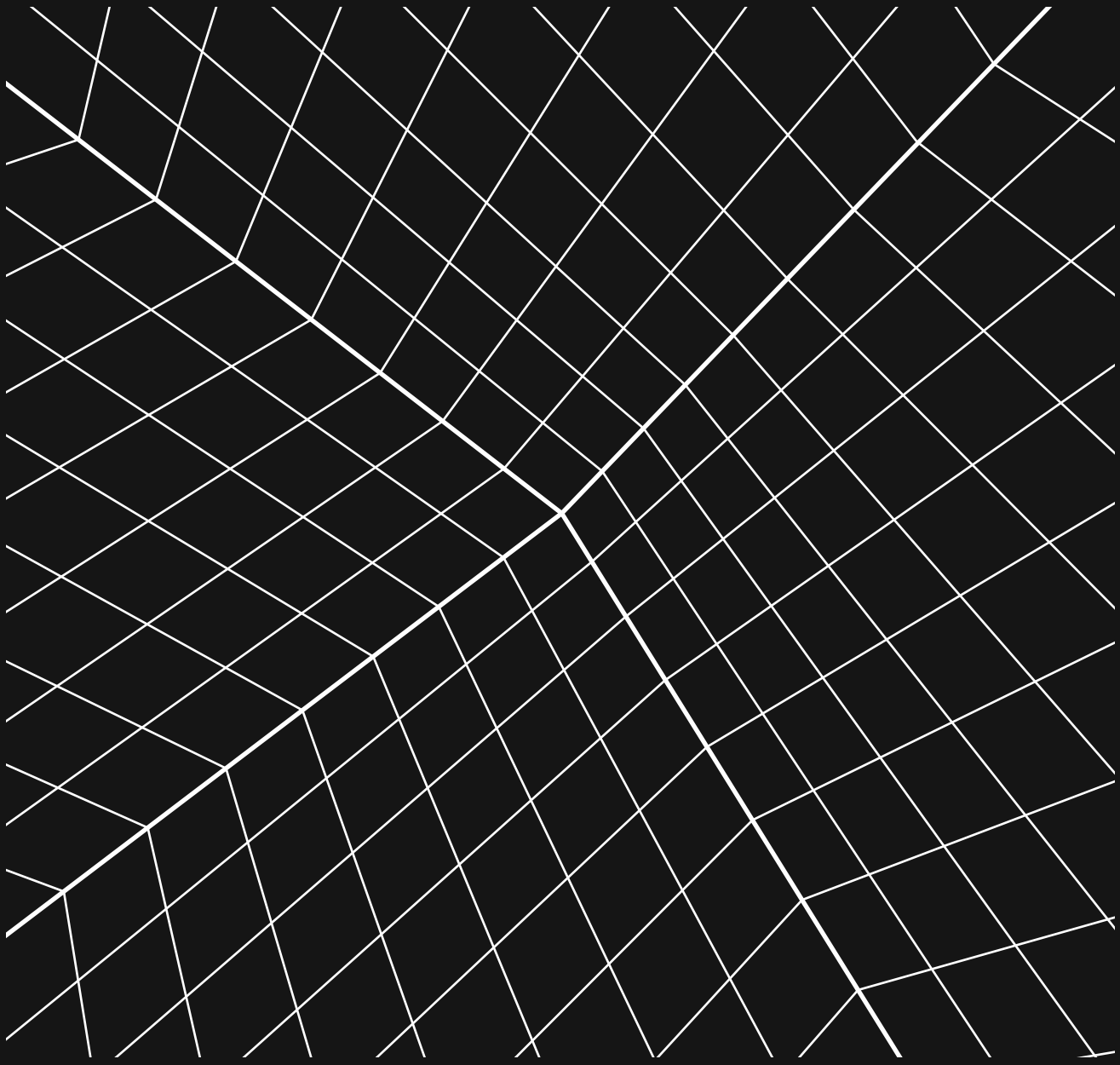
CHI2013

CHANGING PERSPECTIVES

EXTENDED ABSTRACTS



The 31st Annual CHI Conference on Human Factors in Computing Systems

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Association for Computing Machinery

SIGCHI

EDITORS:

Patrick Baudisch, *Technical Program Co-Chair*

Michel Beaudouin-Lafon, *Technical Program Co-Chair*

Wendy E. Mackay, *General Conference Chair*

Association for
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Advancing Computing as a Science & Profession

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2 Penn Plaza, Suite 701
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Bienvenue and Welcome to CHI 2013 in Paris, France!

CHI 2013 is located in the Palais des Congrès in central Paris, a few blocks from the Arc de Triomphe. Often described as the most beautiful city in the world, Paris is home to world-class museums, excellent food and breath-taking architecture, just steps away or a short ride on the metro.

CHI is the premier international conference on human-computer interaction, offering a central forum for sharing innovative interactive technologies that shape people's lives. CHI gathers a multidisciplinary community from around the world: our great strength is our ability to bring together students and experts, researchers and practitioners, scientists, designers and engineers, drawing from their diverse perspectives to create new visions of human-computer interaction.

This year's theme, changing perspectives, is symbolized by the Louvre's elegant pyramid. Its transparency reveals the technical, modern structure within, as it reflects the classic architecture surrounding it, changing color and texture in the shifting Paris light. Our eminent keynote speakers offer similarly contrasting perspectives, from design, engineering and the social sciences. We open with Paola Antonelli, Senior Curator and Architecture & Design Director for Research & Development at MOMA in New York and we close with Bruno Latour, author of Science in Action and head of Paris's Médialab at Sciences Po.

Vint Cerf, President of ACM and fondly referred to as the 'father of the internet', will give a joint keynote on May 2 with ACM's First European Computing Research Congress (ECRC), organized in collaboration with CHI 2013. On that day, participants may attend each other's sessions and discover new perspectives on computing and interaction.

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CHI 2013 includes two days of focused workshops and four days of technical content, including CHI's prestigious technical program, with 16 parallel sessions of rigorously reviewed research Papers, engaging Panels, Case Studies and SIGs, an extensive Course program and invited talks from SIGCHI's award winners: George Robertson, Jacob Nielsen, and Sara Czaja. This year, RepliCHI joins the Honorable Mention and Best Paper awards, to recognize excellence in the research process. We also host student research, design, and game competitions, provocative alt.chi presentations and last-minute Birds-of-a-Feather sessions for discussing current topics.

Interactivity showcases the best of interactive technology, both advances in research and artistic explorations, and we highlight over 300 Works-In-Progress posters. Evening events include the CHI 2013 reception, Sponsors and University events, local performances, the job fair and the Video Showcase.

We received a record number of submissions (over 3500) and accepted over 1000 that will appear in the ACM Digital Library. To help you navigate through this immense program, we introduce Video Previews, 30" clips that describe each event in the main program. Before the conference, browse through them on the CHI 2013 website. At the conference, get an overview of the upcoming session on the large Interactive Schedule displays and add your favorites to your Mobile App. Or, browse the videos, papers and extended abstracts on the CHI 2013 flash drive.

After the conference, create a video montage to share with colleagues at home or link to them from ACM's YouTube channel or the Digital Library.

We are deeply indebted to the vast number of volunteers, without whom CHI 2013 would not be possible, including over 2000 reviewers, over 200 senior members of the program committee, over 50 venue chairs on the CHI 2013 conference committee and, of course, the student volunteers. We thank you all!

We are excited by the opportunity to host CHI 2013 and wish you a productive and enjoyable stay in Paris!

Wendy E. Mackay
INRIA
CHI 2013 General Conference Chair

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Patrick Baudisch
Hasso Plattner Institute
CHI 2013 Technical Program Co-Chair

Michel Beaudouin-Lafon
Université Paris-Sud
CHI 2013 Technical Program Co-Chair

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From ACM SIGCHI's President and Vice President for Conferences

SIGCHI is proud to sponsor the premier annual conference in the field of human-computer interaction. We are extremely grateful to the CHI 2013 Conference Chair Wendy Mackay, to Technical Program Chairs Patrick Baudisch and Michel Beaudouin-Lafon, and to their wonderful crew, who succeeded to build an impressive program and experience.

CHI 2013 turns back to Europe, and, for the first time, resides in Paris with its vibrant French HCI community, 31 years after the first conference, on Human Factors in Computer Systems, in Gaithersburg, MD, on March 15-17, 1982. The second and third conferences were a year and a half apart, and from then on CHI, as the conference has been called since 1983, has been an annual event with the official name: "ACM Conference on Human Factors in Computing Systems".

That first conference drew over 900 attendees, and since then CHI has continued to grow and broaden its range of topics and contributing disciplines: the founding psychologists and software engineers began to meet new visions from ethnography, sociology, communication sciences and arts, among others. Relevant industries, as well as research institutes and academia, showed an increasing - and often long-lasting - interest and involvement (through volunteers and through sponsorship for conference expenses).

CHI is an ideal forum for people to meet formally as well as informally, to exchange knowledge and views, to share experiences, and to learn. The CHI conference brings together professionals from research and practice; people from industry, academia, and from government; long-term veterans of HCI, young professionals and students; all in an environment designed to encourage interaction. We invite you to actively participate in that interaction: introduce yourself to people, interact with presenters and speakers, renew old friendships and make new ones.

CHI is organized on behalf of ACM's Special Interest Group on Computer-Human Interaction (SIGCHI), an international community of professionals who share an interest in the many diverse facets of HCI. SIGCHI is committed both to advancing the field of HCI, to facilitate exchange of information within the SIGCHI community, and to support students to enter the domain.

The CHI conference is arguably the single most visible activity of SIGCHI, but we also sponsor and support a wide range of specialized conferences and workshops in areas ranging from interactive systems design to user interface technology to computer-supported cooperative work to "intelligent" user interfaces. Visit the SIGCHI website at **http://www.sigchi.org** to find our conference schedule, listing upcoming as well as past conferences.

SIGCHI and ACM produce some of the most respected publications in the field. All members receive interactions, a highly-acclaimed magazine covering the broad field of HCI and user interface design. ACM Transactions on Computer-Human Interactions (ToCHI), now in its 20st year, is our flagship journal - a quarterly publication with the top-quality archival research aimed at researchers and those translating research into practice.

