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WORKSHOPS AND DOCTORAL CONSORTIUM

WORKSHOPS (9-10 June at Jockey Club Innovation Tower / V-Core 3rd floor, rooms to be confirmed in early June)

<p>From Artifacts to Architecture Hamed Alavi, Elizabeth Churchill, David Kirk, Henriette Bier, Himanshu Verma, Denis Lalanne, Holger Schnädelbach</p> <p>The “Next Billion Users”: Designing for Emerging Markets Chandrika Cyclic, Rajiv Arjan, Lauren Celenza</p> <p>Designing Interactive Systems to Support and Augment Creativity - A Roadmap for Research and Design Peter Dalsgaard, Kim Halskov, Jonas Frich, Michael Mose Biskjaer, Andruid Kerne, Nic Lupfer</p> <p>Let’s Get Divorced: Constructing Knowledge Outcomes for Critical Design and Constructive Design Research Jodi Forlizzi, John Zimmerman, Paul Hekkert, Ilpo Koskinen</p> <p>Design and Dislocation: Material Tactics for (Re)connection Verena Fuchsberger, Martin Murer, Manfred Tscheligi, Dorothé Smit, Laura Devendorf, Bieke Zaman, Marije Nouwen</p>	<p>Designing within Connected Systems Mathias Funk, Bart Hengeveld</p> <p>Command and Contaminate? Designing Games with Remote-Controlled Micro-Organisms Raphael Kim, Roland van Dierendonck, Stefan Poslad</p> <p>Time, Temporality, and Slowness: Future Directions for Design Research William Odom, Siân Lindley, Larissa Pschetz, VASILIKI TSAKNAKI, Anna Vallgård, Mikael Wiberg, Daisy Yoo</p> <p>Designing for Everyday Care in Communities Austin Toombs, Andy Dow, John Vines, Colin Gray, Barbara Dennis, Rachel Clarke, Ann Light</p>	<p>Handmaking Food Ideals: Crafting the Design of Future Food-related Technologies Erica Vannucci, Ferran Altarriba Bertran, Justin Marshall, Danielle Wilde</p> <p>Manipulating Reality? Designing and Deploying Virtual Reality in Sensitive Settings Jenny Waycott, Greg Wadley, Steven Baker, Hasan Shahid Ferdous, Thuong Hoang, Kathrin Gerling, Christopher James Headleand, Adalberto L Simeone</p> <p>Designing for Effective Interactions with Data in the Internet of Things Annika Wolff, Ahmed Seffah, Gerd Kortuem, Janet van der Linden</p>
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DOCTORAL CONSORTIUM (10 June, room V322)

<p>Complex Intentions: A Methodology for Contemporary Design Practice Jesse Josua Benjamin Freie Universität Berlin</p> <p>Older Adults Designing Avatars for Socializing Romina Carrasco School of Computing and Information Systems, The University of Melbourne</p> <p>Behavior Change Theory and Design: Translational Science Steps and Gaps Lucas Colusso University of Washington</p> <p>Trust and Community Engagement in Digital Civics: Exploring Opportunities for Design Eric Corbett Georgia Institute of Technology</p>	<p>Design, Maintenance, and the Menstruating Body Sarah Fox University of Washington</p> <p>Collaborative Design of Health Educational Materials on Anxiety to Increase Mental Health Literacy Lutza Ireland Queensland University of Technology</p> <p>Rapid Smart Environment Prototyping for Early Conceptual Design Han-Jong Kim KAIST</p>	<p>Multiscale Curation: Supporting Collaborative Design and Ideation Nic Lupfer Texas A&M University</p> <p>Connecting Couture: Engaging With the Crafted Textile Interface in an Internet of Things Ecology Caroline McMillan Royal Melbourne Institute of Technology</p> <p>Hybrid Aesthetics: Design of New Media Practices within Digital Fabrication Cesar Torres University of California, Berkeley</p>
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MONDAY 11 JUNE

Registration starts at 8 am at 2/F at Z-core

Opening Keynote ~ Auditorium Z209, Z-Core, 9-10:30

To Study Interaction and Interfaces: An Approach and Some Findings
Erik Stolterman

