



INTERACT 2003

Ninth IFIP TC13 International Conference on Human-Computer Interaction

“Bringing the Bits togETHer”

Zurich, Switzerland, September 1-5, 2003
Swiss Federal Institute of Technology (ETH)
Conference Site: ETH Hönggerberg

WWW.INTERACT2003.ORG

Final Program

Track Numbers:

1st letter=type of presentation [L=long paper, S=short paper, O=overview/society, D=demonstration, P=panel, I=interactive experience, V=video paper, G=special interest group]

1st number=conference day [1= Sept 3, 2=Sept 4, 3=Sept 5]

2nd letter=session [M=morning, N=noon, A=afternoon]

2nd number=parallel track (same room)

Oral Presentations:

Keynote speech: 60 min = 45 min presentation + 15 min discussion

Long paper presentation: 30 min = 20 min presentation + 10 min discussion

all other oral presentations: 15 min = 10 min presentation + 5 min discussion.



Tutorial-1

[09:00-13:00]
Room: HIL-E65
(10:30-11:00 coffee)

Methods and Tools for Design of Multi-Platform Applications and Remote Usability Evaluation.

Fabio Paterno (ISTI-CNR, Italy)

The main learning objective of this half-day tutorial is to disseminate results in research on methods and tools for multi-platform user interface design and remote evaluation. To this end, we plan to show how automatic tools, models and related methods can support the design and development of interactive applications that can be accessed through various platforms (PDAs, Mobile phones, Desktop systems, etc.) and their remote evaluation (when users and evaluators are separated in time and/or space). One key aspect of the tutorial will be to enable attendees to directly practice the use of the above mentioned methods and tools through some interactive exercises in order to provide hands-on experience with the state of the art.

Tutorial-2

[09:00-17:30]
Room: HCI-D4
(10:30-11:00 coffee)
(12:30-14:00 lunch)
(15:30-16:00 tea)

Ontological Sketch Modelling (OSM):
Concept-based Usability Analysis.

Ann Blandford, Iain Connell (University College London, UK)

This full-day introductory tutorial will lead attendees through the essential concepts and procedures necessary to perform an OSM analysis, using familiar and readily available examples. Exercises will take the form of individual and small-group working. The exercises will be primarily paper-based; we will also introduce a dedicated tool for representing OSM descriptions in XML. At the end of the tutorial participants will have learned what OSM is and how to apply it to the analysis and design of real-world systems.

Tutorial-3

[09:00-17:30]
Room: HCI-D2
(10:30-11:00 coffee)
(12:30-14:00 lunch)
(15:30-16:00 tea)

Advanced Usability Testing Methodology.

Rolf Molich (DialogDesign, Denmark)

This full-day tutorial allows attendees to compare their own approach to usability testing with those used by 11 professional labs during controlled usability tests in realistic, industrial settings. The tutorial gives a rare insight in the practical doings of usability professionals. Specifically, attendees will gather insight from practical examples of usability work done by other professional labs – both good and bad, improve their abilities in usability test planning, scenario design and usability reporting, improve their abilities in identifying usability problems and learn about novel usability problem communication techniques that are vastly superior to traditional techniques such as paper reports and video tapes.

Tutorial-4

[09:00-17:30]
Room: HCI-D6
(10:30-11:00 coffee)
(12:30-14:00 lunch)
(15:30-16:00 tea)

Collaboration Technology in Teams, Organizations, and Communities.

*Jonathan Grudin (Microsoft Research)
Steven Poltrock (Boeing Company, USA)*

This full-day tutorial provides a framework for attendees who have some experience as designers, developers, evaluators, marketers, buyers, and users of these technologies. It relies primarily on lectures and videos to survey the topic, and includes exercises to allow participants to share experiences. We identify key challenges and factors responsible for successes and failures. We survey the current state of research and application, and identify specific trends and general issues that are central to design and use.

| Workshop-1 | Workshop-2 | Workshop-3 | Workshop-4 | Workshop-5 |
|--|--|--|--|---|
| [09:00-17:30] Room: HCI-F2 (10:30-11:00 coffee) (12:30-14:00 lunch) (15:30-16:00 tea) Methods for applying Activity Theory to HCI Design. <i>Daisy Mwanza (The Open University, Denmark)</i> This one-day workshop is targeted towards researchers and practitioners from both industry and academia who are interested in methodological aspects of using Activity Theory (AT) in systems design. In order to fully benefit from the workshop, participants will require basic knowledge about AT and methods for HCI design. Contact: Daisy Mwanza d.mwanza@open.ac.uk | [09:00-17:30] Room: HCI-F8 (10:30-11:00 coffee) (12:30-14:00 lunch) (15:30-16:00 tea) Putting Theory into Practice: How to Apply Cross-cultural Differences to User Interface Design? <i>Christian Sturm (University of Freiburg)</i> <i>Christopher Mueller (ergonomie & technologie GmbH, Switzerland)</i> This one-day workshop aims to reach the following goals: (1) Bringing together practitioners and researchers in order to discuss the reciprocal potential in working together in this issue; (2) List cultural differences and classify them according to their practical importance in UI design as well as in their impact on the usability and developing costs of products; (3) Identify ways to apply cultural differences to interface and product components. Contact: Christian Sturm mail@christian-sturm.com | [09:00-17:30] Room: HCI-J8 (10:30-11:00 coffee) (12:30-14:00 lunch) (15:30-16:00 tea) IFIP WG 13.1 on Education in HCI and HCI Curriculum: Teaching HCI - Looking at Other Disciplines. <i>Konrad Baumann (FH Joanneum Technical College Graz, Austria)</i> <i>Paula Kotzé (University of South Africa)</i> <i>Lars Oestreicher (Uppsala University)</i> <i>Matthias Rauterberg (Technical University Eindhoven, Netherlands)</i> This one-day workshop is to discuss if synergies can be found between different disciplines and how these can be utilized in HCI and UCD education. Some of the anticipated topics for discussion include: (1) What general teaching methods are used in the various disciplines? (2) Is a practical or a theoretical approach preferred? (3) What links exist between the various disciplines? (4) What role does creativity play in the discipline? Contact: Konrad Baumann konrad.baumann@fh-joanneum.at | [09:00-17:30] Room: HCI-H8 (10:30-11:00 coffee) (12:30-14:00 lunch) (15:30-16:00 tea) The Business Case of HCI. Patrick Steiger (User Experience Management) <i>Gitte Lindgaard (Carleton University, Canada)</i> <i>Daniel Felix (ergonomie & technologie GmbH, Switzerland)</i> This one-day workshop looks forward to produce effective material that helps HCI practitioners to convince their employer/clients that HCI is a must for every technology company and that usability engineers are a necessary part of every product development team. In this workshop we want to come up with a business case and associated messages that persuades the product planner, the CEO, and the head of development of a company that HCI is essential to their business. The workshop is aimed at HCI practitioners, although academics with relevant experience are welcome as well. Contact: Patrick Steiger steiger@userexperience.ch | [09:00-17:30] Room: HCI-D8 (10:30-11:00 coffee) (12:30-14:00 lunch) (15:30-16:00 tea) IFIP WG 13.2 on Methodologies for User-Centered Systems Design: 2nd Workshop on Software and Usability Cross-Pollination - The Role of Usability Patterns. <i>Daniel Engelberg (Canada)</i> <i>Peter Forbrig (University of Rostock)</i> <i>Jan Gulliksen (Uppsala, Sweden)</i> <i>Martijn van Welie (Satama Amsterdam)</i> This two-days workshop is targeted to software engineers, user interface designers and usability experts who must learn from each other to facilitate and encourage their convergence and integration especially in the field of patterns. The workshop aims to be a forum for sharing ideas about potential and innovative ways to cross-pollinate the expertise among the different communities and to show examples, which can stimulate the industrial software development. The goal of the workshop is to outline a collection of task-analysis patterns, interaction patterns and process patterns for the whole software life cycle. Contact: Jan Borchers borchers@stanford.edu |

Workshop-9

[09:00-17:30]

Room: HCI-J6

(10:30-11:00 coffee)

(12:30-14:00 lunch)

(15:30-16:00 tea)

Closing the Gaps: Software Engineering and HCI.

