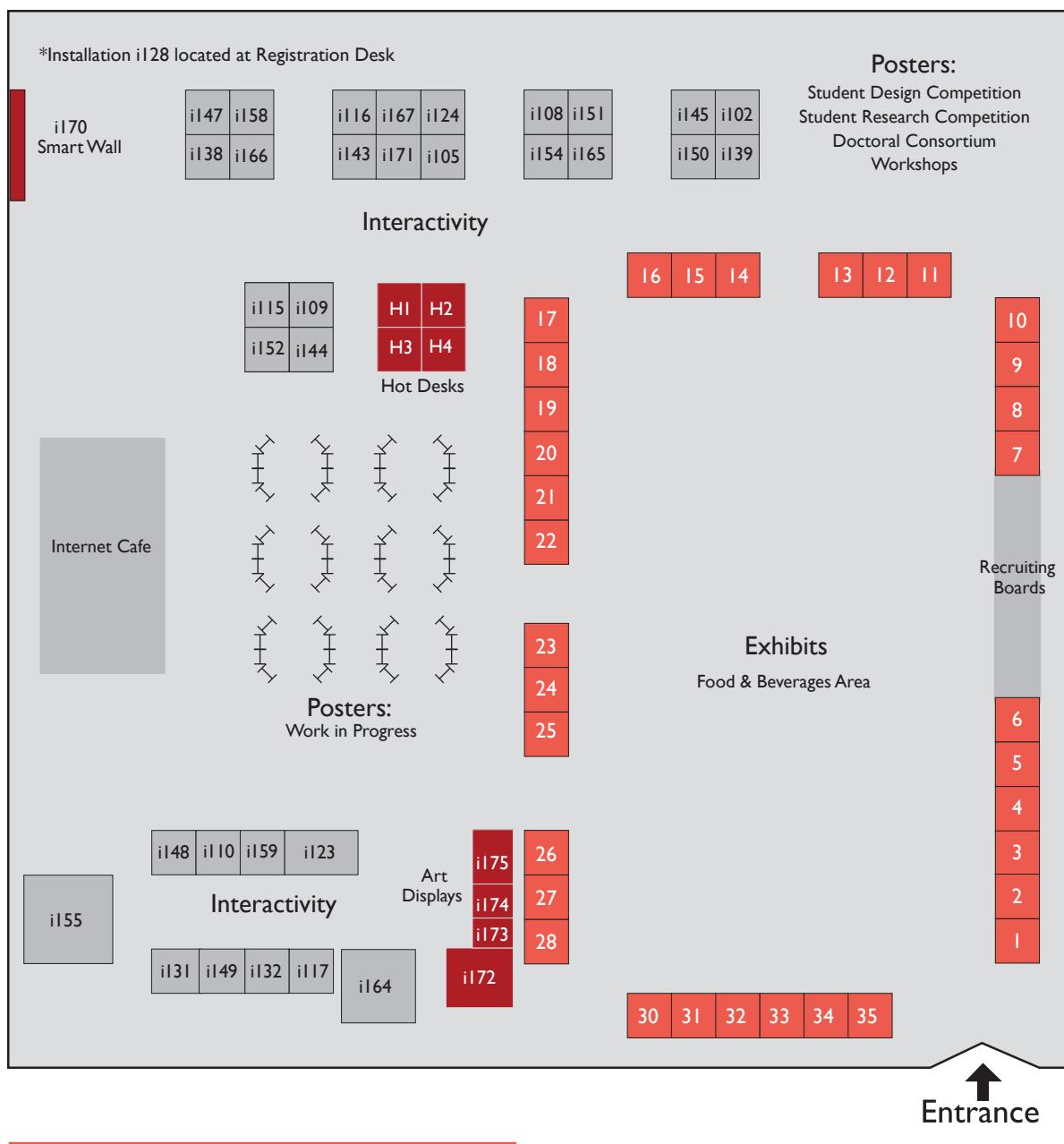|	
i102	Wrist Compression Feedback by Pneumatic Actuation
i105	Harmonious Haptics: Enhanced Tactile Feedback....
i108	Low-Fidelity Fabrication: Speeding up Design Iteration of...
i109	PaperPulse: An Integrated Approach to Fabricating...
i110	Level-Ups: Motorized Stilts that Simulate Stair Steps in...
i115	Designing Engaging Data in Communities
i116	The EmotiveModeler: An Emotive Form Design CAD Tool
i117	Remnance of Form: Interactive Narratives through...
i123	Wearable Devices for Enhancing Communications...
i124	EdiPulse: Turning Physical Activity Into Chocolates
i128	ListenTree: Audio-Haptic Display In The Natural Environment (Located by registration)
i131	Know Yourself: Self-portrait with Emotion Expressed...
i132	Researcher: A Reading Application Helping the Flow of...
i138	BandSense: Pressure-sensitive Multi-touch Interaction...
i139	Wearable Solution for Industrial Maintenance
i143	Development of Realistic Digital Expression of Human Avatars...
i144	Waving Authentication: Your Smartphone Authenticate You...
i145	Data Transmission Method for Mobile Phone Using Groove...
i147	NOISA: A Novel Intelligent System Facilitating Smart Interaction
i148	Multi-Player Gaming on Spherical Displays
i149	Sustainable Transport System: A Wheel Based Interactive...
i150	Smart Eyewear for Interaction and Activity Recognition
i151	Datawear: Self-reflection on the Go or How to Ethically...
i152	TESSA - Toolkit for Experimentation with Multimodal Sensory...
i154	WoBo: Multisensorial Travels Through Oculus Rift
i155	Canvas Dance: An Interactive Dance Visualization for...
i158	Nebula: An Interactive Garment Designed for...
i159	Digiti Sonus v2: New Interface for Fingerprint Data...
i164	The Art.CHI Gallery: An Embodied Iterative Curation...
i165	Filteryedping: A Dwell-Free Eye Typing Technique
i166	VoroGraph: Visualization Tools for Epidemic Analysis
i167	삶 ("Salm", "To Live"): Gaze Reactive Typography Inspired...
i170	"KIST Smart Wall" and its Media Art Application...
i171	Comfort Zone
i172	Psychophysics Machines
i173	Big Screen: mood.cloud
i174	RGB Color Bits
i175	Visual Liquidizer or Virtual Merge