Paper tracks 3/F Jockey Club Innovation Tower / V-Core

<i>TRACK A Trust & Responsibility</i> 11 June 11-12:30 Room number: V322	<i>TRACK B Experiencing Virtual Reality</i> 11 June 11-12:30 Room number: V312	<i>TRACK C Personal Health & Wellness</i> 11 June 11-12:30 Room number: V302
Exploring Trust in Digital Civics Eric Corbett, Christopher Le Dantec	VMotion: Designing a Seamless Walking Experience in VR Misha Sra, Xuhai Xu, Aske Mottelson, Pattie Maes	A Situated Exploration of Designing for Personal Health Ecosystems through Data-enabled Design Sander Bogers, Janne van Kollenburg, Eva Deckers, Joep Frens, Caroline Hummels
Beyond the Prototype: Maintenance, Collective Responsibility, and Public IoT Sarah Fox, Rafael de Silva, Daniela Rosner	Attending to Breath: Exploring how the cues in a virtual environment guide the attention to breath and shape the quality of experience to support mindfulness Mirjana Prpa, Kivanç Tatar, Jules Françoise, Bernhard Riecke, Thecla Schiphorst, Philippe Pasquier	Social Support Mosaic: Understanding Mental Health Management Practice on College Campus Sun Young Park
Designing Future Employment Applications for Underserved Job Seekers: A Speed Dating Study Tawanna R. Dillahunt, Jason Lam, Alex Lu, Earnest Wheeler	Your Place and Mine: Designing a Shared VR Experience for Remotely Located Users Misha Sra, Aske Mottelson, Pattie Maes	Examining Self-Tracking by People with Migraine: Goals, Needs, and Opportunities in a Chronic Health Condition Jessica Schroeder, Chia-Fang Chung, Daniel Epstein, Ravi Karkar, Adele Parsons, Natalia Murinova, James Fogarty, Sean Munson
Designing for Intersections Marisol Wong-Villacres, Arkadeep Kumar, Aditya Vishwanath, Naveena Karusala, Betsy DiSalvo, Neha Kumar	VRSpinning: Exploring the Design Space of a 1D Rotation Platform to Increase the Perception of Self-Motion in VR Michael Rietzler, Teresa Hirzle, Jan Gugenheimer, Julian Frommel, Thomas Dreja, Enrico Rukzio	Exploring Self-Defining Memories in Old Age and Their Digital Cues Corina Sas