Jean Vanderdonckt (Université Catholique de Louvain, Belgium)

Morten Borup Harning (Open Business Innovation Inc., Denmark)

This one-day workshop will discuss how to improve software engineering and HCI education and practice by raising awareness of HCI concerns among SE researchers, educators, and practitioners, and vice-versa. It can also show the places where an attention to concerns from one field can inform the other field's processes, and showing how methods and tools can be augmented to address both SE and HCI concerns.

Contact:
Morten Borup Harning
harning@sigchi.dk

Doctoral Consortium

[09:00-18:00] (closed event)

Room: HCI-J4

Chairs: Mark Apperley (New Zealand) and Alistair Sutcliffe (UK)

Members: Phil Gray (UK), Fabio Paterno (Italy), Dominique Scapin (France)

Understanding Awareness Information.
Todd Miller

Improving Usability of E-Commerce Sites by Tracking Eye Movements.
Ekaterini Tzanidou

Interaction Design Patterns in the Context of Interactive TV Applications.
Tibor Kunert

User Centred Design Process Model, Integration of Usability Engineering and Software Engineering.
Toni Granollers

Interaction with Context-Aware Mobile Hand-Held Devices.
Jonna Häkkinen

Ad Hoc: Supporting Task-oriented Teaching and Learning under Time Pressure.
Johannes Farmer

Developing Usable Context-Aware Mobile Computing: Three Levels of Interactivity.
Louise Barkhuus

The Interactive Stardines.
Monika Lanzenberger

Tutorial-5

[09:00-13:00]
Room: HCI-D4
(10:30-11:00 coffee)

Evaluating Interactive Products for and with Children.

Stuart MacFarlane, Janet Read (University of Central Lancashire, UK)
Johanna Höysniemi (University of Tampere)
Panos Markopoulos (Technical University of Eindhoven, Netherlands)

This half-day tutorial offers participants an introduction to evaluation methods and techniques that can be used to assess usability and fun, where the users are children. It also provides opportunities for hands-on experience of some of the methods with children. These methods include observational and survey methods that involve representative users, and methods such as walkthrough that do not involve users directly but assume a knowledge and understanding of their actions. Most of these methods need special approaches, when the intended users are children. With children, traditional usability remains important, but evaluating fun is likely to also be a major challenge.

Tutorial-6

[09:00-18:00]
Room: HCI-D6
(10:30-11:00 coffee)
(12:30-14:00 lunch)
(15:30-16:00 tea)

Multimedia Design for the Web.

Alistair Sutcliffe, Leon Watts (Centre for HCI Design, UMIST, UK)

This full-day tutorial will give participants knowledge of and practice in a multimedia design method for web and traditional UIs which is based on extensive research published in several CHI conference proceedings and practical experience in industrial multimedia design. The tutorial is intended to provide deeper insight into the design process rather than pragmatic skill in multimedia development. Usability engineering is the main focus, although aesthetic aspects of media from the visual design community will be reviewed. The content has been developed from a course given to Philips UK, and incorporates elements from the multimedia user interface design standard ISO 14915, Part 3. This tutorial presents a method that provides a comprehensive and thoroughly researched approach to multimedia design, based on psychological models of the user.

Tutorial-7

[09:00-17:30]
Room: HCI-D8
(10:30-11:00 coffee)
(12:30-14:00 lunch)
(15:30-16:00 tea)

Usability Design: Integrating User Centered System Design in the Software Development Process.

Jan Gulliksen (Uppsala University, Sweden), Bengt Göransson (Enea Redina AB, Sweden)

This full-day tutorial will provide an overview of the definitions of usability and user centered systems design. It will introduce 12 key principles for user centered systems design usable for implementation and assessment of a user centered development process. The tutorial will then walk through and discuss a fully user centered development process in relation to a commercial development process, such as the Rational Unified Process (RUP). No previous experience in RUP is required. This tutorial is intended for practitioners; software developers, HCI specialists, user representatives or project managers who want to develop and deploy an user-centered systems design process in their development organization.

Tutorial-8

[09:00-17:30]
Room: HCI-F2
(10:30-11:00 coffee)
(12:30-14:00 lunch)
(15:30-16:00 tea)

Working With and Analyzing Qualitative Data.

David Siegel, Susan Dray (Dray & Associates Inc., USA)

This full-day tutorial will focus on teaching practical strategies to apply during data collection and analysis. Although inspired by the challenges of qualitative data from contextual field studies, the skills taught are equally applicable to other types of qualitative data, such as that from exploratory usability testing, interviews, etc. This intermediate to advanced tutorial is for people who want to increase their skill in applying qualitative data, such as that from field studies, in the real world of design. It is intended for people with some experience in usability, software development and design, fieldwork and observation of users, or other user experience research. It would also be useful for people planning new projects in these areas.

| Workshop-5 (cont.) | Workshop-6 | Workshop-7 | Workshop-8 | Workshop-9 (cont.) |
|--|--|---|---|---|
| <p>[09:00-17:30] Room: HCI-D8 (10:30-11:00 coffee) (12:30-14:00 lunch) (15:30-16:00 tea)</p> <p>IFIP WG 13.2 on Methodologies for User-Centered Systems Design: 2nd Workshop on Software and Usability Cross-Pollination - The Role of Usability Patterns.</p> <p><i>Daniel Engelberg (Canada)</i> <i>Peter Forbrig (University of Rostock)</i> <i>Jan Gulliksen (Uppsala, Sweden)</i> <i>Martijn van Welie (Satama Amsterdam)</i></p> <p>[see page 3]</p> | <p>[09:00-17:30] Room: HCI-D2 (10:30-11:00 coffee) (12:30-14:00 lunch) (15:30-16:00 tea)</p> <p>Exploring the Total Customer Experience (TCE): Usability Evaluations of (B2C) E-Commerce Environments.</p> <p><i>Shailey Minocha, Liisa Dawson (The Open University, UK)</i></p> <p>This one-day workshop will explore the different methodologies that would support the evaluation of the TCE of E-Commerce environments. Researchers and practitioners are welcome who have been involved in the usability evaluations of E-Commerce environments. We aim to assess the current state of theory, methods and research in the usability evaluations of E-Commerce environments. Furthermore we aim to examine how traditional techniques such as heuristic evaluations, guideline inspections and user-observations can be adapted to capture and rectify situations where customers' experiences with an E-Commerce environment fall below their expectations.</p> <p>Contact: Shailey Minocha s.minocha@open.ac.uk</p> | <p>[09:00-17:30] Room: HCI-H8 (10:30-11:00 coffee) (12:30-14:00 lunch) (15:30-16:00 tea)</p> <p>Experiences with Usability Laboratories.</p> <p><i>Franz Kurfess, Erika Rogers (California Polytechnic State University, USA)</i></p> <p>[canceled]</p> | <p>[09:00-17:30] Room: HCI-J8 (10:30-11:00 coffee) (12:30-14:00 lunch) (15:30-16:00 tea)</p> <p>IFIP WG 13.1 and WG 13.3 on HCI and Disability: Including Accessibility and Inclusive Design in the Curriculum for HCI.</p> <p><i>Monique Noirhomme-Fraiture (Facultés Univ. N.D. de la Paix, Belgium)</i> <i>Colette Nicolle (Loughborough University)</i> <i>Paula Kotzé (University of South Africa)</i> <i>Julio Abascal (University of the Basque Country, Spain)</i></p> <p>The aim of this one-day workshop is to promote the importance of training in the design community in the principles of accessibility and inclusive design, which will include the needs of as many users as possible. This workshop is intended for anyone who is concerned about the design of interfaces that will be accessible and usable by older people and people with disabilities. This will include representatives from both industry (e.g., software and hardware designers) and academia (e.g., lecturers in HCI).</p> <p>Contact: Colette Nicolle c.a.nicolle@lboro.ac.uk</p> | <p>[09:00-17:30] Room: HCI-J6 (10:30-11:00 coffee) (12:30-14:00 lunch) (15:30-16:00 tea)</p> <p>Closing the Gaps: Software Engineering and HCI.</p> <p><i>Jean Vanderdonckt (Université Catholique de Louvain, Belgium)</i> <i>Morten Borup Harning (Open Business Innovation Inc., Denmark)</i></p> <p>[see page 4].</p> |