SIGCHI is truly an international organization, with over 30 local chapters and 3 student chapters in 23 countries on 5 continents. We encourage all SIGCHI members to join their local chapter - or if there isn't one in your area, we would love to help you create one. And don't forget virtual communities! SIGCHI hosts dozens of electronic mailing lists on topics ranging from HCI and the Web, to HCI educations, to public policy and beyond. Those lists range from dozens of subscribers to thousands, and are an excellent way to keep up with the field and with friends and colleagues.

Finally, on behalf of ACM SGICHI, we again want to thank the conference committee and all of the hundreds of volunteers who make this conference possible. Their work makes this a rewarding experience for all of us.

Gerrit C. van der Veer
SIGCHI President

John "Scooter" Morris
SIGCHI Vice-President for Conferences

About SIGCHI

CHI 2013 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 the ACM.

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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, May 1, at 12:40 in Meeting Room 241, or visit **www.sigchi.org** to learn more about SIGCHI.

ACM, the Association for Computing Machinery **http://www.acm.org/**, 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 100,000 members cutting-edge technical information through world class journals and magazines, dynamic special interest groups and globally recognized conferences.

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Welcome to CHI 2013!

The CHI Papers and Notes program is continuing to grow along with many of our sister conferences. We are pleased that CHI is still the leading venue for research in human-computer interaction.

CHI 2013 continued the use of subcommittees to manage the review process. Authors selected the subcommittee they believed was best qualified to review their work: For clarity, we retained the same committee identifiers as last year. Due to the continuing growth in submissions, we split several subcommittees into more manageable sizes. We are pleased with the subcommittee process: By dividing the work, each paper received much more careful discussion than would otherwise have been possible.

This year we had 1963 total submissions, including 1347 papers and 617 notes, representing a 24% growth over last year. We accepted 392 submissions (20%): 316 papers and 76 notes.

The CHI review process demands a tremendous amount of work from all areas of the human-computer interaction community. As co-chairs of the process, we are amazed at the ability of the community to organize itself to accomplish this task. We would like to thank the 2680 individual reviewers for their careful consideration of these papers. We also deeply appreciate the huge amount of time donated to this process by the 211-member program committee, who paid their own way to attend the face-to-face program committee meeting, an event larger than the average ACM conference.

We are proud of the work of the CHI 2013 program committee and hope that you enjoy these papers and notes, which represent the best research in human-computer interaction.

Stephen Brewster, *Glasgow University*
Susanne Bødker, *University of Aarhus*
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529 A Phone-Based Support System to Assist Alcohol Recovery
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811 Unlocking the Privacy Paradox: Do Cognitive Heuristics Hold the Key?
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Brian O'Keefe, Brianna Slutsky, Nick Iuliucci *(Rochester Institute of Technology)*, Alex Nalbandian, Anushri Thanedar, Stephen Mokey *(Rochester Institute of Technology)*, Oliver Mival *(Edinburgh Napier University)*

1419 Skateboards as a Mobile Technology
Sabrina Hauser, Audrey Desjardins, Ron Wakkary *(Simon Fraser University)*

1425 Chili: Viewpoint Control and On-Video Drawing for Mobile Video Calls
Hyungeun Jo *(Chili Interactive)*, Sungjae Hwang *(Korea Advanced Institute of Science and Technology)*

1431 WalkMinder: Encouraging an Active Lifestyle Using Mobile Phone Interruptions
Sen H. Hirano *(University of California, Irvine)*, Robert G. Farrell, Catalina M. Danis, Wendy A. Kellogg *(IBM T.J. Watson Research Center)*

Sustainability Works-in-Progress

1437 Promoting Sustainable Print Behavior
Jutta Willamowski, Yves Hoppenot, Antonietta Grasso *(Xerox Research Center Europe)*

1443 Achieving Sustainable Society Through Micro-Level Crowdfunding
Mizuki Sakamoto, Tatsuo Nakajima, Yefeng Liu, Todorka Alexandrova *(Waseda University)*

1449 Normification: Using Crowdsourced Technology to Affect Third-Party Change
Elaine Massung, Chris Preist *(University of Bristol)*

1455 Improving User Comfort and Office Energy Efficiency with POEM (Personal Office Energy Monitor)
Milan Milenkovic, Ulf Hanebutte, Yonghong Huang, David Prendergast *(Intel Labs)*, Han Pham *(DesignSwinger Ltd.)*

1461 Designing Motivational Features for Sustainable Urban Mobility
Silvia Gabrielli, Rosa Maimone *(CREATE-NET)*, Paula Forbes, Judith Masthoff, Simon Wells *(University of Aberdeen)*, Laura Haverinen *(University of Helsinki)*, Laura Primerano *(Fondazione Legambiente Innovazione)*, Giancarlo Bo, Marco Pompa *(Imaginary Srl)*

1467 Take It Personally: Personal Accountability and Energy Consumption in Domestic Households
Yukang Guo, Matt Jones *(Swansea University)*, Benjamin Cowan, Russell Beale *(University of Birmingham)*

1473 Designing a System for Land Change Science Meta-Study
Alyson L. Young, Wayne G. Lutters, Nicholas R. Magliocca, Erle C. Ellis *(University of Maryland, Baltimore County)*

1479 Cool and the Gang: Design Insights for Engaging Student Energy Interventions
Derek Foster, Conor Linehan *(University of Lincoln)*, Maureen Schoonheyt *(Hague University of Applied Sciences)*, Shaun Lawson *(University of Lincoln)*

1485 The Stroppy Kettle: An Intervention to Break Energy Consumption Habits
Benjamin R. Cowan, Chris P. Bowers, Russell Beale, Charlie Pinder *(University of Birmingham)*

1491 Teenagers Talking about Technologies: Designing Technology to Reduce Teen Energy Use
Beth T. Bell, Nicola Toth *(Northumbria University)*, Janet C. Read, Matthew Horton, Dan Fitton *(University of Central Lancashire)*, Linda Little *(Northumbria University)*, Russell Beale *(University of Birmingham)*, Yukang Guo *(Swansea University)*

1497 Greenify: Fostering Sustainable Communities via Gamification
Joey J. Lee, Eduard Matamoros, Rafael Kern, Jenna Marks, Christian de Luna, William Jordan-Cooley *(Columbia University)*

1503 Choice Architecture for Environmentally Sustainable Urban Mobility
Efthimios Bothos *(National Technical University of Athens)*, Dimitris Apostolou *(University of Piraeus)*, Gregoris Mentzas *(National Technical University of Athens)*

Tabletops and Displays Works-in-Progress

1509 Tangeo: Geometric Drawing with Tangibles on an Interactive Table-Top
Shunjie (Jacky) Zhen, Rachel Blagojevic, Beryl Plimmer *(The University of Auckland)*

1515 Messy Tabletops: Clearing Up the Occlusion Problem
Euan Freeman, Stephen Brewster *(University of Glasgow)*

1521 IAMHear: A Tabletop Interface with Smart Mobile Devices Using Acoustic Location
Seunghun Kim, Bongjun Kim, Woon Seung Yeo *(Korea Advanced Institute of Science and Technology)*

1527 Conceptual Framework for Surface Manager on Interactive Tabletops
Nur Alhuda Hamdan, Simon Voelker, Jan Borchers *(RWTH Aachen University)*

1533 Permulin: Collaboration on Interactive Surfaces with Personal In- and Output
Roman Lissermann, Jochen Huber *(Technische Universität Darmstadt)*, Jürgen Steimle *(Massachusetts Institute of Technology)*, Max Mühlhäuser *(Technische Universität Darmstadt)*

1539 Overcoming Interaction Blindness Through Curiosity Objects
Steven Houben *(IT University of Copenhagen)*, Christian Weichel *(Lancaster University)*

1545 Sensing and Reacting to Users' Interest: An Adaptive Public Display
Gianluca Schiavo *(University of Trento & FBK)*, Eleonora Mencarini, Kevin B. A. Vovard, Massimo Zancanaro *(FBK)*

Tactile Works-in-Progress

1551 Sensing Fork: Eating Behavior Detection Utensil and Mobile Persuasive Game
Azusa Kadomura *(Ochanomizu University)*, Kelvin Cheng-Yuan Li, Andy Yen-Chang Chen *(National Taiwan University)*, Koji Tsukada *(Japan Science and Technology Agency)*, Itiro Siio *(Ochanomizu University)*, Hao-Hua Chu *(National Taiwan University)*

1557 Peripheral Information Displays Using Vibro-Tactile Stimuli
Martin Pielot, Rodrigo de Oliveira *(Telefonica Research)*

1563 Feel the Action: Dynamic Tactile Cues in the Interaction with Deformable UIs
Johan Kildal, Marion Boberg *(Nokia Research Center)*

1569 Tactile Notifications for Ambulatory Users
Huimin Qian, Ravi Kuber *(University of Maryland, Baltimore County)*, Andrew Sears *(Rochester Institute of Technology)*

1575 Towards Tactile Expressions of Emotion Through Mediated Touch
Gijs Huisman *(University of Twente)*, Aduén Darriba Frederiks *(Amsterdam University of Applied Sciences)*

1581 Accelerative Effect of Tactile Feedback on Turn-Taking Control in Remote Verbal-Communication
Huiyuan Cao, Olivier Gapenne, Dominique Aubert *(University of Technology of Compiegne)*

1587 Perception of Thermal Stimuli for Continuous Interaction
Martin Halvey *(Glasgow Caledonian University)*, Graham Wilson, Stephen A. Brewster *(University of Glasgow)*, Stephen A. Hughes *(SAMH Engineering)*

1593 Mouse Mode of *OnScreenDualScribe:* Three Types of Keyboard-Driven Mouse Replacement
Torsten Felzer, Stephan Rinderknecht *(Technische Universität Darmstadt)*

1599 Haptic Cues: Texture as a Guide for Non-Visual Tangible Interaction
Katrin Wolf *(TU Berlin)*, Peter Bennett *(University of Bristol)*