<p><i>TRACK A Making Diversity</i> 11 June 14-15:30 Room number: V322</p> <p>Making Grooves With Needles: Using E-textiles to Encourage Gender Diversity in Embedded Audio Systems Design Rebecca Stewart, Sophie Skach, Astrid Bin</p> <p>Open Design, Inclusivity and the Intersections of Making David P Green, David Kirk</p> <p>Statement Making: A Maker Fashion Show Foregrounding Feminism, Gender, and Transdisciplinarity Johanna Okerlund, Madison Dunaway, Celine Latulipe, David Wilson, Eric Paulos</p> <p>Exploring Aesthetic Enhancement of Wearable Technologies for Deaf Women Danielle Wilde, Patrizia Mar</p>	<p><i>TRACK B Augmenting Reality</i> 11 June 14-15:30 Room number: V312</p> <p>Interweaving Visual and Audio-Haptic Augmented Reality for Urban Exploration Yi-Ta Hsieh, Valeria Orso, Salvatore Andolina, Manuela Canaveras, Diogo Cabral, Anna Spagnolli, Luciano Gamberini, Giulio Jacucci</p> <p>Scale Impacts Elicited Gestures for Manipulating Holograms: Implications for AR Gesture Design Tran Pham, Jo Vermeulen, Tony Tang, Lindsay MacDonald Vermeulen</p> <p>Bare-Handed 3D Drawing in Augmented Reality John J Dudley, Hendrik Schuff, Per Ola Kristensson</p> <p>Body as a Canvas: An Exploration on the Role of the Body as Display of Digital Information Thuong N Hoang, Hasan Shahid Ferdous, Frank Vetere, Martin Reinoso</p>	<p><i>TRACK C Therapeutic Design</i> 11 June 14-15:30 Room number: V302</p> <p>Designing Interactive Visual Supports for Children with Special Needs in a School Setting Issey Takahashi, Mika Oki, Baptiste Bourreau, Kenji Suzuki</p> <p>Design Artefacts to Support People with a Disability to Build Personal Infrastructures Ravihansa Rajapakse, Margot Brereton, Laurianne Sitbon</p> <p>The Use(fulness) of Therapeutic Toys: Practice-derived Design Lenses for Toy Design Peter Fikar, Florian Güldenpfennig, Roman Ganhoer</p> <p>Identifying Children's Fidget Objects Preferences Toward Exploring the Impacts of Fidgeting and Fidget-Friendly Tangibles Suzanne da Câmara, Rakshit Agrawal, Katherine Isbister</p>
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<p><i>TRACK A Expanding Domestic Design</i> 11 June 16-17:30 Room number: V322</p> <p>Designing for an Other Home: Expanding and Speculating on Different Forms of Domestic Life Doenja Oogjes, William Odom, Pete Fung</p> <p>ActuEating: Designing, Studying and Exploring Actuating Decorative Artefacts Sara Nabil, Aluna Everitt, Miriam Sturdee, Jason Alexander, Simon Bowen, Pete Wright, David Kirk</p> <p>Designing the IoT Sandbox Joep Frens, Mathias Funk, Bastiaan van Hout, Joep le Blanc</p> <p>Exploring Hygge as a Desirable Design Vision for the Sustainable Smart Home Rikke Jensen, Yolande Strengers, Dimitrios Raptis, Larissa Nicholls, Jesper Kjeldskov, Mikael B. Skov</p>	<p><i>TRACK B Supporting Designers</i> 11 June 16-17:30 Room number: V312</p> <p>Generating Mobile Application Onboarding Insights Through Minimalist Instruction Brendan Strahm, Colin M. Gray, Mihaela Vorvoreanu</p> <p>How Do Sketching and Non-Sketching Actions Convey Design Intent? Senthil Chandrasegaran, Devarajan Ramanujan, Niklas Elmqvist, Niklas Elmqvist</p> <p>Designing for Situational Visual Impairments: Support Early-Career Designers of Mobile Content Garreth W Tigwell, Rachel Menzies, David Flatla</p> <p>From Hyperlinks to Hypercues: Entity-Based Affordances for Fluid Information Exploration Khalil Klouche, Tuukka Ruotsalo, Giulio Jacucci</p>	<p><i>TRACK C Aging and Changing</i> 11 June 16-17:30 Room number: V302</p> <p>Designing Connected Resources for Older People Iohanna Nicenboim, Elisa Giaccardi, Lenneke Kuijer</p> <p>Conducting Qualitative Fieldwork with Ageing Saudis: A Visual Diary Soud Nassir, Tuck Leong</p> <p>Designing the Lost Self: Older Adults' Self-representations in Online Games Romina Carrasco, Jenny Waycott, Steven Baker, Frank Vetere</p> <p>Investigating Gamification for Seniors Aged 75+ Maximilian Altmeyer, Pascal Lessel, Antonio Krager</p>
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Experience Night V1310 13/F Jockey Club Innovation Tower / V-Core