Welcome Reception

[18:00-21:00]
ETH Main Building (ETH Zentrum), Dozentenfoyer, Rämistrasse 101, CH - 8006 Zurich

Opening Ceremony

[09:00-09:30] Auditorium HPH-G1
John Karat, Helmut Krueger, Gerhard Schmitt, Matthias Rauterberg
“Brian-Shackel”-Award Ceremony

Keynote-1

[09:30-10:30] Auditorium HPH-G1
Mobile Multimodal Dialogue Systems.
Wolfgang Wahlster (DFKI, Germany)



Prof. Wolfgang Wahlster is the Director and CEO of the German Research Center for Artificial Intelligence (DFKI GmbH) and a professor of computer science at Saarland University, Saarbrücken (Germany). He received his diploma and doctoral degree (1981) in computer science from the University of Hamburg. He has published more than 150 technical papers and 7 books on language technology and intelligent user interfaces. His current research includes multimodal and perceptive user interfaces, user modeling, embodied conversational agents, smart navigation systems, semantic web services, and resource-adaptive cognitive technologies. He is an AAAI Fellow, an ECCAI Fellow, and a recipient of the Fritz Winter Award (1991), and an IST Prize (1995). In 2001, the President of the Federal Republic of Germany presented the German Future Prize to him for his work on language technology and intelligent user interfaces. He is the first computer scientist to receive Germany's highest scientific prize that is awarded each year for outstanding innovations in technology, engineering, or the natural sciences.

Coffee Break

[10:30-11:00]

L1-M-1: Very Large Displays

[11:00-12:15]
Room: HPH-G1
Chair: Janet Wesson (South Africa)
Toward Characterizing the Productivity Benefits of Very Large Displays.
Mary Czerwinski, Greg Smith, Tim Regan, Brian Meyers, George Robertson and Gary Starkweather (USA)

Enticing People to Interact with Large Public Displays in Public Spaces.
Harry Brignull and Yvonne Rogers (UK)

(short paper) Usability Heuristics for Large Screen Information Exhibits.
Jacob Somervell, Shahtab Wahid and D. Scott McCrickard (USA)

L1-M-2: UI Design

[11:00-12:30]
Room: HCI-G7
Chair: Annelise Pejtersen (Denmark)
What Makes a Good Answer? The Role of Context in Question Answering.
Jimmy Lin, Dennis Quan, Vineet Sinha, Karun Bakshi, David Huynh, Boris Katz and David R. Karger (USA)

Hyper-Hitchcock: Towards the Easy Authoring of Interactive Video.
Frank Shipman, Andreas Girgensohn and Lynn Wilcox (USA)

Interface Design for MyInfo: A Personal News Demonstrator Combining Web and TV Content.
John Zimmerman, Nevenka Dimitrova, Lalitha Agnihotri, Angel Janevski and Lira Nikolovska (USA)

L1-M-3: Touch Feedback

[11:00-12:30]
Room: HPH-G3
Chair: Joelle Coutaz (France)
TetraTetris: A Study of Multi-User Touch-based Interaction Using DiamondTouch.
Christian Collberg, Stephen Kobourov, Steven Kobes, Ben Smith, Stephen Trush and Gary Yee (USA)

Effective Vibrotactile Cueing in a Visual Search Task.
Robert W. Lindeman, Yasuyuki Yanagida, John L. Sibert and Robert Lavine (USA)

Collaboration Meets Fitts’ Law: Passing Virtual Objects with and without Haptic Force Feedback.
Eva-Lotta Sallnäs (Sweden) and Shumin Zhai (USA)

L1-M-4: Spoken Language Interface

[11:00-12:30]
Room: HCI-G3
Chair: David Keyson (Netherlands)
Error Resolution Strategies for Interactive Television Speech Interfaces.
Aseel Berglund and Pernilla Qvarfordt (Sweden)

InterActor for Human Interaction and Communication Support.
Tomio Watanabe, Masashi Okubo and Ryusei Danbara (Japan)

(short paper) A Television Control System based on Spoken Natural Language Dialogue.
Jun Goto, Kazuteru Komine, Yeun-Bae Kim and Noriyoshi Uratani (Japan)

(short paper) The Ears Have It: A Task by Information Structure Taxonomy for Voice Access to Web Pages.
Manuel A. Pérez-Quñones, Robert G. Capra and Zhiyan Shao (USA)

S1-M-5: Internet

[11:00-12:30]
Room: HCI-J6
Chair: John Karat (USA)
Messaging And Formality: Will IM Follow in the Footsteps of Email?
Tracey Lovejoy and Jonathan Grudin (USA)

DriftCatcher: The Implicit Social Context of Email.
Andrea Lockerd and Ted Selker (USA)

IRIS: Implementing an Open Environment supporting Inclusive Design of Internet Applications.
John Darzentas, Argyris Arnellos, Jenny S. Darzentas, Panayiotis Koutsabasis, Thomas Spyrou, Nikos Viorres, Evangelos Vlachogiannis (Greece), Carlos A. Velasco, Yehua Mohamad (Germany), Julio Abascal, Jorge Tomás-Guerra, Myriam Arrue-Recondo (Spain), Nikitas Tsopelas and Nikos Floratos (Greece)

How Do People Get Back to Information on the Web? How Can They Do It Better?
William Jones, Harry Bruce and Susan Dumais (USA)

A Hierarchical Keyframe User Interface for Browsing Video over the Internet.
Maël Guillemot, Pierre Wellner, Daniel Gatica-Pérez and Jean-Marc Odobez (Switzerland)

Interaction and Usability of Simulations and Animations: A Case Study of the Flash Technology.
Andreas Holzinger and Martin Ebner (Austria)

L1-N-1: Eye Tracking

[14:00-16:00]

Room: HPH-G1

Chair: Janet Wesson (South Africa)

Command without a Click: Dwell Time
Typing by Mouse and Gaze Selections.
*John Paulin Hansen, Anders Sewerin
Johansen, Dan Witzner Hansen (Denmark),
Kenji Itoh and Satoru Mashino (Japan)*

Proactive Response to Eye Movements.
*Aulikki Hyrskykari, Päivi Majaranta and
Kari-Jouko Räihä (Finland)*

Symbol Creator: An Alternative Eye-based
Text Entry Technique with Low Demand for
Screen Space.
*Darius Miniotas, Oleg Spakov and Grigori
Evreinov (Finland)*

Designing for Visual Influence: An Eye
Tracking Study of the Usability of Graphical
Management Information.
*James A. Renshaw, Janet E. Finlay, David
Tyfa and Robert D. Ward (UK)*

G1-N-6: SIG-1

[14:00-16:00]

Room: HCI-J7

The Role of Cultural Theories within
International Usability.
*Andy Smith, Tim French and Karen Gunter
(UK)*