1605 A Temperature-Based Touch-Sensor for Non-Emissive Textile Displays
Roshan Lalintha Peiris, Ryohei Nakatsu *(National University of Singapore)*

1611 Wave Alchemy: Perception and Reminiscence of Expressive Moments Through Waves
Dan Sawada, Anirudh Sharma, Sujoy Kumar Chowdhury, Christine Hsieh *(Massachusetts Institute of Technology)*, Andrea Miller *(Harvard University)*

1617 TangibleRings: Nestable Circular Tangibles
Achim Ebert, Christopher Weber, Daniel Cernea *(University of Kaiserslautern)*, Sebastian Petsch *(University of Kaiserslautern)*

1623 A One-Handed Multi-Touch Mating Method for 3D Rotations
Doug Scheurich, Wolfgang Stuerzlinger *(York University)*

1629 Touch Through: Experiencing Remote Touch Across Different Modalities
Gabrielle Le Bihan, Charles Lenay, Matthieu Tixier, Jérôme Mara *(University of Technology of Compiègne)*

Ubiquitous Computing Works-in-Progress

1635 When the Tissue Box Says "Bless You!": Using Speech to Build Socially Interactive Objects
Haiyan Jia, Mu Wu, Eunhwa Jung, Alice Shapiro, S. Shyam Sundar *(The Pennsylvania State University & Sungkyunkwan University)*

1641 Ubiquitous Shortcuts: Mnemonics by Just Taking Photos
Mikko J. Rissanen, Owen Noel Newton Fernando, Horathalge Iroshan, Samantha Vu, Natalie Pang, Schubert Foo *(Nanyang Technological University)*

1647 Connect and Connectivity: Revealing a World of Interactions
Gido Hakvoort, Russell Beale, Eugene Ch'ng *(University of Birmingham)*

1653 Relating to Speech Evoked Car Personalities
Jennifer Healey, Dalila Szostak *(Intel Labs)*

1659 Exploring Programmable Light Spaces Using Actively Deformable Mirrors
Munehiko Sato *(The University of Tokyo)*, Mehdy Chaillou *(The University of Tokyo & Graduate School of Engineering, France)*, Tomohiro Tanikawa, Michitaka Hirose *(The University of Tokyo)*

1665 Designing the Car iWindow: Exploring Interaction Through Vehicle Side Windows
Jiannan Li, Ehud Sharlin, Saul Greenberg *(University of Calgary)*, Michael Rounding *(Smart Technologies)*

1671 Energy Management System for Electric Vehicle Based on User Behavior Induction
Shigaku Iwabuchi, Soh Masuko, Junichi Hoshino *(University of Tsukuba)*

1677 The Open Platform for Personal Lifelogging: The eLifeLog Architecture
Pil Ho Kim, Fausto Giunchiglia *(University of Trento)*

1683 Towards an Adaptive Cultural Heritage Experience Using Physiological Computing
Alex J. Karran, Stephen H. Fairclough, Kiel Gilleade *(Liverpool John Moores University)*

UI Design Works-in-Progress

1689 Does Clustered Presentation Lead Readers to Diverse Selections?
Sidharth Chhabra, Paul Resnick *(University of Michigan)*

1695 Ubi-Jector: An Information-Sharing Screen in a Casual Meeting Environment Using Mobile Devices
Hajin Lim, Seohee Choi, Joonhwan Lee *(Seoul National University)*

1701 Peripheral Agent: Implementation of Peripheral Cognition Technology
Seiji Yamada *(National Institute of Informatics & Tokyo Institute of Technology)*, Naoki Mori *(Tokyo Institute of Technology)*, Kazuki Kobayashi *(Shinshu University)*

1707 Estimating User Interruptibility by Measuring Table-Top Pressure
Takahisa Tani *(The Graduate University for Advanced Studies)*, Seiji Yamada *(National Institute of Informatics)*

1713 Design and Evaluation of Adaptive Interfaces for IVR Systems
Siddhartha Asthana, Pushpendra Singh, Amarjeet Singh *(Indraprastha Institute of Information Technology)*

1719 Bezel-Flipper: Design of a Light-Weight Flipping Interface for E-Books
Sangtae Kim, Jaejeung Kim, Soobin Lee *(Korea Advanced Institute of Science and Technology)*

1725 User Authentication in a Multi-Touch Surface: A Chord Password System
Ioannis Leftheriotis *(Ionian University)*

1731 Artifacts for Programmable Devices: The Good, the Bad and the Ugly
Jonathan Back, Anna L. Cox *(University College London)*

1737 Bases of Human-Computer Trust and Explanations
Florian Nothdurft, Helmut Lang, Melina Klepsch, Wolfgang Minker *(Ulm University)*

1743 Patterns of Experience in Thermal Conceptual Metaphors
Henry W. J. Lin, David James Barter, Ron Wakkary *(Simon Fraser University)*

Visualization Works-in-Progress

1749 Interacting with Microseismic Visualizations
Ahmed E. Mostafa, Saul Greenberg, Emilio Vital Brazil, Ehud Sharlin, Mario C. Sousa *(University of Calgary)*

1755 Accentuating Visualization Parameters to Guide Exploration
Marian Dörk *(Newcastle University)*, Heidi Lam, Omar Benjelloun *(Google, Inc.)*

1761 Toward a Visual Interface for Brain Connectivity Analysis
Hua Guo *(Brown University)*, Arthur Yidi *(Rhode Island School of Design)*, Steven R. Gomez *(Brown University)*, Mark J. Schnitzer *(Stanford University)*, David Badre, David H. Laidlaw *(Brown University)*

1767 Fisheye Word Cloud for Temporal Sentiment Exploration
Ji Wang *(Virginia Tech)*, Kyle D. Dent *(Palo Alto Research Center)*, Chris L. North *(Virginia Polytechnic Institute and State University)*

1773 Fast Interactive Visualization for Multivariate Data Exploration
Changhyun Lee, Wei Zhuo, Jaegul Choo, Duen Horng (Polo) Chau, Haesun Park *(Georgia Institute of Technology)*

1779 TouchViz: (Multi)Touching Multivariate Data
Jeffrey M. Rzeszotarski, Aniket Kittur *(Carnegie Mellon University)*

1785 Visualizing Lifelog Data for Different Interaction Platforms
Yang Yang *(Dublin City University)*, Hyowon Lee *(Singapore University of Technology and Design)*, Cathal Gurrin *(Dublin City University)*

1791 VISO: A Shared, Formal Knowledge Base as a Foundation for Semi-Automatic InfoVis Systems
Jan Polowinski, Martin Voigt *(TU Dresden)*

Web and Ecommerce Works-in-Progress

1797 LiveThumbs: A Visual Aid for Web Page Revisitation
Luis A. Leiva *(Universität Politècnica de València)*, V. Javier Traver, Vicente Castelló *(Jaume-I University)*

1803 Ads Suit Up! Effects of Website and Advertiser Credibility on Consumer Responses to Banner Ads
Markus Hug *(University of Basel)*, Nina T. Suter *(University of Applied Science Northwestern Switzerland)*, Elisa D. Mekler, Klaus Opwis *(University of Basel)*

1809 Facilitating Developer-User Interactions with Mobile App Review Digests
Jeungmin Oh, Daehoon Kim, Uichin Lee, Jae-Gil Lee, Junehwa Song *(Korea Advanced Institute of Science and Technology)*

1815 Crowdfunding Support Tools: Predicting Success & Failure
Michael D. Greenberg, Bryan Pardo, Karthic Hariharan, Elizabeth Gerber *(Northwestern University)*

1821 Towards Estimating Web Search Result Relevance from Touch Interactions on Mobile Devices
Qi Guo *(Microsoft)*, Haojian Jin, Dmitry Lagun, Shuai Yuan, Eugene Agichtein *(Emory University)*

1827 Understanding the Specificity of Web Search Queries
Carolyn Theresa Hafernik, Bernard J. Jansen *(The Pennsylvania State University)*

1833 Does Ad Blindness on the Web Vary by Age and Gender?
Tom Tullis, Marisa Siegel *(Fidelity Investments)*

1839 HITOKE: A Study of Queue Visualization of Internet Purchase Information
Soh Masuko, Hiroshi Abe *(Rakuten, Inc.)*

1845 The Gender-Brand Effect of Key Phrases on User Clicks in Sponsored Search
Partha Mukherjee, Bernard J. Jansen *(The Pennsylvania State University)*

1851 Effortless Tool-Based Evaluation of Web Form Filling Tasks Using Keystroke Level Model and Fitts Law
Nikolaos Karousos, Christos Katsanos *(Hellenic Open University)*, Nikolaos Tselios *(University of Patras)*, Michalis Xenos *(Hellenic Open University)*

1857 Picassopass: A Password Scheme Using a Dynamically Layered Combination of Graphical Elements
Wouter van Eekelen, John van den Elst, Vassilis-Javed Khan *(NHTV Breda University of Applied Sciences)*

1863 openHTML: Designing a Transitional Web Editor for Novices
Thomas H. Park, Ankur Saxena, Swathi Jagannath, Susan Wiedenbeck, Andrea Forte *(Drexel University)*

1869 Does Interactive Search Results Overview Help? An Eye Tracking Study
Jacek Gwizdka *(The University of Texas at Austin)*, Michael Cole *(Rutgers University)*

1875 Online Ad Banners: The Effects of Goal Orientation and Content Congruence on Memory
Silvia Heinz, Markus Hug, Carina Nugaeva, Klaus Opwis *(University of Basel)*

1881 On-Site Information Seeking Behaviors in Earthquake and Tsunami
Daisuke Asai, Yoshie Sagata, Yoko Asano *(NTT Corporation)*

1887 CredibleWeb: A Platform for Web Credibility Evaluation
Zhicong Huang, Alexandra Olteanu, Karl Aberer *(École Polytechnique Fédérale de Lausanne)*

1893 Empirical Evaluation of 20 Web Form Optimization Guidelines
Mirjam Seckler *(University of Basel)*, Silvia Heinz *(University of Basel)*, Javier A. Bargas-Avila *(Google, Inc.)*, Klaus Opwis *(University of Basel)*, Alexandre N. Tuch *(University of Copenhagen)*