Demonstrations

<p>The “Choose Your Own Beverage” Table: Swing Compass in the Wild Kenny Chow, Michael Kin Wai Siu</p>	<p>UMorph: Self-Change Tracker to Reflect Yourself to the Future and Past Tetiana Parshakova, Daniel Saakes</p>	<p>Monitoring the Emotional Flow of Blind People by Using Physiological Sensors and Smart Glasses Chen Wang, Xintong Zhu, Xiguang Wang, Xiaomeng Yan, Zhenzheng Wang, Yong Wang, Jing JU, Yusong Yang</p>
<p>Gaze Controlled Interface For Limited Mobility Environment Jeevithashree DV, Kamalpreet Saluja, Pradipta Biswas</p>	<p>Expansion of Textile Expression Utilizing Op Art Methods and Transmissive Liquid Crystal Film, and Progress toward Its Use in Garments Masato Sekine, Naoya Watabe, Miki Yamamura, Hiroko Uchiyama</p>	<p>MagicPAPER: An Integrated Shadow-Art Hardware Device Enabling Touch Interaction on Paper Qin Wu, Sirui Wang, Jiayuan Wang, Jia-shuo Cao, Xing-Yuan Huang, Rung-Huei Liang</p>
<p>The Living Tree : Using Surface Transducers to Explore the Secret Life of Trees through Sonic Interactions Frederik H. Westergård, Jonathan Komang-Sønderbek, Malthé Emil Blichfeldt, Jonas Fritsch</p>	<p>HeartMe: Thermochromic Display as An Expression of Heart Health Manlin Song, Katia Vega</p>	<p>RIPT: Improvising with an Audience-Sourced Performance Robot Tiffany Wun, Claire Mikalauskas, Kevin Ta, Joshua Horacsek, Lora Oehlberg</p>
<p>LightSight: A Dice to Meet the Eyes Hana Salihodzic, Konstantin Zilberburg, Niloufar Chakhmaghi, Florian Gldenpfennig, Peter Fikar, Roman Ganhoer</p>	<p>CutCAD - An Open-source Tool to Design 3D Objects in 2D Florian Heller, Jan Thar, Dennis Lewandowski, Mirko Hartmann, Pierre Schoonbrood, Sophy Stoenner, Simon Voelker, Jan Borchers</p>	<p>Choreographing the Expression of Social Robots Harvey Bewley, Laurens Boer</p>
<p>SketchStudio: Experience Prototyping with 2.5-Dimensional Animated Design Scenarios Han-Jong Kim, Chang Min Kim, Tek-Jin Nam</p>	<p>SenseCenser: an Interactive Device for Sensing Incense Smoke & Supporting Memorialization Rituals in Japan Daisuke Uriu, William Odom, MEI-KEI LAI, Sai Taoka, Masahiko Inami</p>	

Provocations and Work-in-Progress

<p>Visualising the landscape of Human-Food Interaction research Ferran Altarriba Bertran, Samvid Jhaveri, Rosa Lutz, Katherine Isbister, Danielle Wilde</p>	<p>Investigating the Effects of Legacy Bias: User Elicited Gestures from the End Users Perspective Ceylan Beşevli, Oğuz Turan Buruk, Merve Erkaya, Oguzhan Ozcan</p>	<p>Dark Intentions or Persuasion? UX Designers' Activation of Stakeholder and User Values Shruthi Chivukula, Jason Brier, Colin Gray</p>
<p>SilverCycling: Evaluating Persuasive Strategies to Promote Physical Activity among Older Adults Maximilian Altmeyer, Seyedmostafa Hosseini, Pascal Lessel, Antonio Krueger</p>	<p>Towards Multisensory Storming Maurizio Caon, Leonardo Angelini, Omar ABOU KHALED, Elena Mugellini, Assunta Matassa</p>	<p>Explorations on Reciprocal Interplay in Things Ecology David Chung, Mathias Funk, Rung-Huei Liang, Lin-Lin Chen</p>
<p>transFORM - A Cyber-Physical Environment Increasing Social Interaction and Place Attachment in Underused, Public Spaces Carlos Henrique Araujo de Aguiar, Keith Green</p>	<p>Designing Systems in the Digital Immortality Era Maurizio Caon</p>	<p>Pick, Place, And Follow: A Ball Run for Visually Impaired Children Peter Fikar, Florian Gldenpfennig, Roman Ganhoer</p>
<p>A Virtual Environment Gesture Interaction System for People with Dementia Alexander Bejan, Markus Wieland, Patrizia Murko, Christophe Kunze</p>	<p>Designing Conversational Interfaces to Reduce Dissonance Meira Chefitz, Nigel Melville, Jesse Austin-Breneman</p>	<p>IdleBot: Exploring the Design of Serendipitous Artifacts Caroline Overgoor, Mathias Funk</p>
	<p>Once Upon a Future: An Audio Drama Game for Episodic Imagination Yu-Ting Cheng, Wenn Chieh (Joe) Tsai, David Chung, Rung-Huei Liang</p>	<p>Exploring Dynamic Expressions on Soft Wearables for Physical Exercises Çağlar Genç, Merve Erkaya, Fuat Balci, Oguzhan Ozcan</p>