L1-N-2: Agent Design

[14:00-15:30]

Room: HCI-G7

Chair: Markus Stolze (Switzerland)

Programmorphosis: A Knowledge-based
Approach to End-User Programming.
Andri Ioannidou (USA)

Experimental Evaluation of Bi-directional
Multimodal Interaction with Conversational
Agents.
*Stéphanie Buisine and Jean-Claude Martin
(France)*

Confidence Displays and Training in
Recommender Systems.
*Sean M. McNee, Shyong K. Lam, Catherine
Guetzlaff, Joseph A. Konstan and John Riedl
(USA)*

G1-N-7: SIG-2

[14:00-16:00]

Room: HCI-J4

End-user Development.
*Fabio Paternò (Italy), Alexander Repenning
(USA) and Alistair Sutcliffe (UK)*

L1-N-3: Search & Retrieval

[14:00-16:00]

Room: HPH-G3

Chair: Gitte Lindgaard (Canada)

Milestones in Time: The Value of
Landmarks in Retrieving Information from
Personal Stores.
*Meredith Ringel, Edward Cutrell, Susan
Dumais and Eric Horvitz (USA)*

Listen to the Music: Audio Preview Cues for
Exploration of Online Music.
*monica c. schraefel, Maria Karam (UK) and
Shengdong Zhao (Canada)*

Simplifying the Management of Large Photo
Collections.
*Andreas Girgensohn, John Adcock, Matthew
Cooper, Jonathan Foote and Lynn Wilcox
(USA)*

Desktop History: Time-based Interaction
Summaries to Restore Context and Improve
Data Access.
Sean Uberoi Kelly and John P. Davis (USA)

O1-N-4: Organizational Overviews

[14:00-15:45]

Room: HCI-G3

Chair: Frank Vetere (Australia)

Center for Human-Computer Interaction at
Virginia Tech.
*D. Scott McCrickard, Doug A. Bowman,
Chris North, Manual and A. Pérez-Quiñones
(USA)*

HCI Education in the Czech Republic.
*Václav Matoušek and Pavel Slavík (Czech
Republic)*

User-System-Interaction Design Program:
An Overview.
*Matthias Rauterberg, Maddy Janse and
Patricia Vinken (Netherlands)*

The Good Old Styleguide in a New Light:
Enabling a User-Oriented Development
Process.
*Michael Richter and Siegrun Heberle
(Switzerland)*

Space and Virtuality Studio: A Participatory
Design Lab.
Thomas Binder and Jörn Messeter (Sweden)

Nita – Swedish IT User Centre.
Anders Hektor and Jan Gulliksen (Sweden)

Fostering the Strategic Value of Usability:
The European Usability Forum.
*Manfred Tscheligi, Verena Giller and Peter
Fröhlich (Austria)*

I1-N-5: Interactive Experience

[14:00-15:30]

Room: HCI-J6

Chair: Annelise Pejtersen (Denmark)

eSuscitation – Virtual 3D Experience
Walking Through a Shopping Mall.
Douglas Easterly (USA)

Virtual Variation of Earth Seasons: The 3D
Java Solution.
Said Boutiche (Algeria)

One Word Movie – An Internet-based
Project.
Philippe Zimmermann (Switzerland)

Coppia Espressiva – Exploring New Forms
of Interaction.
*Philip Ross, Caroline Hummel and Kees
Overbeeke (Netherlands)*

Projections on the Move Part 1 – Into the
Blue – Dance Solo for a Single Body.
Jan Push (Germany)

(short paper) Simulating ‘Lived’ User
Experience – Virtual Immersion and
Inclusive Design.
*Jarinee Chattratchart (UK) and Patrick W.
Jordan (USA)*

Tea Break

[16:00-16:30]

L1-A-1: Display I/O

[16:30-17:45]
Room: HPH-G1
Chair: Monique Noirhomme -Fraiture (Belgium)
High-density Cursor: A Visualization Technique that Helps Users Keep Track of Fast-moving Mouse Cursors.
Patrick Baudisch, Edward Cutrell and George Robertson (USA)

Reactive Information Displays.
N. Hari Narayanan and Daesub Yoon (USA)

(short paper) Effects of Visual Separation and Physical Discontinuities when Distributing Information across Multiple Displays.
Desney S. Tan and Mary Czerwinski (USA)

L1-A-2: UI for Mobile Systems

[16:30-18:00]
Room: HCI-G7
Chair: Fabio Paterno (Italy)
User Interface Transformation Method for PC Remote Control with Small Mobile Devices.
Hidehiko Okada and Toshiyuki Asahi (Japan)

The Process of Developing a Mobile Device for Communication in a Safety-Critical Domain.
Jesper Kjeldskov (Australia) and Jan Stage (New Zealand)

Multimodal Menu Interface for Mobile Web Browsing.
Xiaochuan Ma (China), Paul P. Maglio (USA) and Hui Su (China)

L1-A-3: Tangible Bits

[16:30-18:00]
Room: HPH-G3
Chair: Shumin Zhai (USA)
Tangible Query Interfaces: Physically Constrained Tokens for Manipulating Database Queries.
Brygg Ullmer, Hiroshi Ishii and Robert J.K. Jacob (USA)

Chemistry Education: A Tangible Interaction Approach.
Morten Fjeld, Patrick Juchli and Benedikt Voegtli (Switzerland)

Measuring Coordination in 2D Positioning Tasks.
Sriram Subramanian, Dzmitry Aliakseyeu and Jean-Bernard Martens (Netherlands)

S1-A-4: Mobile UI

[16:30-18:00]
Room: HCI-G3
Chair: Alexander Repenning (USA)
Envisioning a Mobile Phone for ‘All’ Ages.
Jarinee Chattratchart and Jacqueline Brodie (UK)

Developing and Experiencing Mobile Video Communication.
Anne Soronen, Petri Packalén, Anu Jäppinen and Veijo Tuomisto (Finland)

Designing a Football Experience for a Mobile Device.
Greger Wikstrand, Staffan Eriksson and Frida Östberg (Sweden)

Emotional Responses to Single-Voice Melodies: Implications for Mobile Ringtones.
Kari Kallinen (Finland)

Location-based Services for Mobile Telephony: A Study of Users’ Privacy Concerns.
Louise Barkhuus (Denmark) and Anind Dey (USA)

Future Telecommunications: Exploring Actual Use.
Lynne Baillie (Austria)

I1-A-5: Interactive Experience

[16:30-17:45]
Room: HCI-J6
Chair: Maria João Silva (Portugal)
One Measure of Happiness — A Dynamically Updated Interactive Video Narrative Using Gestures.
Amnon Dekel, Noam Knoller, Udi Ben-Arie, Maya Lotan and Mirit Tal (Israel)

Gudar — A Novel Group Music Instrument.
Nick Bryan-Kinns, Patrick G.T. Healey and Mike Thurlwell (UK)

Extended Moments.
Paul St George (UK)

Constructed Narratives: Using Play to Breakdown Social Barriers.
Pamela Jennings and Peter Scupelli (USA)

Ritualizing Interactive Media: Virtual Puppetry with Spiraling Interaction.
Semi Ryu (USA)

European Usability Forum open meeting, room HCI-H2
[17:00-18:30]

IFIP TC13 Working Group 13.1 Business Meeting, room HCI-H2
[18:30-19:30]
(see onsite announcements)

L2-M-1: 3D Input Device

[09:00-11:00]

Room: HPH-G1

Chair: Jean-Bernard Martens (Netherlands)

The YoYo: A Handheld Device Combining Elastic and Isotonic Input.

Andreas Simon and Bernd Fröhlich (Germany)

Godzilla: Seamless 2D and 3D Sketch Environment for Reflective and Creative Design Work.