Doctoral Consortiums

1909 Math Manipulation for Students with Impaired Vision
Nancy Alajarmeh *(New Mexico State University)*

1913 Nurturing Children's Creative Practice Through Micro-Enactments
Sharon Lynn Chu *(Virginia Polytechnic Institute and State University)*

1917 Multi-Player Online Video Games for Cognitive Rehabilitation
Jason E. Colman *(University of Portsmouth)*

1921 SYSSON: A Systematic Procedure to Develop Sonifications
Visda Goudarzi *(Institute for Electronic Music and Acoustics)*

1925 Influencing the User Experience Through Unexpected Events
Alice Marlene Gross *(Technische Universität Berlin)*

1929 Supporting Behavioral Differences and Changes in Personal Task Management
Mona Haraty *(University of British Columbia)*

1933 Materializing Trust as an Understandable Digital Concept
Christina A. Hochleitner *(University of Salzburg)*

1937 Digital Arts for End-Users: Learning from Traditional Craft Practice
Rubaiat Habib Kazi *(National University of Singapore)*

1941 Automation of VUIto GUI Mapping
Amber Wagner *(University of Alabama)*

1945 Development of a Taxonomy to Improve Human-Robot-Interaction Through Multimodal Robot Feedback
Nicole Mirnig *(University of Salzburg)*

1949 Blackgammon: A Grounded Participatory Design of a Preconception Health Promotion 'Alternate Reality Game' for Adolescent Indigenous Australian Women
Melody Muscat *(James Cook University)*

1953 Using Robot-Mediated Communication to Improve Remote Collaborative Outcomes
Irene Rae *(University of Wisconsin, Madison)*

1957 Design and Evaluation of Proxemics-Aware Environments to Support Navigation in Large Information Spaces
Roman Rädle *(University of Konstanz)*

1961 Exploiting Spatial Memory to Design Efficient Command Interfaces
Joey Scarr *(University of Canterbury)*

1965 Inferential Methods in Interaction, Usability and User Experience
Hana Vrzakova *(University of Eastern Finland)*

alt.chi: Reflection and Evaluation

Session Chair: Amanda Williams *(Wyld Collective Ltd, Canada)*

1969 Changing Perspectives on Evaluation in HCI: Past, Present, and Future
Craig M. MacDonald *(Pratt Institute)*, Michael E. Atwood *(Drexel University)*

1979 Personal Informatics and Reflection: A Critical Examination of the Nature of Reflection
Afarin Pirzadeh, Li He, Erik Stolterman *(Indiana University, Bloomington)*

1989 Pattern Language and HCI: Expectations and Experiences
Yue Pan, Erik Stolterman *(Indiana University, Bloomington)*

1999 Comparative Appraisal of Expressive Artifacts
Melanie Feinberg *(The University of Texas at Austin)*

2009 Sound Design as Human Matter Interaction
Sha Xin Wei *(Concordia University)*, Adrian Freed *(CNMAT UC Berkeley)*, Navid Navab *(Concordia University)*

2019 Crafting Against Robotic Fakelore: On the Critical Practice of ArtBot Artists
Mattias Jacobsson *(Mobile Life @ Swedish Institute of Computer Science)*, Ylva Fernaeus *(KTH - Royal Institute of Technology)*, Henriette Cramer *(Yahoo! Labs)*, Sara Ljungblad *(University of Göteborg)*

alt.chi: Experiences

Session Chair: Carl DiSalvo *(Georgia Institute of Technology, USA)*

2029 Flying Head: A Head Motion Synchronization Mechanism for Unmanned Aerial Vehicle Control
Keita Higuchi, Jun Rekimoto *(The University of Tokyo)*

2039 An Implicit Test of UX: Individuals Differ in What They Associate with Computers
Martin Schmettow, Matthijs L. Noordzij, Matthias Mundt *(University of Twente)*

2049 Performative Experience Design
Jocelyn Spence, David M. Frohlich, Stuart Andrews *(University of Surrey)*

2059 Experiences Before Things: A Primer for the (Yet) Unconvinced
Marc Hassenzahl *(Folkwang University of the Arts)*

2069 Mobile Interaction Does Not Exist
Joe Marshall, Paul Tennent *(The University of Nottingham)*

2079 The Elephant in the Conference Room: Let's Talk About Experience Terminology
Analia Ibargoyen, Dalila Szostak *(Intel Corporation)*, Miroslav Bojic *(Grootzeil 191)*

alt.chi: Design Lessons

Session Chair: Daniela Rosner *(Stanford University, USA)*

2089 "Sergey Brin Is Batman": Google's Project Glass and the Instigation of Computer Adoption in Popular Culture
Isabel Pedersen, Douglas Trueman *(University of Ontario Institute of Technology)*

2099 Talkative Objects in Need of Interpretation. Re-Thinking Digital Badges in Education
Răzvan Rughinis *(University Politehnica of Bucharest)*

2109 Beyond Recognition: Using Gesture Variation for Continuous Interaction
Baptiste Caramiaux *(University of London)*, Frédéric Bevilacqua *(IRCAM)*, Atau Tanaka *(University of London)*

2119 Design Activism in the HCI Classroom
Sabrina Hauser, Audrey Desjardins, Ron Wakkary *(Simon Fraser University)*

2129 *Fillables:* Everyday Vessels as Tangible Controllers with Adjustable Haptics
Christian Corsten, Chat Wacharamanotham, Jan Borchers *(RWTH Aachen University)*

2139 A Load of Cobbler's Children: Beyond the Model Designing Processor
Gilbert Cockton *(Northumbria University)*

alt.chi: Ethics

Session Chair: Lilly Irani *(University of California, Irvine, USA)*

2149 On Legitimacy: Designer as Minor Scientist
Aysar Ghassan, Mark Blythe *(Northumbria University)*

2159 Ethical Issues and Guidelines When Conducting HCI Studies with Animals
Heli K. Väätäjä, Emilia K. Pesonen *(Tampere University of Technology)*

2169 "Un-Googling" Publications: The Ethics and Problems of Anonymization
Irina Shklovski *(IT University of Copenhagen)*, Janet Vertesi *(Princeton University)*

2179 StallTalk: Graffiti, Toilets, and Anonymous Location Based Micro Blogging
Jonathan Friedman, Michael S. Horn *(Northwestern University)*

2189 Critical InfoVis: Exploring the Politics of Visualization
Marian Dörk *(Newcastle University)*, Patrick Feng *(University of Calgary)*, Christopher Collins *(University of Ontario Institute of Technology)*, Sheelagh Carpendale *(University of Calgary)*

2199 CHI and the Future Robot Enslavement of Humankind; A Retrospective
Ben Kirman, Conor Linehan, Shaun Lawson *(University of Lincoln)*, Dan O'Hara *(Birmingham City University)*

alt.chi: Nature and Nurture

Session Chair: Eric Paulos *(University of California, Berkeley, USA)*

2209 A Biological Imperative for Interaction Design
Amanda Parkes *(Columbia University)*, Connor Dickie *(Queen's University, Kingston)*

2219 Devotional Gardening Tools
Tom Jenkins *(Georgia Institute of Technology)*

2227 Animal-Computer Interaction (ACI): Changing Perspective on HCI, Participation and Sustainability
Clara Mancini *(The Open University)*

2237 Morphing Agency: Deconstruction of an Agent with Transformative Agential Triggers
Hirotaka Osawa, Michita Imai *(Keio University)*

2247 AniThings: Animism and Heterogeneous Multiplicity
Philip van Allen *(Art Center College of Design)*, Joshua McVeigh-Schultz *(University of Southern California)*, Brooklyn Brown, Hye Mi Kim, Daniel Lara *(Art Center College of Design)*

2257 Smart Pose: Mobile Posture-Aware System for Lowering Physical Health Risk of Smartphone Users
Hosub Lee *(Samsung Advanced Institute of Technology & Samsung Electronics Co., Ltd.)*, Young Sang Choi, Sunjae Lee, Eunsoo Shim *(Samsung Electronics Co., Ltd.)*

alt.chi: Spirit and Mind

Session Chair: Susan Wyche *(Michigan State University, USA)*

2267 Embodying Neuroplastic Change
Danielle Wilde *(RMIT University)*

2277 PIXEE: Pictures, Interaction and Emotional Expression
Margaret E. Morris, Carl S. Marshall *(Intel Corporation)*, Mira Calix *(Independent)*, Murad Al Haj *(Universitat Autònoma de Barcelona)*, James S. MacDougall *(University of Victoria)*, Douglas M. Carmean *(Intel Corporation)*

2287 Beyond the Basic Emotions: What Should Affective Computing Compute?
Sidney D'Mello *(University of Notre Dame),*
Rafael A. Calvo *(The University of Sydney)*

2295 Neurodiversity & HCI
Nicholas Sheep Dalton *(The Open University)*

2305 Mediated Meditation: Cultivating Mindfulness with *Sonic Cradle*
Jay Vidyarthi, Bernhard E. Riecke *(Simon Fraser University)*

2315 Spirituality: There's an App for That! (But Not a Lot of Research)
Elizabeth Buie, Mark Blythe *(Northumbria University)*

Case Studies: Innovating User-Centered Design

Session Chair: John Boyd *(Google Inc., USA)*

2325 Project Pokerface: Building a User-Centered Culture at Scale
Asif Baki, Patrick Bowen, Brianna Brekke *(Google, Inc.),*
Elizabeth Ferrall-Nunge *(Twitter, Inc.),*
Gueorgi Kossinets, Jens Riegelsberger, Nina Weber *(Google, Inc),* Marissa Mayer *(Yahoo!, Inc)*

2327 Data-Driven Design Process in Adoption of Marking Menus for Large Scale Software
Ji-Young Oh, Ananth Uggirala *(Autodesk, Inc.)*

2331 Creating Small Products at a Big Company: Adobe's "Pipeline" Innovation Process
Rob J. Adams, Bradee Evans *(Adobe Systems),*
Joel Brandt *(Adobe Research)*