<p>Can Interactive Systems Be Designed for Conviviality? A Case Study Marc Choueiri, Schuyler Duffy, Sanjay Guria, Conrad McCarthy, Pehuen Moure, Anagha Todalbagi, Yixiao Wang, Carlos Henrique Araujo de Aguiar, Keith Evan Green</p> <p>WiredRadio: A Study of Living with Radio Awareness Erik Grönvall</p> <p>Visualization Tool for Environmental Sensing and Public Health Data Yen-Chia Hsu, Jennifer Cross, Paul Dille, Illah Nourbakhsh, Leann Leiter, Ryan Grode</p> <p>MemoryPin: Turning Digitally Co-Present Moments into Tangible Memory Keepsakes Diana Hua, Huaxin Wei, Eli Blevis</p> <p>Designing for Co-located and Virtual Social Interactions in Residential Care Francisco Ibarra, Marcos Baez, Francesca Fiore, Fabio Casati</p> <p>Design Challenges for Reconnecting in Later Life: A Qualitative Study Francisco Ibarra, Grzegorz Kowalik, Marcos Baez, Radoslaw Nielek, Norma Lau, Luca Cernuzzi, Fabio Casati</p> <p>Exploring Augmented Reality Approaches to Real-Time Captioning: A Preliminary Autoethnographic Study Dhruv Jain, Bonnie Chinh, Leah Findlater, Raja Kushalnagar, Jon Froehlich</p> <p>Walkers' Union: Designing New Urban Walking Rituals with Blockchain Guowei Jiang, Elisa Giaccardi, Armagan Albayrak</p> <p>Exploring the Knowledge Creation Practices of UX Designers on Stack Exchange Yubo Kou, Colin Gray</p> <p>Artifact Mixtape: Curating Music in Personal Tangible Artifacts Daye Kwon, Woohun Lee</p> <p>Exploring Cognitive Playfulness Through Zero Interactions Chang Hee Lee, Dan Lockton</p> <p>An Artistic Provocation to Explore Effects and Opportunities of Virtual Surreal Spaces Hyelip Lee, Myung Jin Kim, Byungjoo Lee, Andrea Bianchi</p>	<p>Using Experiential-Learning and Iterative Design to Benefit Colorado's Refugees Jennifer Lee, Lexi Schwartz, Emily Long, Mustafa Naseem</p> <p>Neither One is Enough: Exploring the Use of Wrist-worn Activity Trackers to Assist Acute Psychiatric Healthcare Ya-Fang Lin, Yi-Ju Chung, Chuang-Wen You, Yaliang Chuang, Bo-Fu Liu, Huming Chang, Ming-Chyi Huang</p> <p>Designing Social Playware Mediated Communication with Contingent Feedback Devices Joana Lobo, Kenji Suzuki</p> <p>Country Road Finder: Exploring Beauty when Driving Around Satomi Manzaki, Ayame Kano, Narihiro Haneda, Chihiro Sato, Naohito Okude</p> <p>What's It Mean to "Be Social" in VR?: Mapping the Social VR Design Ecology Joshua McVeigh-Schultz, Elena Márquez Segura, Nick Merrill, Katherine Isbister</p> <p>Placing Music in Space: A Study on Music Appreciation with Spatial Mapping Shoki Miyagawa, Yuki Koyama, Jun Kato, Masataka Goto, Shigeo Morishima</p> <p>Hacking Occupational Therapy Tools for Center-based Care Thi Ngoc Tram Nguyen, Shienny Karwita, Liangkun Yan, Yong Jie Sim</p> <p>MaxiFab: Applied Fabrication to Advance Menstrual Technologies Joselyn McDonald, Siyan Zhao, Jen Liu, Michael Rivera</p> <p>Ecphoria Player: Exploring, Revisiting, & Living-with a Lifetime of Digital Music Aireza Mogharrab, William Odom</p> <p>ARtLens: Enhancing Museum Visitors' Engagement with African Art Christina Pollalis, Amanda Gilvin, Lauren Westendorf, Lauren Futami, Bella Virgilio, Dana Hsiao, Orit Shaer</p> <p>Giving up Control - a Speculative Air Pollution Mask to Reflect on Autonomy and Technology Design Britta F Schulte, Zuzanna Lechelt, Aneesha Singh</p> <p>Bod-IDE: An Augmented Reality Sandbox for eFashion Garments Kevin Ta, Ehud Sharlin, Lora Oehlberg</p>	<p>Human-Drone Interaction: Drone Delivery & Services for Social Events Haodan Tan, Jangwon Lee, Gege Gao</p> <p>Body Inspired Design for Knitted Body-Protection Wearables Martijn ten Bhömer, Ruggero Canova, Eva de Laat</p> <p>Designing Personalized Movement-based Representations to Support Yoga Martijn ten Bhömer, Hanxiao Du</p> <p>Dynamic Displays at Wrist for Real Time Visualization of Affective Data Muhammad Umair, Muhammad Hamza Latif, Corina Sas</p> <p>Building a Community of Audio Game Designers - Towards an Online Audio Game Editor Michael Urbanek, Florian Güldenpfennig, Manuel T. Schrempf</p> <p>Text Visualisation Tool for Exploring Digitised Historical Documents Olivia Vane</p> <p>Ring x2: Designing Gestures for Smart Rings using Temporal Calculus Bogdan-Florin Gheran, Radu-Daniel Vatavu, Jean Vanderdonck</p> <p>We Are Not All Makers: The Paradox of Plurality In The Maker Movement Tara Whelan</p> <p>MeTAP - A Personalized Spatial Memory Training for Improving Functional Autonomy of Adults with Mild Cognitive Impairments in China Kevin Winoto, Piao Chen, Yongfu Wang, Pinata Winoto</p> <p>Verbal Design: A Participatory Design Approach with Illiterate Patient User Groups Kehkashan Zeb, Stephen Lindsay, Suleman Shahid, Matt Jones</p> <p>Tangible Interactive Upper Limb Training Device Yang Zou, Jie Sun, Shiqi Lu, Ping Cai, Shengjia Niu</p>
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TUESDAY 12 JUNE