Shun'ichi Tano, T. Kodera, T. Nakashima, I. Kawano, K. Nakanishi, G. Hamagishi, M. Inoue, A. Watanabe, T. Okamoto, K. Kawagoe, K. Kaneko, T. Hotta and M. Tatsuoka (Japan)

Intelligent Manipulation Techniques for Conceptual 3D Design.

Ji-Young Oh and Wolfgang Stuerzlinger (Canada)

Manipulation of Viewpoints in 3D Environment using Interlocked Motion of Coordinate Pairs.

Shinji Fukatsu, Yoshifumi Kitamura and Fumio Kishino (Japan)

L2-M-2: E-Commerce

[09:00-11:00]

Room: HCI-G7

Chair: Rolf Molich (Denmark)

Integrating Customer Relationship Management Strategies in (B2C) E-Commerce Environments.

Shailey Minocha, Nicola Millard and Liisa H. Dawson (UK)

Storyboarding Form-based Interfaces.

Dirk Draheim and Gerald Weber (Germany)

Supporting Unconstrained Interaction with Application Sharing Systems.

Du Li, Rui Li and Prabhu A. Inbarajan (USA)

(short paper) SAP Community: Source for Business Interaction, Education, and Discussion.

Raimund Mollenhauer (Germany)

(short paper) The Intelligent E-Sales Clerk: the Basic Ideas.

Giovanni M. Sacco (Italy)

L2-M-3: Empirical Studies

[09:00-11:00]

Room: HPH-G3

Chair: Don Bouwhuis (Netherlands)

Field Studies in Practice: Making it Happen. Sari Kujala, Marjo Kauppinen, Pia Nakari and Sanna Rekola (Finland)

The Misapplication of Engineering Models to Business Decisions.

Gitte Lindgaard (Canada)

Programming in the Kitchen.

Olav W. Bertelsen, Toke Eskildsen and Werner Sperschneider (Denmark)

Be Quiet? Evaluating Proactive and Reactive User Interface Assistants.

Jun Xiao, Richard Catrambone and John Stasko (USA)

S2-M-4: Natural UI

[09:00-10:45]

Room: HCI-G3

Chair: Kees Overbeeke (Netherlands)

Vision-Speech System Becoming Efficient and Friendly through Experience.

Yoshiori Kuno, Mitsutoshi Yoshizaki and Akio Nakamura (Japan)

Implicit Referring as an Indication of Familiarity in Face-to-Face and Phone Conversations.

Gunnvald Svendsen and Bente Evjemo (Norway)

Designing and Prototyping Multimodal Commands.

Marie-Luce Bourguet (UK)

Facial Orientation during Multi-party Interaction with Information Kiosks.

Ilse Bakx, Koen van Turnhout and Jacques Terken (Netherlands)

Rapid Prototyping Collaborative Dialogue Interfaces.

Elyon DeKoven, Marc de Hoogh and David Keyson (Netherlands)

The New Text and Graphical Input Device: Compact Biometrical Data Acquisition Pen.

Ondrej Rohlik, Pavel Mautner, Vaclav Matousek and Juergen Kempf (Czech Republic)

An Analysis of Participation Structure in Conversation based on Interaction Corpus of Ubiquitous Sensor Data.

Mayumi Bono, Noriko Suzuki and Yasuhiro Katagiri (Japan)

S2-M-5: User Focused Design

[09:00-11:00]

Room: HCI-J6

Chair: Daniel Felix (Switzerland)

Attention Tracking — Measuring the Focus of Attention.

Andy Disler, Christopher H. Mueller, and Daniel Felix (Switzerland)

Distribution of Attention and Failure to Save Computer Work.

Gregory V. Jones and Maryanne Martin (UK)

Requirements Engineering with Contextual Design and RUP.

Markus Flückiger (Switzerland)

Photography Based Artefact Analysis.

Petri Mannonen, Hannu Kuoppala and Mika Nieminen (Finland)

Online Form Validation: Don't Show Errors Right Away.

Javier Bargas-Avila and Glenn Oberholzer (Switzerland)

Usability Evaluation Applied to a Children's Website.

F. Perdrix, T. Granollers, J. Lorés and A. Zubillaga (Spain)

Evaluation of an Advisor Tool for Scenario Generation.

Jae Eun Shin, Alistar Sutcliffe and Andreas Gregoriades (UK)

The Socio-Political Culture of Users.

Shawren Singh and Paula Kotze (South Africa)

Coffee Break

[11:00-11:30]

Keynote-2

[11:30-12:30] Auditorium HPH-G1

Logitech: the Interface Company.

Daniel Borel (USA, Switzerland)



Since 1981, Daniel Borel is cofounder and chairman (CEO) of Logitech International, a world leader in personal interface devices (Audio, Video, Entertainment, Pointing devices, Kbd. Leader in cordlessness). He got a Master degree in Computer Science at Stanford University, and a Master degree in Physics at Swiss Federal Institute of Technology (EPFL), Lausanne. In 1992 he got a Dr Honoris Causa from Swiss Federal Institute of Technology, Lausanne.