Level 3F (3rd Floor)
Halls C2/C3

*Installation i128 located at Registration Desk

Posters:
Student Design Competition
Student Research Competition
Doctoral Consortium
Workshops

i170
Smart Wall

| i147 | i158 |
| i138 | i166 |

| i116 | i167 | i124 |
| i143 | i171 | i105 |

| i108 | i151 |
| i154 | i165 |

| i145 | i102 |
| i150 | i139 |

Interactivity

| i115 | i109 |
| i152 | i144 |

| H1 | H2 |
| H3 | H4 |

Hot Desks

16 15 14

13 12 11

10
9
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7

17
18
19
20
21
22

Internet Cafe

Recruiting Boards

Posters:
Work in Progress

23
24
25

Exhibits
Food & Beverages Area

6
5
4
3
2
1

| i148 | i110 | i159 | i123 |

Interactivity

i155

Art Displays

| i175 |
| i174 |
| i173 |

i172

26
27
28

| i131 | i149 | i132 | i117 |

i164

30 31 32 33 34 35

Entrance

■ EXHIBITORS BY BOOTH NUMBER

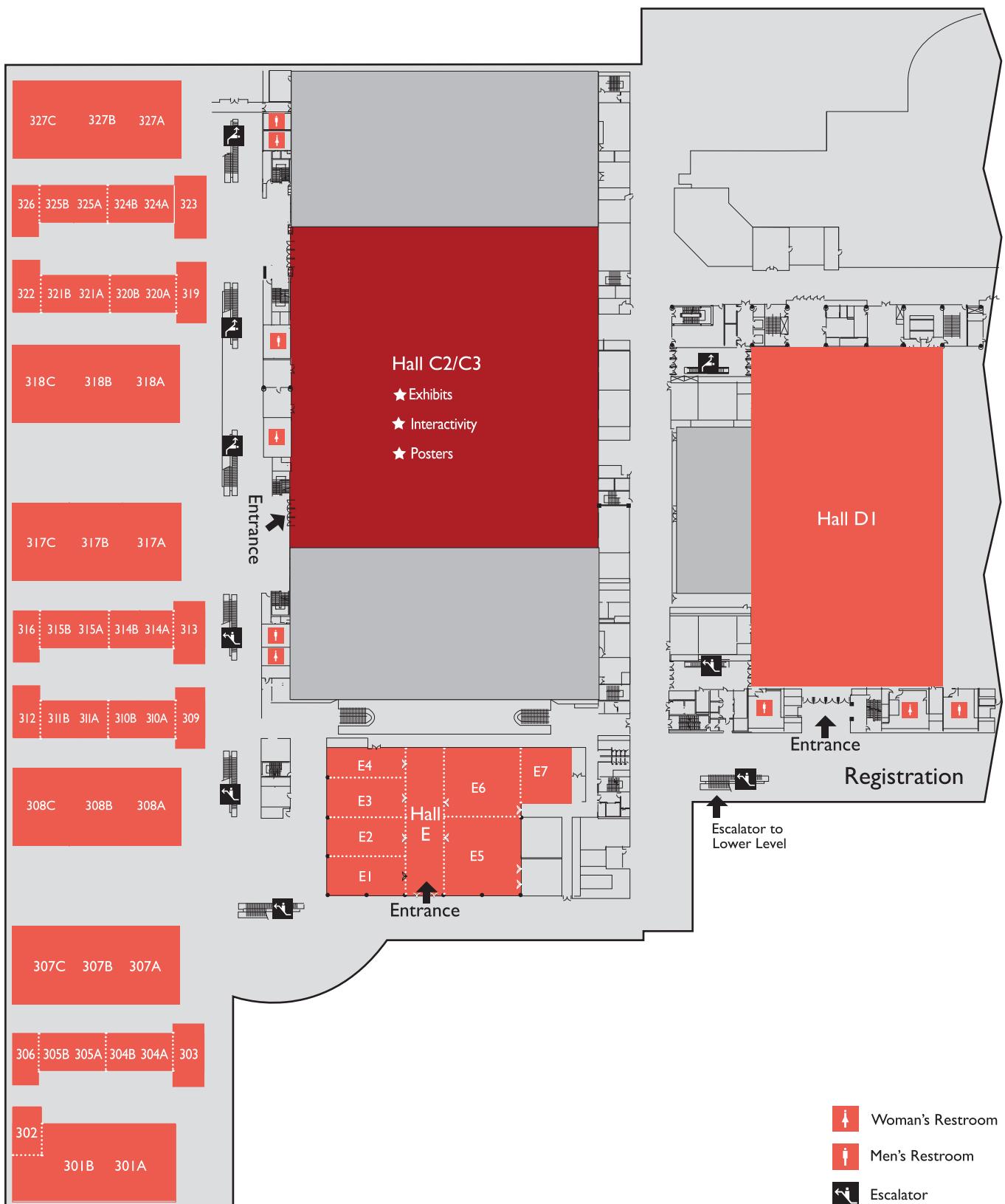|			
Samsung	Booth 1, 2 & 3	CHI Information Desk	Booth 18
Nexon Computer Museum	Booth 4 & 5	Smart Eye	Booth 19
FuturePlay	Booth 6	Morgan & Claypool Publishers	Booth 20
Elsevier	Booth 7	Google	Booth 21 & 22
Vtouch	Booth 8	SK Planet	Booth 23
Apropose	Booth 9	John Wiley & Sons	Booth 24
IUEditor	Booth 10	Tobii Pro	Booth 25
Samsung SDS, CX Team	Booth 11	EyeTracking, Inc.	Booth 26
Springer	Booth 12 & 13	Seoul Tourism Organization (STO)	Booth 27 & 28
NEOFECT	Booth 14	Letsee	Booth 31
Oxford University Press	Booth 15	Neo smartpen N2	Booth 32
Facebook	Booth 16	now publishers	Booth 33
Golfzon	Booth 17	SAP	Booth 34 & 35