2333 UX Design with International Teams: Challenges and Best Practices
Charles Yiu *(Microsoft Corporation)*

Case Studies: Communities of Practice

Session Chair: Dirk-Jan Hoets *(Flipside, The The Netherlands)*

2337 Don't Talk to Strangers! Peer Tutoring versus Active Intervention Methodologies in Interviewing Children
Svetlana Ognjanovic *(LEGO Company Ltd.),*
Jason Ralls *(LEGO System A/S)*

2341 Leverage User Experience Through Social Networking to Improve Health Adherence
Raymund J. Lin *(IBM),*
Xinxin Zhu *(IBM T.J. Watson Research Center)*

2345 The Needs of Early School Children and Their Parents with Respect to the Design of Mobile Service Offers
Agnieszka Szóstek *(Warsaw School of Social Psychology),*
Joanna Kwiatkowska *(Czestochowa University of Technology),*
Olga Górnicka *(Warsaw School of Social Psychology)*

2347 Enhancing Company Communication: The Case of a Social Media Platform
Alina Krischkowsky, Astrid Weiss, Sebastian Osswald, Manfred Tscheligi *(University of Salzburg)*

Session 90: Case Studies: Changing How We Work
Session Chair: Kathy Baxter *(Google, Inc., USA)*

2349 Best Practices for Enterprise Social Software Adoption
Meng Yang *(IBM Collaborative Sollutions),*
Michael Warner *(IBM CIO),* David R. Millen *(IBM Research)*

2351 Minimizing Change Aversion for the Google Drive Launch
Aaron Sedley, Hendrik Müller *(Google, Inc.)*

2355 Do You Enjoy Getting Gifts? Keeping Personas Alive Through Marketing Materials
Christina Hochleitner, Cornelia Graf *(CURE - Center for Usability Research & Engineering),* Manfred Tscheligi *(University of Salzburg)*

2359 The Fingerstroke-Level Model Strikes Back: A Modified Keystroke-Level Model in Developing a Gaming UIfor 4G Networks
Kiburm Song, Jihoon Kim, Yoon-Han Cho, Ahreum Lee *(Hanyang University),*
Jung-Woon Choi, Yong Joo Lee *(LG Uplus Corp.),*
Hokyoung Ryu *(Hanyang University)*

Case Studies: Novel Settings

Session Chair: Elizabeth Dykstra-Erickson *(Nuance Communications, Inc., USA)*

2363 Counter Entropy: Visualizing Power Consumption in an Energy+ House
Florian Heller, Konstantinos Tsoleridis, Jan Borchers *(RWTH Aachen University)*

2367 Biometric Interaction – A Case Study of Visual Feedback and Privacy Issues in New Face Recognition Solutions
Per Kvarnbrink, Karin Fahlquist, Thomas Mejtoft *(Umeå University)*

2371 A Software Development Methodology for Sustainable ICTD Solutions
Joerg Doerflinger *(SAP Next Business & Technology),*
Andy Dearden *(Sheffield Hallam University),*
Tom Gross *(University of Bamberg)*

2375 What Should I Read Next? Awareness of Relevant Publications Through a Community of Practice
Gonzalo Parra, Joris Klerkx, Erik Duval *(University of Leuven)*

Case Studies: In the Wild

Session Chair: Jonathan Arnowitz *(Google Inc., USA)*

2377 Automotive HMI Test Package: An Exploitable Approach to Study In-Car HMIs
David Wilfinger, Alexander Meschtscherjakov, Nicole Perterer, Martin Murer, Arno Laminger, Manfred Tscheligi *(University of Salzburg)*

2381 The Democratization of Mission Control: Empowering Users
Jay Trimble *(NASA Ames Research Center),*
Tom Dayton *(UC Santa Cruz at NASA),*
Alan Crocker *(NASA Johnson Space Center)*

2383 We'll Take It from Here: Letting the Users Take Charge of the Evaluation and Why That Turned Out Well
Cosmin Munteanu, Hélène Fournier, Jean-François Lapointe, Bruno Emond, Irina Kondratova
(National Research Council Canada)

2385 Multi-Modal Location-Aware System for Paratrooper Team Coordination
Danielle Cummings, Manoj Prasad, George Lucchese, Christopher Aikens, Tracy A. Hammond
(Texas A&M University)

Panels

2389 Calling All Game Changers: BYOD (Bring Your Own Disruption)
Iram Mirza *(Citrix),*
Marcy Barton *(ie21 - Designing 21st Century Learning),*
Evelyn Huang *(Stanford University),* Jannie Lai *(Citrix),*
Chris Maliwat *(Facebook, Inc.)*

2395 Will Massive Online Open Courses (MOOCs) Change Education?
Daniel M. Russell *(Google, Inc.),*
Scott Klemmer *(Stanford University),*
Armando Fox *(University of California, Berkeley),*
Celine Latulipe *(University of North Carolina),*
Mitchell Duneier *(Princeton University),*
Elizabeth Losh *(University of California, San Diego)*

2399 Leveraging the Progress of Women in the HCI Field to Address the Diversity Chasm
Susan M. Dray *(Dray & Associates, Inc.),*
Anicia N. Peters *(Iowa State University & Polytechnic of Namibia),*
Anke M. Brock *(IRIT University of Toulouse & CNRS),*
Andrea Peer *(Iowa State University),*
Shikoh Gitau *(Google Inc.),*
Pamela L. Jennings *(School of the Art Institute of Chicago),*
Janaki Kumar *(SAP Labs),*
Dianne Murray *(HCI & UX Consultant)*

2407 CHI at the Barricades – An Activist Agenda?
Daniela K. Busse *(Samsung R&D Research Center),*
Alan Borning *(University of Washington),*
Samuel Mann *(Otago Polytechnic),*
Tad Hirsch *(University of Washington),*
Lisa P. Nathan *(University of British Columbia),*
Andrea Grimes Parker *(Northeastern University),*
Ben Shneiderman *(University of Maryland),*
Bryan Nunez *(WITNESS.Org.)*

2413 UX Management: Current and Future Trends
Janice Anne Rohn *(Leads360),* Kathy Baxter *(Google, Inc.),*
Catherine Courage *(Citrix),* Janaki Kumar *(SAP Labs),*
Carola Fellenz Thompson *(zSpace),*
Steve Rogers *(Google, Inc.)*

2419 *Is My Doctor Listening to Me?* Impact of Health IT Systems on Patient-Provider Interaction
Yunan Chen, Karen Cheng *(University of California, Irvine),*
Charlotte Tang *(University of Michigan-Flint),*
Katie A. Siek *(University of Colorado, Boulder),*
Jakob E. Bardram *(IT University of Copenhagen)*

2427 Gamification @ Work
Janaki Kumar, Mario Herger *(SAP Labs),*
Sebastian Deterding
(Hans Bredow Institute for Media Research),
Scott Schnaars *(Badgeville Europe),*
Matt Landes *(Google, Inc.),*
Erika Webb *(Oracle Corporation)*

2433 Theory and Practice in UX Research: Uneasy Bedfellows?
Marianna Obrist *(Newcastle University),*
Peter C. Wright *(Newcastle University),*
Kari Kuutti *(University of Oulu),*
Yvonne Rogers *(University College London),*
Kristina Höök *(KTH - Royal Institute of Technology),*
Pardha S. Pyla *(Bloomberg LP),*
Jean-Louis Frechin *(NoDesign.NET)*

2439 Digital Arts: Did You Feel That?
Ernest Edmonds *(De Montfort University & University of Technology, Sydney),*
Steve Benford *(The University of Nottingham),*
Zafer Bilda *(Commonwealth Bank),*
Jill Fantauzzacoffin *(Georgia Institute of Technology),*
Roger Malina *(The University of Texas at Dallas),*
Hugues Vinet *(IRCAM)*

2447 Exploring the Representation of Women Perspectives in Technologies
Susan M. Dray *(Dray & Associates, Inc.),*
Andrea Peer *(Iowa State University),*
Anke M. Brock *(IRIT University of Toulouse & CNRS),*
Anicia Peters *(Iowa State University),*
Shaowen Bardzell *(Indiana University),*
Margaret Burnett *(Oregon State University),*
Elizabeth Churchill *(ACM SIGCHI),*
Erika Poole *(The Pennsylvania State University)*

2455 Theory vs. Design-Driven Approaches for Behavior Change Research
Rosa I. Arriaga, Andrew D. Miller, Elizabeth D. Mynatt
(Georgia Institute of Technology),
Claudia Pagliari *(The University of Edinburgh),*
Erika Shehan Poole *(The Pennsylvania State University)*

2459 We Need to Talk: HCI and the Delicate Topic of Spoken Language Interaction
Cosmin Munteanu *(National Research Council & University of Toronto),* Matt Jones *(Swansea University),*
Sharon Oviatt *(Incaa Designs),*
Stephen A. Brewster *(University of Glasgow),*
Gerald Penn *(University of Toronto),*
Steve Whittaker *(University of California at Santa Cruz),*
Nitendra Rajput *(IBM India Research Laboratory),*
Amit A. Nanavati *(IBM Research)*

2465 The Future of HCI Publishing in Journals and Books
Joseph 'Jofish' Kaye *(Yahoo! Research),*
Beverley Ford *(Springer Computer Science),*
Dianne Murray *(Indep. Consultant),*
Doug Sery *(Massachusetts Institute of Technology),*
Peter Thomas *(Manifesto Group),*
Steve Whittaker *(University of California at Santa Cruz),*
Shumin Zhai *(Google, Inc.)*

SIGs

2469 Designing Interactive Secure Systems: CHI 2013 Special Interest Group
Shamal Faily *(University of Oxford),* Lizzie Coles-Kemp *(Royal Holloway),* Paul Dunphy *(Newcastle University),* Mike Just *(Glasgow Caledonian University),* Yoko Akama *(RMIT University),* Alexander De Luca *(University of Munich (LMU))*