Registration starts at 8 am on 3/F at Jockey Club Innovation Tower / V-Core

Paper tracks 3/F Jockey Club Innovation Tower / V-Core

<p><i>TRACK A Things of Inquiry & Knowledge Creation</i> 12 June 9-10:30 Room number: V322</p> <p>An Annotated Portfolio on Doing Postphenomenology through Research Products Sabrina Hauser, Doenja Oogjes, Ron Wakkary, Peter-Paul Verbeek</p> <p>Understanding Craft-Based Inquiry in HCI Raune Frankjar, Peter Dalsgaard</p> <p>Bricks, Blocks, Boxes, Cubes, and Dice: On the Role of Cubic Shapes for the Design of Tangible Interactive Devices Kevin Lefevre, Soren Totzauer, Michael Storz, Albrecht Kurze, Andreas Bischof, Arne Berger</p> <p>Making Things Apart: Gaining Material Understanding Martin Murer</p>	<p><i>TRACK B Places of Interaction</i> 12 June 9-10:30 Room number: V312</p> <p>Words Become Worlds: The LIT ROOM, a Literacy Support Tool at Room Scale George Schafer, Keith Green, Susan Fullerton, Ian Walker, Amith Vijaykumar</p> <p>Deepening Visitor Engagement with Museum Exhibits through Hand-crafted Visual Markers Susan Ali, Borianna Koleva, Ben Bedwell, Steve Benford</p> <p>TouchBranch: Understanding Interpersonal Touches in Interactive Installation Seungki Kim, Jiwoo Hong, Jaeyeon Lee, Hyun-Sook Choi, Geehyuk Lee, Woohun Lee</p> <p>Unlocking the Interactive Office: Concurrent Prototyping Approach Tomasz Jaskiewicz, Aadjan van der Helm</p>	<p><i>TRACK C Designing with Machine Learning</i> 12 June 9-10:30 Room number: V302</p> <p>“It’s hard to argue with a computer:” Investigating Psychotherapists’ Attitudes towards Automated Evaluation Tad Hirsch, Christina Soma, Kritzia Merced, Patty Kuo, Aaron Dembe, Derek Caperton, David Atkins, Zac Imel</p> <p>Grounding Interactive Machine Learning Tool Design in How Non-Experts Actually Build Models Qian Yang, Jina Suh, Nan-Chen Chen, Gonzalo Ramos</p> <p>Investigating How Experienced UX Designers Effectively Work with Machine Learning Qian Yang, Alex Sciuto, John Zimmerman, Jodi Forlizzi, Aaron Steinfeld</p> <p>Interaction Challenges in AI Equipped Environments Built to Teach Foreign Languages Through Dialogue and Task-Completion Rahul R. Divekar, Jaimie Drozdal, Yalun Zhou, Ziyi Song, david allen, Robert Nojan Rouhani, Rui Zhao, Shuyue Zheng, Lilit Balagyozyan, Hui Su</p>
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<p><i>TRACK A Fingers, Gestures & Bodies</i> 12 June 11-12:30 Room number: V322</p> <p>Designing for Multiple Hand Grips and Body Postures within the UX of a moving Smartphone Rachel Eardley, Anne Roudaut, Steve Gill, Stephen Thompson</p> <p>Gestures for Smart Rings: Empirical Results, Insights, and Design Implications Bogdan-Florin Gheran, Jean Vanderdonckt, Radu-Daniel Vatavu</p>	<p><i>TRACK B Co-performing with Machines</i> 12 June 11-12:30 Room number: V312</p> <p>Improvising with an Audience-Controlled Robot Performer Claire Mikalauskas, Tiffany Wun, Kevin Ta, Joshua Horacsek, Lora Oehlberg</p> <p>Reconfiguring the Appearance and Expression of Social Robots by Acknowledging their Otherness Laurens Boer, Harvey Bewley</p>	<p><i>TRACK C Reflection, Remembrance & Connection</i> 12 June 11-12:30 Room number: V302</p> <p>Towards Materials for Computational Heirlooms: Blockchains and Wristwatches Mehmet Aydın Baytaş, Aykut Coşkun, Asım Evren Yantaç, Morten Fjeld</p> <p>Design Inspirations from the Wisdom of Years Eli Blevis, Shunying Blevis</p>
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<p>Interactive and Situated Guidelines to Help Users Design a Personal Desk that Fits Their Bodies Bokyung Lee, Joongi Shin, Hyoshin Bae, Daniel Saakes</p> <p>EMGuitar: Assisting Guitar Playing with Electromyography Jakob Karolus, Hendrik Schuff, Thomas Kosch, Paweł Woźniak, Albrecht Schmidt</p>	<p>Designing Expressions of Movement Qualities Jeroen Peeters, Ambra Trotto</p> <p>Aeroquake: Drone Augmented Dance Heesoon Kim, James A. Landay</p>	<p>Respectful Disconnection: Understanding Long Distance Family Relationships in a South Korean Context Euijin Hwang, Reuben Kirkham, Andrew Monk, Patrick Olivier</p> <p>Understanding Automatic Conveyor-belt Columbaria: Emerging Sites of Interactive Memorialization in Japan Daisuke Uriu, William Odom, Hannah Gould</p>