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| <p>L2-N-1: Fun & Aesthetic</p> <p>[14:00-16:00] Room: HPH-G1 Chair: David Keyson (Netherlands) Redefining Digital Audience: Models and Actions. <i>Paul Nemirovsky (USA)</i></p> <p>In Search of Resonant Human–Computer Interaction: Building and Testing Aesthetic Installations. <i>Caroline Hummels, Philip Ross and Kees Overbeeke (Netherlands)</i></p> <p>Motion and Spatiality in a Gaming Situation – Enhancing Mobile Computer Games with the Highway Experience. <i>Liselott Brunnberg and Oskar Juhlin (Sweden)</i></p> <p>(short paper) Like Solving a Giant Puzzle: Supporting Collaborative Scheduling at a Film Festival. <i>Maria Håkansson, Sara Ljungblad and Lars Erik Holmquist (Sweden)</i></p> <p>(short paper) Empirical Evaluation of Usability and Fun in Computer Games for Children. <i>Wolmet Barendregt, Mathilde M. Bekker and Mathilde Speerstra (Netherlands)</i></p> <p>G2-N-6: SIG-3</p> <p>[14:00-16:00] Room: HCI-J7 Semiotics of Interaction: A Special Interest Group Proposal. <i>Cecilia Baranauskas (Brazil) and Carlos Alberto Scolari (Spain)</i></p> | <p>L2-N-2: E-Learning</p> <p>[14:00-16:00] Room: HCI-G7 Chair: Stefano Levialdi (Italy) Layering a Minimal Interface. <i>Frank Vetere and Steve Howard (Australia)</i></p> <p>Attentional Effect of Animated Character. <i>Cholyeun Hongpaisanwiwat (Thailand) and Michael Lewis (USA)</i></p> <p>User Centred Design through the Keyhole: Video Design Case. <i>Ole Sejer Iversen and Jacob Buur (Denmark)</i></p> <p>(short paper) Learning Objects: the Question of "To Be or Not To Be?". <i>Zayera Khan and Sissel Guttormsen Schär (Switzerland)</i></p> <p>(short paper) Implementing Learning Content Management. <i>Samuel Schluep, Pamela Ravasio and Sissel Guttormsen Schär (Switzerland)</i></p> <p>G2-N-7: SIG-4</p> <p>[14:00-16:00] Room: HCI-J4 The Usability Lab of the Future. <i>R.D. Beer, P.J.J. Noldus, W.J. Ten Hove, J.J.M. Theuws (Netherlands), F. Paternò (Italy), W.M. Lehmann and E.H. Schmid (Germany)</i></p> | <p>L2-N-3: Search & Retrieval</p> <p>[14:00-16:00] Room: HPH-G3 Chair: Phil Palanque (France) The Pragmatic Web: Agent-based Multimodal Web Interaction with no Browser in Sight. <i>Alexander Repenning and James Sullivan (USA)</i></p> <p>A Granular Approach to Web Search Result Presentation. <i>Ryen W. White, Joemon M Jose and Ian Ruthven (UK)</i></p> <p>User Interfaces for Supporting Multiple Categorization. <i>Dennis Quan, Karun Bakshi, David Huynh and David R. Karger (USA)</i></p> <p>(short paper) Experimental Evaluation of Semantic Depth of Field, a Preattentive Method for Focus+Content Visualization. <i>Johann Schrammel, Verena Giller, Manfred Tschelegi, Robert Kosara, Helwig Hauser and Sylvia Miksch (Austria)</i></p> <p>(short paper) Clustering the Information Space Using Top-Ranking Sentences: A Study of User Interaction. <i>Anastasios Tombros, Joemom Jose, Ian Ruthven and Ryen W. White (UK)</i></p> | <p>L2-N-4: HCI Method</p> <p>[14:00-16:00] Room: HCI-G3 Chair: Alistair Sutcliffe (UK) Ontology for Multi-surface Interaction. <i>Joëlle Coutaz, Christophe Lachenal and Sophie Dupuy-Chessa (France)</i></p> <p>Deriving the Navigational Structure of a User Interface. <i>Jean Vanderdonckt, Quentin Limbourg and Murielle Florins (Belgium)</i></p> <p>A Study of Familiarity. <i>Guy Van de Walle, Phil Turner and Elisabeth Davenport (UK)</i></p> <p>Testing the Use of Egocentric Interactive Techniques in Immersive Virtual Environments. <i>Luciana Porcher Nedel, Carla Maria Dal Sasso Freitas, Liliane Jacon Jacob and Marcelo Soares Pimenta (Brazil)</i></p> | <p>D2-N-5: System Presentation</p> <p>[14:00-15:45] Room: HCI-J6 Chair: Mary Czerwinski (USA) Key Functionalities of SAP Community. <i>Raimund Mollenhauer (Germany)</i></p> <p>Visualization and Analysis of Formula One Racing Results with InfoZoom — the Demo. <i>Michael Spenke and Christian Beilken (Germany)</i></p> <p>3D Model Viewer with Real-time Viewpoint Tracking System. <i>Jun Iio, Tomoyuki Yatabe and Kazuo Hiyane (Japan)</i></p> <p>The Augmented Round Table — a New Interface to Urban Planning and Architectural Design. <i>Wolfgang Broll, Moritz Stoerring and Chiron Mottram (Denmark)</i></p> <p>The Visual Interaction Platform. <i>Dzmitry Aliakseyeu, Bernard Champoux, Jean-Bernard Martens, Matthias Rauterberg and Sriram Subramanian (Netherlands)</i></p> <p>Interactive Itinerary Planning with Trip@dvice. <i>Dario Cavada, Nader Mirzadeh, Francesco Ricci and Adriano Venturini (Italy)</i></p> <p>MAI: An Authoring System for Designing Interactive Learning Modules. <i>Maurice Ndaye Mukuna, Jacques Vancleve, Philippe Calmant, Cécile Pirotte, Isabelle Housen, Anne de Baenst-Vandenbroucke, Daniel Rousselet, Jean Vandenhaute, Eric Depiereux and Monique Noirhomme-Fraiture (Belgium)</i></p> |
| <p>Tea Break [16:00-16:30]</p> | | | | |

L2-A-1: Ubiquitous Computing

[16:30-18:00]

Room: HPH-G1

Chair: Panos Markopoulos (Netherlands)
Creating New User Experiences to Enhance Collaboration.

John Halloran, Yvonne Rogers, Tom Rodden and Ian Taylor (UK)

Visually-tracked Flashlights as Interaction Devices.

Ahmed Ghali, Steve Benford, Sahar Bayoumi, Johnathan Green and Tony Pridmore (UK)

Pointing in Intelligent Environments with the WorldCursor.

Andrew Wilson and Hubert Pham (USA)

L2-A-2: UI Design

[16:30-18:00]

Room: HCI-G7

Chair: Horst Oberquelle (Germany)
Bimanual Interaction on the Microsoft Office Keyboard.

Hugh McLoone, Ken Hinckley and Edward Cutrell (USA)

Drag-and-Pop and Drag-and-Pick: Techniques for Accessing Remote Screen Content on Touch- and Pen-Operated Systems.

Patrick Baudisch, Edward Cutrell, Dan Robbins, Mary Czerwinski (USA), Peter Tandler, Benjamin Bederson and Alex Zierlinger (Germany)

(short paper) Can Audio Help Navigating in Virtual Environments? – An Experimental Evaluation.

M.F. Costabile (Italy), A. De Angeli (UK), F. Pittarello and C. Ardito (Italy)

(short paper) Towards Guidelines for Touch Screen Design: Perception of Button Form and Extension.

Morten Fjeld, Hans-Jörg Zuberbühler, Sissel Guttormsen, Fred Voorhorst and Helmut Krueger (Switzerland)

P2-A-3: Panel

[16:30-18:00]

Room: HPH-G3

Chair: Guy Boy (France)

Interaction Engineering and Design.

Panel Facilitator: Guy Boy (France)

Panelists: Peter Johnson (UK), Nadia Magnenat-Thalmann (Switzerland), Kees Overbeeke (Netherlands), Marcin Sikorski (Poland), Michele Visciola (Italy)

L2-A-4: Model-based Design

[16:30-18:00]

Room: HCI-G3

Chair: Patrick Steiger (Switzerland)

Pattern Languages in Interaction Design: Structure and Organization.

Martijn van Welie and Gerrit C. van der Veer (Netherlands)

Using Ontologies in Design of Multimodal User Interfaces.

Željko Obrenović, Dušan Starčević and Vladan Devedžić (Yugoslavia)

A Model-based Approach for Engineering Multimodal Interactive Systems.

Philippe Palanque and Amélie Schyn (France)

V2-A-5: Video Presentation

[16:30-17:30]

Room: HCI-J6

Chair: John Zimmerman (USA)

VisMeB: A Visual Metadata Browser.

Tobias Limbach, Harald Reiterer, Peter Klein and Frank Müller (Germany)

Digital Photo Browsing with Souvenirs. Elise van den Hoven and Berry Eggen (Netherlands)

Ada: A Playful Interactive Space.

T. Delbrück, K. Eng, A. Bähler, U.

Bernardet, M. Blanchard, A. Briska, M.

Costa, R. Douglas, K. Hepp, D. Klein, J.

Manzolli, M. Mintz, F. Roth, U. Rutishauser,

K. Wassermann, A. Wittmann, A.M.

Whatley, R. Wyss and P.F.M.J. Verschure

(Switzerland)

Intuitive Storytelling Interaction: ZENetic Computer.

Naoko Tosa and Seigo Matsuoka (USA)

Conference Dinner

[19:30-23:00]

The Swiss Technorama Science Center, Technoramastrasse 1, CH - 8404 Winterthur; phone +41 (0)52 243 05 05; http://www.technorama.ch

Keynote-3

[09:30-10:30] Auditorium HPH-G1
Human Design: Building Computation around Human Networks.
Alex (Sandy) Pentland (MIT, USA)



Prof. Alex (Sandy) Pentland is a pioneer in wearable computers, health systems, smart environments, and technology for developing countries. He is one of the most-cited computer scientists in the world. He is the founding director of Media Lab Asia, and is a co-founder of the Center for Future Health, the Wearable Computing research community, and the international Digital Nations Consortium. He was formerly the Academic Head of the MIT Media Laboratory, and is the Toshiba Professor of Media Arts and Sciences. He has won numerous international awards in the Arts, Sciences and Engineering. He was chosen by Newsweek as one of the 100 Americans most likely to shape the next century. He currently directs the Human Design research group at the MIT Media Lab.