2473 Featured Community SIG: Human-Computer Interaction for Development
Ban Al-Ani *(University of California, Irvine),* Melissa Densmore, Edward Cutrell *(Microsoft Research India),* Andrew Dearden *(Sheffield Hallam University),* Rebecca E. Grinter *(Georgia Institute of Technology),* John C. Thomas *(IBM T. J. Watson Research),* Matthew Kam *(American Institutes for Research),* Anicia N. Peters *(Iowa State University)*

2477 The Role of Engineering Work in CHI
Philippe Palanque *(University of Toulouse),* Fabio Paternò *(CNR-ISTI),* Jeffrey Nichols *(IBM Research – Almaden),* Nuno Jardim Nunes *(University of Madeira),* Brad A. Myers *(Carnegie Mellon University)*

2481 Enhancing the Research Infrastructure for Child-Computer Interaction
Janet C. Read *(University of Central Lancashire),* Juan Pablo Hourcade *(University of Iowa)*

2485 Consumer Engagement in Health Technologies Special Interest Group
Karen Cheng *(University of California, Irvine),* Kelly Caine *(Clemson University),* Wanda Pratt *(University of Washington),* Kay Connelly *(Indiana University Bloomington)*

2489 A New Perspective for the Games and Entertainment Community
Regina Bernhaupt *(IRIT, University Paul Sabatier, Toulouse III),* Katherine Isbister *(Polytechnic Institute of New York University)*

2493 Research-Practice Interaction: Building Bridges, Closing the Gap
Elizabeth Buie *(Northumbria University),* Clare J. Hooper *(University of Southampton),* Aaron Houssian *(Philips Research/TU Delft)*

2497 Digital Art: Challenging Perspectives
David England *(Liverpool John Moores University),* Jill Fantauzzacoffin *(Georgia Institute of Technology),* Thecla Schiphorst *(Simon Fraser University),* Celine Latulipe *(University of North Carolina at Charlotte),* Linda Candy *(University of Technology, Sydney)*

2501 Managing UX Teams
Janice Anne Rohn *(Leads360),* Carola Fellenz Thompson *(zSpace)*

2505 Changing Perspectives on Sustainability: Healthy Debate or Divisive Factions?
Daniela Busse *(Samsung R&D Research Center),* Samuel Mann *(Otago Polytechnic),* Lisa Nathan *(University of British Columbia),* Chris Preist *(University of Bristol)*

2509 HCI with Sports
Florian "Floyd" Mueller, Rohit A. Khot, Alan D. Chatham, Sebastiaan Pijnappel, Cagdas "Chad" Toprak *(RMIT University),* Joe Marshall *(The University of Nottingham)*

2513 SIG: NVI (Non-Visual Interaction)
Anke M. Brock *(Université Toulouse 3 & CNRS),* Slim Kammoun *(IRIT, CNRS & Université Toulouse),* Hugo Nicolau *(INESC-ID),* iago Guerreiro *(Technical University of Lisbon & University of Lisbon),* Shaun K. Kane *(University of Maryland, Baltimore County),* Christophe Jouffrais *(CNRS & Université Toulouse)*

2517 HCI for Peace Ideathon
Juan Pablo Hourcade *(University of Iowa),* Lisa P. Nathan *(University of British Columbia),* Panayiotis Zaphiris *(Cyprus University of Technology),* Massimo Zancanaro *(FBK),* Evangelos Kapros *(Trinity College, The University of Dublin),* John C. Thomas *(IBM),* Daniela K. Busse *(Samsung)*

2521 On Top of the User Experience Wave – How Is Our Work Changing?
Virpi Roto *(Aalto University),* Arnie Lund *(GE Global Research)*

2525 Automotive User Interface Research Moves into the Fast Lane
Susanne C. J. Boll *(University of Oldenburg),* Andrew L. Kun *(University of New Hampshire),* Peter Fröhlich *(FTW Telecommunications Research Center),* James Foley *(Toyota Technical Center U.S.A, Inc.)*

2529 SIG NIME: Music, Technology, and Human-Computer Interaction
Frédéric Bevilacqua *(IRCAM),* Sidney Fels *(University of British Columbia),* Alexander R. Jensenius *(University of Oslo),* Michael J. Lyons *(Ritsumeikan University),* Norbert Schnell *(IRCAM),* Atau Tanaka *(University of London)*

2533 UrbanIxD :: Designing Human Interactions in the Networked City
Michael Smyth, Ingi Helgason *(Edinburgh Napier University),* Martin Brynskov *(Aarhus University),* Ivica Mitrovic *(University of Split),* Gianluca Zaffiro *(Telecom Italia)*

2537 CHI 2013 Human Work Interaction Design (HWID) SIG: Past History and Future Challenges
Torkil Clemmensen *(Copenhagen Business School),* Pedro F. Campos *(University of Madeira),* Dinesh S. Katre *(C-DAC),* Jose Abdelnour-Nocera *(University of West London),* Arminda Lopes *(Instituto Politécnico de Castelo Branco),* Rikke Orngreen *(Aarhus University),* Shailey Minocha *(The Open University)*

2541 Science vs. Science: The Complexities of Interdisciplinary Research
Clare J. Hooper, David E. Millard *(University of Southampton),* Jill Fantauzzacoffin *(Georgia Institute of Technology),* Jofish Kaye *(Yahoo! Research)*

2545 Visions and Visioning in CHI: CHI 2013 Special Interest Group Meeting
Aaron Quigley *(University of St Andrews)*, Alan Dix *(University of Birmingham)*, Wendy E. Mackay *(INRIA Saclay Ile de France)*, Hiroshi Ishii, Jürgen Steimle *(Massachusetts Institute of Technology)*

Student Design Competitions

2549 Maater: Crowdsourcing to Improve Online Journalism
Raymond Liaw, Ari Zilnik, Mark Baldwin, Stephanie Butler *(Carnegie Mellon University)*

2555 Xpress: Crowdsourcing Native Speakers to Learn Colloquial Expressions in a Second Language
Yung-Ju Chang, Lezhong Li, Shih-Hsuan Chou, Min-Chih Liu, Surong Ruan *(University of Michigan)*

2561 Comic Circuit: An Online Community for the Creation and Consumption of News Comics
Bingxin Chen, Rebecca Jablonsky, Jack Benjamin Margines, Raunaq Gupta, Shailie Thakkar *(Carnegie Mellon University)*

2567 Markitup: Crowdsourced Collaborative Reading
Luke Chircop, Jithin Radhakrishnan, Laila Selener, Ju Chiu *(University College London)*

2573 Let's Chalk! Strengthening Communities Through Play
Matthew Jennex, Stephanie Louraine, Stephen Miller, Angélica Rosenzweig Castillo *(Indiana University, Bloomington)*

2579 AME-C Raising Awareness for a Life Free of Gender Violence
Joscelin Rojas López, Stephanie López Hayna, Marvelia Gizé Jiménez Guzmán *(Universidad Tecnológica de la Mixteca)*

2585 Strive: Student-Athletes Transitioning with Camaraderie and Competition
Dennis Ellis, Tony Kennedy, Vamsi Pasupuleti, Adam Williams, Yalu Ye *(Indiana University, Bloomington)*

2591 KAVA: The Virtual Experience of Urban Sharing
Nacim Fouad Amirouche, Marie-Christine Lafond, Josianne Lavigne, Marc-André Monette *(Université Laval)*

2597 Wonder Album: Cultural Awareness Through Knowledge Creation
Chi Chen, Jared Michael Forney, Michael Cohn Moreau, Michael David Stallings *(Indiana University, Bloomington)*

2603 YiVi: A System Which Organizes, Promotes and Democratizes Social Participation in the Indigenous Communities in Mexico
Gabriela Hernández Salvador, Alexandra Ramírez Ortiz, Palmira Ramírez Ramos, Emilio Sánchez *(Universidad Tecnológica de la Mixteca)*

2609 Paléo: A Collaborative System for Social Conciliation
Tony Aubé, Hugo Savoie, Mathieu Theriault, Stéphanie Turgeon-Girard *(Université Laval)*

Student Games Competition

2623 ATUM – Applying Multi-Layer Game Design and Environmental Storytelling
Marta Clavero Jimenez, Thomas Petrus Buijtenweg *(NHTV University of Applied Sciences)*

2627 Card Board: A Flexible Environment for Any Game, Anyone, Any Moment
Gifford Cheung *(University of Washington)*

2631 Umbra: Beyond Avatars: A Gaming Installation Using Shadows
Alexander Goldman, Duarte Teixeira, Sara Tranquada, Julia Silva, Ana Alves, Jorge Diaz, Boram Han, Carlos Camacho *(University of Madeira)*

2635 iSpine: A Motion-Sensing Edutainment System for Improving Children's Spinal Health
Sheng-Jhe Hsu, Wen-Sheng Tseng, Fu-Chieh Hsu, Yung-Ying Lo *(National Taiwan University)*

2639 Machineers: Playfully Introducing Programming to Children
Henrike Lode, Giuseppe E. Franchi, Niels G. Frederiksen *(ITU Copenhagen)*

2643 Forgotten Island: A Story-Driven Citizen Science Adventure
Nathan Prestopnik, Dania Souid *(Syracuse University)*

2647 Celestia: A Vocal Interaction Music Game
Yang Shi, Cheng Yang *(Carnegie Mellon University)*

2651 Squidge: An Integrated Game Controller
Thomas Smith *(Newcastle University)*

2655 Wake Up Call
Martin Ziegler *(Brunel University)*

Student Research Competition

2659 Quantifying and Reducing the Cost of Web Edits
Edward Benson *(Massachusetts Institute of Technology)*

2665 Adapting Arcade Games for Learning
Carrie J. Cai *(Massachusetts Institute of Technology)*

2671 What Makes Online Health Information Credible for Older Adults?: An Exploratory Study
Wonchan Choi *(Florida State University)*

2677 Human Cognitive Measurement as a Metric Within Usability Studies
Michael Crabb *(University of Dundee)*

2683 Seizure Frequency Analysis Mobile Application: The Participatory Design of an Interface with and for Caregivers
Heather R. Ellis *(University of Dundee)*