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<p><i>TRACK A Design Research Methods</i> 12 June 14-15:30 Room number: V322</p> <p>Revealing Tensions in Autobiographical Design in HCI Audrey Desjardins, Aubree Ball</p> <p>Living Without a Mobile Phone: An Autoethnography Andrés Lucero</p> <p>Photography as a Design Research Tool into Natureculture Szu-Yu Liu, Jeffrey Bardzell, Shaowen Bardzell</p> <p>Behavior Change Design Sprints Lucas Colusso, Tien Ngoc Do, Gary Hsieh</p>	<p><i>TRACK B Immersive Experiences, Scenarios, & Technologies</i> 12 June 14-15:30 Room number: V312</p> <p>Viking VR: Designing a Virtual Reality Experience for a Museum Guy Schofield, Gareth Beale, Nicole Beale, Martin Fell, Dawn Hadley, Jonathan Hook, Damian Murphy, Julian Richards, Lewis Thresh</p> <p>Immersive Design Fiction: Using VR to Prototype Speculative Interfaces and Interaction Rituals within a Virtual Storyworld Joshua McVeigh-Schultz, Max Kreminski, Keshav Prasad, Perry Hoberman, Scott Fisher</p> <p>SketchStudio: Experience Prototyping with 2.5-Dimensional Animated Design Scenarios Han-Jong Kim, Chang Min Kim, Tek-Jin Nam</p> <p>How Display Shapes Affect 360-Degree Panoramic Video Communication Zhengqing Li, Shio Miyafuji, Toshiki Sato, Hideki Koike, Naomi Yamashita, Hideaki Kuzuoka</p>	<p><i>TRACK C Interacting with Conversational Agents</i> 12 June 16-17:30 Room number: V302</p> <p>"Hey Alexa, What's Up?": A Mixed-Methods Study of In-Home Conversational Agent Usage Alex Sciuto, Arnita Saini, Jodi Forlizzi, Jason Hong</p> <p>Intimate Futures: Staying with the Trouble of Digital Personal Assistants through Design Fiction Marie Louise Juul Søndergaard, Lone Koefoed Hansen</p> <p>Designing for Workplace Reflection: A Chat and Voice-Based Conversational Agent Rafał Kocielnik, Daniel Avrahami, Jennifer Marlow, Di Lu, Gary Hsieh</p> <p>Evaluating and Informing the Design of Chatbots Mohit Jain, Pratyush Kumar, Ramachandra Kota, Shwetak N. Patel</p>
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<p><i>TRACK A Animals & Wilderness</i> 12 June 16-17:30 Room number: V322</p> <p>The Emerging Nature of Participation in Multispecies Interaction Design Clara Mancini, Jussi Lehtonen</p>	<p><i>TRACK B Design Issues in the Wild</i> 12 June 16-17:30 Room number: V312</p> <p>Social Media Is Polarized, Social Media Is Polarized: Towards a New Design Agenda for Mitigating Polarization Matti Nelimarkka, Salla Laaksonen, Bryan Semaan</p>	<p>PANEL 1 - Designing for Social Change 12 June 16-17:30 Room number: V302</p> <p>Goal of Panel: Open up a conversation and debate about possibilities, potential, and limits of future work in this area.</p>
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<p>BubbleTalk: Enriching Experience with Fish by Supporting Human Behavior Donghyeon Ko, Daye Kwon, Eunjin Kim, Woohun Lee</p>	<p>Grumble to Policy Need: Deriving Public Policy Needs from Daily Life on Social Media Platform Chorong Kim, Haesung Yang, Sukwoo Jang, Ki-Young NAM</p>	
<p>Confronting People's Fears about Bats: Combining Multi-modal and Environmentally Sensed Data to Promote Curiosity and Discovery Matej Kaninsky, Sarah Gallacher, Yvonne Rogers</p>	<p>Caller Needs and Reactions to 911 Video Calling for Emergencies Samarth Singhal, Carman Neustaedter</p>	
<p>Hiking Hacks: Workshop Model for Designing Wilderness Interactions Andrew Quitmeyer</p>	<p>POSEIDON - Passive-acoustic Ocean Sensor for Entertainment and Interactive Data-gathering in Opportunistic Nautical-activities Marko Radeta, Nuno Nunes, Dinarte Vasconcelos, Valentina Nisi</p>	