Coffee Break

[10:30-11:00]

L3-M-1: Ubiquitous Computing

[11:00-12:30]

Room: HPH-G1

Chair: Lucas Noldus (Netherlands)

MyTeam: Availability Awareness through the Use of Sensor Data.

Jennifer Lai, Sachiko Yoshihama, Thomas Bridgman, Mark Podlaseck, Paul Chou and Danny Wong (USA)

Proximal Interactions: A Direct Manipulation Technique for Wireless Networking.

Jun Rekimoto, Yuji Ayatsuka, Michimune Kohno and Hauro Oba (Japan)

Embedding Interactions in a Retail Store Environment: The Design and Lessons Learned.

Noi Sukaviriya, Mark Podlaseck, Rick Kjeldsen, Anthony Levas, Gopal Pingali and Claudio Pinhanez (USA)

L3-M-2: UI Design

[11:00-12:30]

Room: HCI-G7

Chair: Janet Wesson (South Africa)

Questioning the Effectiveness of Contextual Online Help: Some Alternative Propositions.

Antonio Capobianco (France)

Software to Sketch Interface Designs.
Beryl Plimmer and Mark Apperley (New Zealand)

(short paper) Metaphors of Human Thinking: A New Tool in User Interface Design and Evaluation.
Kasper Hornbæk and Erik Frøkjær (Denmark)

(short paper) A Design System based on Architectural Representations.
Sviataslau Pranovich and Jarke J. van Wijk (Netherlands)

L3-M-3: Social Context

[11:00-12:30]

Room: HPH-G3

Chair: Gitte Lindgaard (Canada)

Managing one's Social Network: Does Age Make a Difference?

Hilary Smith, Yvonne Rogers and Mark Brady (UK)

Engaging in Email Discussion: Conversational Context and Social Identity in Computer-mediated Communication.
Leon A. Watts (UK), Yanuar Nugroho (Indonesia) and Martin Lea (UK)

Personal Map: Automatically Modeling the User's Online Social Network.
Shelly Farnham, Will Portnoy, Andrzej Turski, Lili Cheng and Dave Vronay (USA)

S3-M-4: Information & Navigation

[11:00-12:30]

Room: HCI-G3

Chair: Mary Czerwinski (USA)

Project InfoSpace: From Information Managing to Information Representation.
Pamela Ravasio, Ljiljana Vukelja, Gabrio Rivera and Moira C.Norrie (Switzerland)

Effect of Information Modality on Geographic Cognition in Car Navigation Systems.
Maxim Moldenhauer and D. Scott McCrickard (USA)

Patch-based Video Browsing.
Ynze van Houten, Mark van Setten and Jan-Gerrit Schuurman (Netherlands)

Navigation in Hypermedia and Geographic Space, Same or Different?
Nils Dahlbäck (Sweden)

The Effects of Cognitive Abilities and Geographic Orientation Ability on Navigation in Verbal and Graphical Interfaces.
Nils Dahlbäck and Leif Gustavsson (Sweden)

Managing Multiple Passwords and Multiple Logins: MiFA — Minimal Feedback Hints for Remote Authentication.
Bo Lu and Michael B. Twidale (USA)

S3-M-5: Multi-Media

[11:00-12:30]

Room: HCI-J6

Chair: Christian Sturm (Germany)

Perception of Human-centred Stories and Technical Descriptions when Analyzing and Negotiating Requirements.
Georg Strom (Denmark)

Messages for Environmental Collaborative Monitoring: The Development of a Multi-sensory Clipart.
Maria João Silva, Joana Hipolito and Cristina Gouveia (Portugal)

Mapping Fabrics to Music: Lessons Learned.
Sus Lundgren, Sara Johansson, Fredrik Nilsson, Pär Stenberg and Paula Thorin (Sweden)

Weaving between Online and Offline Community Participation.
Elizabeth Churchill, Andreas Girgensohn, Les Nelson and Alison Lee (USA)

Function of Social Browsing in Integration into a Workplace.
Catalina Danis, Alison Lee and Unmil Karadkar (USA)

Interaction as Enquiry- Learning with Layered Dynamic Media.
Peter Whalley (UK)

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| <p>L3-N-1: Shared Displays</p> <p>[14:00-16:00] Room: HPH-G1 Chair: John Stasko (USA) Segmentation of Display Space Interferes with Multitasking. <i>Christopher S. Campbell and Paul P. Maglio (USA)</i></p> <p>Manipulating and Annotating Slides in a Multi-Display Environment. <i>Patrick Chiu, Qiong Liu, John Boreczky, Jonathan Foote, Tohru Fuse, Don Kimber, Surapong Lertsithichai and Chunyuan Liao (USA)</i></p> <p>Display-based Activity in the Workplace. <i>Mark Perry and Kenton O'Hara (UK)</i></p> <p>The Plasma Poster Network: Posting Multimedia Content in Public Places. <i>Elizabeth F. Churchill, Les Nelson, Laurent Denoue and Andreas Girgensohn (USA)</i></p> | <p>L3-N-2: Special Needs</p> <p>[14:00-16:00] Room: HCI-G7 Chair: Paula Kotze (South Africa) Design and Evaluation of a Multimodal System for the Non-visual Exploration of Digital Pictures. <i>Patrick Roth and Thierry Pun (Switzerland)</i></p> <p>SeeWord: Rethinking Interfaces – Insights from Word-processing Software for Dyslexic Readers. <i>Anna Dickinson, Peter Gregor and Lucy Dickinson (UK)</i></p> <p>Does an Individual’s Myers-Briggs Type Indicator Preference Influence Task-oriented Technology Use? <i>Pamela Ludford and Loren Terveen (USA)</i></p> <p>(short paper) How Blind Users’ Mental Models Affect their Perceived Usability of an Unfamiliar Screen Reader. <i>Sri Hastuti Kurniawan, Alistair G. Sutcliffe and Paul L. Blenkhorn (UK)</i></p> <p>(short paper) Looking for Help? Supporting Older Adults’ Use of Computer Systems. <i>Audrey Syme, Anna Dickinson, Rosine Eisma and Peter Gregor (UK)</i></p> | <p>L3-N-3: Usability Testing</p> <p>[14:00-16:00] Room: HPH-G3 Chair: Rolf Molich (Denmark) Usability Professionals’ Personal Interest in Basic HCI Theory. <i>Torkil Clemmensen (Denmark)</i></p> <p>Managing the Evaluator Effect in User Testing. <i>Arnold P.O.S. Vermeeren, Ilse E.H. van Kesteren and Mathilde M. Bekker (Netherlands)</i></p> <p>Classification of Usability Problems (CUP) Scheme. <i>Ebba Thora Hvannberg (Iceland) and Lai-Chong Law (Switzerland)</i></p> <p>Creating Realistic Laboratory Settings: Comparative Studies of Three Think-Aloud Usability Evaluations of a Mobile System. <i>Jesper Kjeldskov and Mikael B. Skov (Denmark)</i></p> | <p>O3-N-4: HCI Societies</p> <p>[14:00-16:00] Room: HCI-G3 Chair: Maria João Silva (Portugal) HCI in Brazil: Prospects and Challenges. <i>M. Cecilia Baranauskas (Brazil)</i></p> <p>HCI Research in the Czech Republic. <i>Václav Matoušek and Pavel Slavík (Czech Republic)</i></p> <p>Gesellschaft für Informatik e.V. (GI). <i>Horst Oberquelle (Germany)</i></p> <p>State of the Art: HCI in New Zealand. <i>Mark Apperley, Philip Carter, Clare Churcher, Andy Cockburn, Matt Jones, Brenda Lobb, Kevin Novins, Chris Phillips and William Wong (New Zealand)</i></p> <p>New Horizons for HCI in South Africa. <i>Janet Wesson and Darelle van Greunen (South Africa)</i></p> <p>HCI in Spain. <i>J. Abascal and J. Lorés (Spain)</i></p> <p>HCI in Switzerland — An Overview of the Current Situation of the Topic and Prospects for the Future. <i>Daniel Felix, Patrick Steiger and Markus Stolze (Switzerland)</i></p> <p>The British Human-Computer Interaction Group. <i>T.G. McEwan, N. MacDonald and G. Cockton (UK)</i></p> | <p>S3-N-5: Display I/O</p> <p>[14:00-15:45] Room: HCI-J6 Chair: Christian Sturm (Germany) Adaptation of Ergonomic Criteria to Human-Virtual Environments Interactions. <i>C. Bach and D.L. Scapin (France)</i></p> <p>Candidate Display Styles in Japanese Input. <i>Xiangshi Ren, Kinya Tamura, Jing Kong and Shumin Zhai (Japan)</i></p> <p>Empirical Evaluation of Performance in Hybrid 3D and 2D Interfaces. <i>Sriram Subramanian, Dzmitry Aliakseyeu and Jean-Bernard Martens (Netherlands)</i></p> <p>Toward Creative 3D Modeling: An Architects’ Sketches Study. <i>Stéphane Huot, Cédric Dumas and Gérard Hégon (France)</i></p> <p>The Ultrasound Image of the Tongue Surface as Input for Man/Machine Interface. <i>Konrad Lukaszewicz (Poland)</i></p> <p>Wearable Auto-Event-Recording of Medical Nursing. <i>Noriaki Kuwahara, Haruo Noma, Nobuji Tetsutani, Kiyoshi Kogure, Norihiro Hagita and Hiroshi Iseki (Japan)</i></p> <p>VEWL: A Framework for Building a Windowing Interface in a Virtual Environment. <i>Daniel Larimer and Doug A. Bowman (USA)</i></p> |
| <p>Closing Ceremony [16:00-16:30] Auditorium HPH-G1 Helmut Krueger, Matthias Rauterberg, Stefano Levialdi, Fabio Paterno</p> | | | | |
| <p>Good Bye Reception [16:30-18:00] Conference Site: ETH Honggerberg, HPH</p> | | | | |