CHI 2015

SAMSUNG

Design and software are the critical types of softpower that will lead future businesses.
In light of this, Samsung Electronics operates talent-fostering Programs called the
Samsung Design Membership and the Samsung Software Membership. These programs help
aspiring students pursue their creative interests through academic-industrial cooperation
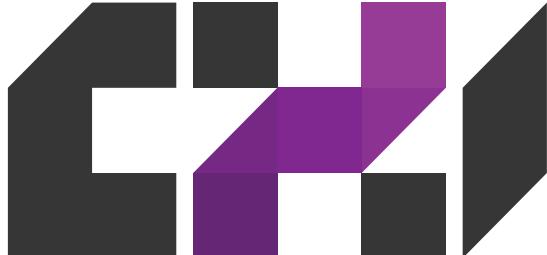and many other research activities. Come and visit us.

Level 3F (3rd Floor)
Halls C, D, E

327C   327B   327A

326 325B 325A 324B 324A 323

322 321B 321A 320B 320A 319

318C   318B   318A

317C   317B   317A

316 315B 315A 314B 314A 313

312 311B 311A 310B 310A 309

308C   308B   308A

307C   307B   307A

306 305B 305A 304B 304A 303

302

301B   301A

Entrance

Hall C2/C3
★ Exhibits
★ Interactivity
★ Posters

Hall D1

Entrance

Registration

Escalator to
Lower Level

Hall E
E4
E3
E2
E1
E6
E7
E5

Entrance

★ Woman's Restroom

★ Men's Restroom

★ Escalator

Level 4F (4rd Floor)
Rooms 401, 402, 403

403

402

401

Escalator to
Upper Level

CHI

2016 #chi4good

San Jose, CA, USA
May 7-12

Key Dates

25 September 2015
Papers, Notes

9 October 2015
Case Studies, Workshops, Courses, Interactivity, Doctoral Consortium

11-13 December 2015
Program Committee meeting

14 December 2015
Acceptance Notifications, Registration Opens

13 January 2016
Works-in-Progress, Panels, Student Design Competition, Student Game Competition, Student Research Competition, Video Showcase, SIG Meetings, Interactivity Research Demos, alt.chi

#chi4good
Day of Service

8 May 2016
Join us to bring HCI teaching, design ideas, hacking and more to local non-profit arts and education organizations.

Diversity Lunch

10 May 2016
The Women's Breakfast is now the Diversity Lunch. All are invited to discuss challenges, opportunities and support for underrepresented minorities in the CHI community.

sigchi.tumblr.com

Keep up with our changes!

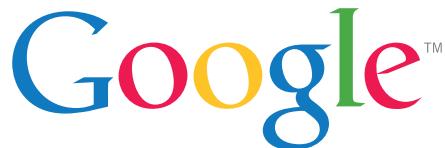acm **Association for Computing Machinery**

SIGCHI
special interest group computer human interaction

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