2689 Couple Collaboration: A Design Research Exploration
Li He *(Indiana University at Indianapolis)*

2695 Foot Position as Indicator of Spatial Interest at Public Displays
Bernd Huber *(Korea Institute of Science and Technology)*

2701 Sweat-Atoms: Crafting Physical Objects with Everyday Exercise
Rohit Ashok Khot *(RMIT University)*

2707 *ToolScape:* Enhancing the Learning Experience of How-to Videos
Juho Kim *(Massachusetts Institute of Technology)*

2713 Re-Imagining Persuasion: Designing for Self-Transcendence
Bran Knowles *(Lancaster University)*

2719 Smart Subtitles for Language Learning
Geza Kovacs *(Massachusetts Institute of Technology)*

2725 Real-Time Conversational Crowd Assistants
Walter S. Lasecki *(University of Rochester)*

2731 Theseus: Understanding Asynchronous Code
Tom Lieber *(Massachusetts Institute of Technology)*

2737 Multiverse: Crowd Algorithms on Existing Interfaces
Kyle I. Murray *(Massachusetts Institute of Technology)*

2743 Real-Time Trip Planning with the Crowd
Joey Rafidi *(Massachusetts Institute of Technology)*

2749 Accessible Clothing Tags: Designing for Individuals with Visual Impairments
Kathryn Ringland *(Washington State University Vancouver)*

2755 HandSonor: A Customizable Vision-Based Control Interface for Musical Expression
Srinath Sridhar *(Max-Planck-Institut für Informatik & Universität des Saarlandes)*

2761 Measuring the Effects of Human Likeness and Eeriness on Empathetic Associations with a Primed Categorization Task
Preethi Srinivas *(School of Informatics, IUPUI)*

2767 Visualizing the Performance of Classification Algorithms with Additional Re-Annotated Data
Megan K. Torkildson *(University of Washington)*

2773 Different Strokes for Different Folks: Individual Stress Response as Manifested in Typed Text
Lisa M. Vizer *(University of Maryland, Baltimore County)*

2779 Seek It or Let It Come: How Designers Achieve Inspirations
Mengyao Zhao *(Indiana University Bloomington)*

Video Showcase Presentations

2785 Revel: Programming the Sense of Touch
Olivier Bau, Ivan Poupyrev, Mathieu Le Goc, Laureline Galliot, Matthew Glisson *(Disney Research, Pittsburgh)*

2787 UnoJoy!: A Library for Rapid Video Game Prototyping Using Arduino
Alan Chatham *(Carnegie Mellon University)*, Wouter Walmink, Florian Mueller *(RMIT University)*

2789 iRotateGrasp: Automatic Screen Rotation Based on Grasp of Mobile Devices
Lung-Pan Cheng, Meng-Han Lee, Che-Yang Wu, Fang-I Hsiao, Yen-Ting Liu, Hsiang-Sheng Liang, Yi-Ching Chiu, Ming-Sui Lee, Mike Y. Chen *(National Taiwan University)*

2791 iGrasp: Grasp-Based Adaptive Keyboard for Mobile Devices
Lung-Pan Cheng, Hsiang-Sheng Liang, Che-Yang Wu, Mike Y. Chen *(National Taiwan University)*

2793 HeartLink: Open Broadcast of Live Biometric Data to Social Networks
Franco Curmi *(Lancaster University)*, Maria Angela Ferrario, Jen Southern, Jon Whittle *(Lancaster University)*

2795 Cheers – Alcohol Aware Strobing Ice Cubes
Dhairya Dand *(MIT Media Lab)*

2797 Musical Embrace: Socially Awkward Interactions Through Physical Proximity to Drive Digital Play
Amy Huggard, Anushka De Mel, Jayden Garner, Cagdas "Chad" Toprak, Alan Chatham, Florian "Floyd" Mueller *(RMIT University)*

2799 What's Cookin?: A Platform for Remote Collaboration
Dhairya Dand *(Massachusetts Institute of Technology)*, Christian Ervin *(Harvard Graduate School of Design)*, Robert Hemsley, David Nuñez, Laura Perovich *(Massachusetts Institute of Technology)*

2801 Bridging Book: A Not-So-Electronic Children Picturebook
Ana Carina Figueiredo, Ana Lucia Pinto, Nelson Zagalo, Pedro Branco *(University of Minho)*

2803 Dynamic Duo: Phone-Tablet Interaction on Tabletops
Tommaso Piazza *(Chalmers University of Technology)*, Shengdong Zhao *(National University of Singapore)*, Gonzalo Ramos *(Microsoft Corporation)*, Asim Evren Yantaç, Morten Fjeld *(Chalmers University of Technology)*

2805 SPRWEB: Preserving Subjective Responses to Website Colour Schemes Through Automatic Recolouring
David R. Flatla *(University of Saskatchewan)*, Katharina Reinecke *(Harvard University)*, Carl Gutwin *(University of Saskatchewan)*, Krzysztof Z. Gajos *(Harvard University)*

2807 Engineering: Upfront Effort, Downstream Pay-back
Dominic Furniss, Ann Blandford *(University College London)*, Bonnie E. John *(IBM T.J. Watson Research Center)*

2809 LightCloth: Sensible Illuminating Optical Fiber Cloth for Creating Interactive Surfaces
Sunao Hashimoto *(JST ERATO Design UIInterface Project)*, Ryohei Suzuki *(The University of Tokyo)*, Youichi Kamiyama *(JST ERATO Design UIInterface Project)*, Masahiko Inami *(Keio University)*, Takeo Igarashi *(The University of Tokyo)*

2811 ReMind. A Transformational Object for Procrastinators
Jan Brechmann, Marc Hassenzahl, Matthias Laschke *(Folkwang University of Arts, Experience and Interaction)*, Marion Digel *(Folkwang University of Arts Design)*

2813 Cuboino. Extending Physical Games. An Example
Felix Heibeck *(University of Bremen)*

2815 Liberi: Bringing Action to Exergames for Children with Cerebral Palsy
Zi Ye, Hamilton A. Hernandez, T.C. Nicholas Graham *(Queen's University)*, Darcy Fehlings *(University of Toronto)*, Lauren Switzer *(Bloorview Research Institute)*

2817 Smarter Objects: Using AR Technology to Program Physical Objects and Their Interactions
Valentin Heun *(Massachusetts Institute of Technology)*, Shunichi Kasahara *(Sony Corporation)*, Pattie Maes *(Massachusetts Institute of Technology)*

2819 Hephaestus and the Senses
Caroline Hummels *(Eindhoven University of Technology)*, Ambra Trotto *(Umeå University)*

2821 Designing Digital Puppetry Systems: Guidelines and Best Practices
Seth Hunter, Pattie Maes *(Massachusetts Institute of Technology)*

2823 Testing a Novel Parking System: On-Street Reservations
Ellen Isaacs, Roger Hoover *(PARC, Inc.)*

2825 IllumiRoom: Peripheral Projected Illusions for Interactive Experiences
Brett R. Jones *(University of Illinois at Urbana-Champaign)*, Hrvoje Benko, Eyal Ofek, Andrew D. Wilson *(Microsoft Research)*

2827 Xtempo: Music Polaroid for Printing Real-Time Acoustic Guitar Performance
Han-Jong Kim, Moon-Hwan Lee, Bon-Cheol Goo, Tek-Jin Nam *(Korea Advanced Institute of Science and Technology)*

2829 PixelTone: A Multimodal Interface for Image Editing
Jason Linder *(Adobe Research)*, Gierad Laput *(University of Michigan)*, Mira Dontcheva, Gregg Wilensky, Walter Chang, Aseem Agarwala *(Adobe Research)*, Eytan Adar *(University of Michigan)*

2831 Mobile Proxemic Awareness and Control: Exploring the Design Space for Interaction with a Single Appliance
David Ledo, Saul Greenberg *(University of Calgary)*

2833 TapBoard: Making a Touch Screen Keyboard More Touchable
Sunjun Kim, Jeongmin Son, Geehyuk Lee, Hwan Kim, Woohun Lee *(Korea Advanced Institute of Science and Technology)*

2835 Indirect Shear Force Estimation for Multi-Point Shear Force Operations
Seongkook Heo, Geehyuk Lee *(Korea Advanced Institute of Science and Technology)*

2837 GaussBits: Magnetic Tangible Bits for Portable and Occlusion-Free Near-Surface Interactions
Rong-Hao Liang, Kai-Yin Cheng *(National Taiwan University)*, Liwei Chan *(Academia Sinica)*, Chuan-Xhyuan Peng *(National Taiwan University of Science and Technology)*, Mike Y. Chen *(National Taiwan University)*, Rung-Huei Liang *(National Taiwan University of Science and Technology)*, De-Nian Yang *(Academia Sinica)*, Bing-Yu Chen *(National Taiwan University)*

2839 SkyWords: An Engagement Machine at Chicago City Hall
Lauren Braun *(Illinois Institute of Technology)*, Jaime Rivera, Jose Mello, Kareem Hindi, Lee Lin, Keta Patel, Anijo Mathew *(Illinois Institute of Technology)*

2841 Mixsourcing: Turn This into That
Sarah Hallacher *(New York University)*, Jenny Rodenhouse, Andrés Monroy-Hernández *(Microsoft Research)*

2843 Interacting with Microseismic Visualizations
Ahmed E. Mostafa, Saul Greenberg, Emilio Vital Brazil, Ehud Sharlin, Mario C. Sousa *(University of Calgary)*

2845 Joggobot – Jogging with a Flying Robot
Florian Mueller, Eberhard Graether, Cagdas Toprak *(RMIT University)*

2847 LumaHelm – An Interactive Helmet
Wouter Walmink, Alan Chatham, Florian Floyd Mueller *(RMIT University)*

2849 Duel Reality
Wouter Walmink, Alan Chatham, Florian Mueller *(RMIT University)*

2851 LaserOrigami: Laser-Cutting 3D Objects
Stefanie Mueller, Bastian Kruck, Patrick Baudisch *(Hasso Plattner Institute)*