Interactive Experiences

[September 3-5, 09:30-18:00]

Room: HPH

Virtual Variation of Earth Seasons: The 3D Java Solution.
Said Boutiche (Algeria)

Gudar – A Novel Group Music Instrument.
Nick Bryan-Kinns (UK)

eSuscitation – Virtual 3D Experience
Walking through a Shopping Mall.
Douglas Easterly (USA)

Chemistry Education: A Tangible Interaction Approach.
Morten Fjeld, B. Voegtli and P. Juchli (Switzerland)

Constructed Narratives: Using Play to Breakdown Social.
Pamela Jennings (USA)

Projections on the Move Part 1 – Into the Blue – Dance Solo for a Single Body.
Jan Push (Germany)

Coppia Espressiva – Exploring New Forms of Interaction.
Philip Ross, Caroline Hummel and Kees Overbeeke (Netherlands)

Ritualizing Interactive Media: Virtual Puppetry with Spiraling Interaction.
Semi Ryu (USA)

Extended Moments.
Paul St George (UK)

One Word Movie – An Internet-based Project.
Philippe Zimmermann (Switzerland)

System Demonstrations

[September 3-5, 09:30-18:00]

Room: HPH

The Visual Interaction Platform.
Dzmitry Aliakseyeu, Bernard Champoux, Jean-Bernard Martens, Matthias Rauterberg and Sriram Subramanian (Netherlands)

The Augmented Round Table — a New Interface to Urban Planning and Architectural Design.
Wolfgang Broll, Moritz Stoerring and Chiron Mottram (Denmark)

Interactive Itinerary Planning with Trip@dvice.
Dario Cavada, Nader Mirzadeh, Francesco Ricci and Adriano Venturini (Italy)

3D Model Viewer with Real-time Viewpoint Tracking System.
Jun Iio, Tomoyuki Yatabe and Kazuo Hiyane (Japan)

Key Functionalities of SAP Community.
Raimund Mollenhauer (Germany)

MAI: An Authoring System for Designing Interactive Learning Modules.
Maurice Ndaye Mukuna, Jacques Vancleve, Philippe Calmant, Cécile Pirotte, Isabelle Housen, Anne de Baenst-Vandenbroucke, Daniel Rousselet, Jean Vandenhoute, Eric Depiereux and Monique Noirhomme-Fraiture (Belgium)

Visualization and Analysis of Formula One Racing Results with InfoZoom — the Demo.
Michael Spenke and Christian Beilken (Germany)

Videos

[September 3-5, 09:30-18:00]

Room: HPH-G4

Ada: A Playful Interactive Space.
T. Delbrück, K. Eng, A. Bähler, U. Bernardet, M. Blanchard, A. Briska, M. Costa, R. Douglas, K. Hepp, D. Klein, J. Manzolli, M. Mintz, F. Roth, U. Rutishauser, K. Wassermann, A. Wittmann, A.M. Whatley, R. Wyss and P.F.M.J. Verschure (Switzerland)

VisMeB: A Visual Metadata Browser.
Tobias Limbach, Harald Reiterer, Peter Klein and Frank Müller (Germany)

Intuitive Storytelling Interaction: ZENetic Computer.
Naoko Tosa and Seigo Matsuoka (USA)

Digital Photo Browsing with Souvenirs.
Elise van den Hoven and Berry Eggen (Netherlands)

Posters-1

[September 3-5, 10:00-18:00]

Room: HPH

A High Immersive Tele-directing System Using CyberDome.
Tomoaki Adachi, Takefumi Ogawa, Kiyoshi Kiyokawa and Haruo Takemura (Japan)

Establishing Design Principles for Diagrammatic VPLs.
Jarinee Chattratchart (UK)

The Photo Pyramid: A Device with a Graspable User-interface for Shared Viewing of Digital Images.
N. Deshpande, A. Panas, A. Bondaryeva, N. Kirillova and Y. Bondareva (Netherlands)

Real Time Head Gesture Recognition in Affective Interfaces.
Rana El Kaliouby and Peter Robinson (UK)

Touch&Type™ — a Novel Input Method for Portable Computers.
W. Fallot-Burghardt, H. Krueger, T. Läubli, C. Speirs and S. Ziegenspeck (Switzerland)

An EMG-Controlled Graphic Interface Considering Wearability.
H. Jeong and J.S. Choi (Korea)

FMS — Flying Message Service: The Comeback of Carrier Pigeons.
Magnus Johansson, Magnus Nilsson, Linda Sjödin and Christina Wisser (Sweden)

Posters-2

[September 3-5, 10:00-18:00]

Room: HPH

The WANDerful Alcove: Encouraging constructive social interaction with a socially transforming interface.
Marije Kanis, Stefan Agamanolis, Cati Vaucelle and Glorianna Davenport (Ireland)

GITK in Comparison with other Adaptive Interface Toolkits.
Stefan Kost (Germany)

Interactive Immersive Design Application: Analysis of Requirements.
Urs Künzler, Roger Wetzel and Martin Iseli (Switzerland)

Interactive Party Textiles.
Linda Melin, Henrik Jernström, Peter Ljungstrand and Johan Redström (Sweden)

Gender Differences in Mental Workload during two Computer-based Tasks.
Nozomi Sato, Shinji Miyake and Yasufumi Kume (Japan)

Zazu — Investigating the Difference between Interaction Approaches in Advisory Support Systems for Curriculum Planning.
Judy van Biljon (South Africa) and K. V. Renaud (UK)