2853 Future Lighting Systems
Remco Magielse, Serge Offermans *(Eindhoven University of Technology)*

2855 Virtualized Reality
Jonathan Ota, John Brieger *(Carnegie Mellon University)*

2857 Smile! Box
Jonathan Ota *(Carnegie Mellon University)*

2859 POKE: A New Way of Sharing Emotional Touches During Phone Conversations
Young-Woo Park, Tek-Jin Nam *(Korea Advanced Institute of Science and Technology)*

2861 Intentacles: Wearable Interactive Antennae to Sense and Express Emotion
Marian Petre, David Bowers, Thomas Baker, Ed Copcutt, Adam Lawson, Adam Martindale, Ben Moses, Yige Yan *(The Open University)*

2863 Copy Paste Skate
Sebastiaan Pijnappel, Florian Mueller *(RMIT University)*

2865 UbiRing My Bell
Mikko J. Rissanen, Horathalge Iroshan, Owen Noel Newton Fernando, Willy Toh, Jeffrey Hong, Samantha Vu, Natalie Pang, Schubert Foo *(Nanyang Technological University)*

2867 TouchViz: (Multi)Touching Multivariate Data
Jeffrey M. Rzeszotarski, Aniket Kittur *(Carnegie Mellon University)*

2869 GravitySpace: Tracking Users and Their Poses in a Smart Room Using a Pressure-Sensing Floor
Alan Bränzel, Christian Holz, Daniel Hoffmann, Dominik Schmidt, Marius Knaust, Patrick Lühne, René Meusel, Stephan Richter, Patrick Baudisch *(Hasso Plattner Institute)*

2871 Patchworks: Citizen-Led Innovation for Chaotic Lives
Jen Southern, Rod Dillon, Rob Potts *(Lancaster University),* Daniel Morrell *(Manchester Business School),* Maria Angela Ferrario, Will Simm, Rebecca Ellis, Jon Whittle *(Lancaster University)*

2873 Flexpad: A Highly Flexible Handheld Display
Jürgen Steimle *(Massachusetts Institute of Technology)*, Andreas Jordt *(Kiel University of Applied Sciences)*, Pattie Maes *(Massachusetts Institute of Technology)*

2875 Crafting Wearables: Interaction Design Meets Fashion Design
Oscar Tomico *(Eindhoven University of Technology),* Mascha van Zijverden *(ArtEZ Fashion Masters),* Tom Fejér *(Eindhoven University of Technology),* Yiyu Chen *(ArtEZ Fashion Masters),* Eef Lubbers, Meerthe Heuvelings *(Eindhoven University of Technology),* Sonia Aïssaoui, Verena Schepperheyn *(ArtEZ Fashion Masters)*

2877 Cart-Load-O-Fun: Designing Digital Games for Trams
Cagdas "Chad" Toprak, Joshua Platt, Hsin Yang Ho, Florian "Floyd" Mueller *(RMIT University)*

2879 MorePhone: An Actuated Shape Changing Flexible Smartphone
Antonio Gomes, Andrea Nesbitt, Roel Vertegaal *(Queen's University)*

2881 PaperTab: Tablets as Thin and Flexible as Paper
Aneesh Tarun, Peng Wang, Paul Strohmeier *(Queen's University),* Audrey Girouard *(Carleton University),* Derek Reilly *(Dalhousie University),* Roel Vertegaal *(Queen's University)*

2883 A Design-Led Inquiry into Personhood in Dementia
Jayne Wallace *(Northumbria University),* Peter C. Wright *(Newcastle University),* John McCarthy *(University College Cork),* David Philip Green *(Newcastle University),* James Thomas *(Northumbria University),* Patrick Olivier *(Newcastle University)*

2885 MetaSolid - On Flexibility and Rigidity in Future User Interfaces
Clemens Winkler, Jürgen Steimle, Pattie Maes *(Massachusetts Institute of Technology)*

2887 Interactive Cognitive Aids in Medicine
Leslie Wu, Jesse Cirimele, Kristen Leach, Stuart Card, Larry Chu, Kyle Harrison, Scott Klemmer *(Stanford University)*

2889 WorldKit: Rapid and Easy Creation of Ad-Hoc Interactive Applications on Everyday Surfaces
Robert Xiao, Chris Harrison, Scott E. Hudson *(Carnegie Mellon University)*

2891 MirrorFugue III: Conjuring the Recorded Pianist
Xiao Xiao, Paula Aguilera, Jonathan Williams, Hiroshi Ishii *(Massachusetts Institute of Technology)*

2893 StickEar: Augmenting Objects and Places Wherever Whenever
Kian Peen Yeo, Suranga Nanayakkara *(Singapore University of Technology and Design)*

2895 Conductive Inkjet Printed DIY Music Control Surface
Nan-Wei Gong, Nan Zhao, Joseph A. Paradiso *(Massachusetts Institute of Technology)*

2897 NoteVideo: Facilitating Navigation of Blackboard-Style Lecture Videos
Toni-Jan Keith Monserrat, Shengdong Zhao, Kevin McGee, Anshul Vikram Pandey *(National University of Singapore)*

Interactivity: Exploration

2899 Interactive Sensory Objects for Improving Access to Heritage
Kate Allen, Nic Hollinworth, Faustina Hwang *(University of Reading),* Andy Minnion, Gosia Kwiatkowska *(University of East London),* Ticky Lowe *(Mencap, Liverpool),* Nick Weldin *(Middlesex University)*

2903 Mobile Rhythmic Interaction in a Sonic Tennis Game
Stefano Baldan *(University of Milan),* Amalia de Götzen, Stefania Serafin *(Aalborg University Copenhagen)*

2907 De-Mo: Designing Action-Sound Relationships with the MO Interfaces
Frédéric Bevilacqua, Norbert Schnell *(IRCAM),* Nicolas Rasamimanana *(Phonotonic),* Julien Bloit, Emmanuel Fléty *(IRCAM),* Baptiste Caramiaux *(University of London),* Jules Françoise, Eric Boyer *(IRCAM)*

2911 ColourNet: A System of Interactive and Interacting Digital Artworks
Sean Clark *(De Montfort University),* Ernest Edmonds *(De Montfort University & University of Technology, Sydney)*

2915 Chiseling Bodies: An Augmented Dance Performance
Sarah Fdili Alaoui *(Limsi-CNRS & Ircam & University of Paris Sud),* Christian Jacquemin *(Limsi-CNRS),* Frédéric Bevilacqua *(Ircam CNRS UPMC)*

2919 Big Huggin': A Bear for Affection Gaming
Lindsay D. Grace *(Miami University)*

2923 NoiseBear: A Wireless Malleable Multiparametric Controller for Use in Assistive Technology Contexts
Mick S. Grierson, Chris Kiefer *(University of London)*

2927 Kalpana Ii: A Dome Based Learning Installation for Indian Schools
Ishneet Grover *(IIT Bombay)*

2931 Overlapped Playback
Hwang Hayeon, Romy Achituv *(Hong-ik University)*

2935 Cuboino. Extending Physical Games. An Example
Felix Heibeck *(University of Bremen)*

2939 Smarter Objects: Using AR Technology to Program Physical Objects and Their Interactions
Valentin Heun *(Massachusetts Institute of Technology)*, Shunichi Kasahara *(Sony Cooperation & Massachusetts Institute of Technology)*, Pattie Maes *(Massachusetts Institute of Technology)*

2943 eMic: Developing Works for Vocal Performance Using a Modified, Sensor Based Microphone Stand
Donna G. Hewitt *(Queensland University of Technology)*

2947 Repentir: Digital Exploration Beneath the Surface of an Oil Painting
Jonathan Hook *(Newcastle University)*, Jo Briggs, Mark Blythe *(Northumbria University)*, Nathan Walsh *(Bernarducci Meisel Gallery)*, Patrick Olivier *(Newcastle University)*

2951 Venus
Eunmi Jung, Youngsil Lee, Romy Achituv *(Hong-ik University)*

2955 Sense of the Deep
Min Kwang Kim, Romy Achituv *(Hong-ik University)*

2959 Cell
EunJin Kim, Romy Achituv *(Hong-ik University)*

2963 SOUND BOUND: Making a Graphic Equalizer More Interactive and Fun
Seungki Kim, Woohun Lee *(Korea Advanced Institute of Science and Technology)*

2967 Gravity of Light
Younghui Kim, Yejin Cho *(Hong-ik University)*

2971 汇(Hui)
Youngsil Lee *(Hong-ik University)*, ongwoo Shin *(Korea Aerospace University)*, Romy Achituv *(Hong-ik University)*

2975 Mind Pool: Encouraging Self-Reflection Through Ambiguous Bio-Feedback
Kiel Long, John Vines *(Newcastle University)*

2979 Surface Tension
Nicola Plant, Patrick G. T. Healey *(Queen Mary University of London)*

2983 Long Living Chair
Larissa Pschetz *(University of Edinburgh)*, Richard Banks *(Microsoft Research Cambridge)*

2987 The CHI 2013 Interactive Schedule
Arvind Satyanarayan *(Stanford University)*, Daniel Strazzulla *(INRIA LRI, Université Paris-Sud)*, Clemens Nylandsted Klokmose *(Aarhus University)*, Michel Beaudouin-Lafon *(Université Paris-Sud & CNRS)*, Wendy Mackay *(INRIA , Université Paris-Sud)*

2991 Dirty Tangible Interfaces – Expressive Control of Computers with True Grit
Matthieu Savary *(User Studio)*, Diemo Schwarz *(Ircam-CNRS-UPMC)*, Denis Pellerin, Florence Massin *(UserStudio)*, Christian Jacquemin *(LIMSI-CNRS-UPS)*, Roland Cahen *(ENSCI-Les Ateliers)*

2995 Metaphone: An Artistic Exploration of Biofeedback and Machine Aesthetics
Vygandas Simbelis, Kristina Höök *(KTH Royal Institute of Technology)*

2999 MubuFunkScatShare: Gestural Energy and Shared Interactive Music
Atau Tanaka, Baptiste Caramiaux *(University of London)*, Norbert Schnell *(IRCAM)*

3003 The Voice Harvester: An Interactive Installation
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