WEDNESDAY 13 JUNE

Paper tracks 3/F Jockey Club Innovation Tower / V-Core

<p><i>TRACK A Sports and Training</i> 13 June 9-10:30 Room number: V322</p> <p>Assessment of Perceptual-Cognitive Abilities among Athletes in Virtual Environments: Exploring Interaction Concepts for Soccer Players Markus Wirth, Stefan Gradl-Trautvetter, Dino Poimann, Hannes Schaefer, Julia Matlok, Harald Koerger, Bjoern Eskofier</p> <p>Flow State Feedback Through Sports Wearables: A Case Study on Tennis Hayati Havlucu, Terry Eskenazi, Baris Akgun, Mehmet Cengiz Onbaşı, Aykut Coskun, Oguzhan Ozcan</p> <p>Movement Correction in Instructed Fitness Training: Design Recommendations and Opportunities Laia Turmo Vidal, Elena Márquez Segura, Annika Waern</p>	<p><i>TRACK B Exploring Interaction Design</i> 13 June 9-10:30 Room number: V312</p> <p>Botanical Printer: An Exploration on Interaction Design with Plantness Yuan-Yao Hsu, Wenn-Chieh Tsai, Wan-Chen Lee, Rung-Huei Liang</p> <p>Designing Blo-nut: Design Principles, Choreography and Otherness in an Expressive Social Robot Harvey Bewley, Laurens Boer</p> <p>Multiscale Design Strategies in a Landscape Architecture Classroom Nic Lupfer, Hannah Fowler, Alyssa Valdez, Andrew Webb, Jeremy Merrill, Galen Newman, Andruid Kerne</p>	<p>PANEL 2: Educating Designers: Opportunities and Challenges</p>
<p><i>TRACK A Crafting Fabrication</i> 13 June 11-12:30 Room number: V322</p> <p>Plain2Fun: Augmenting Ordinary Objects with Interactive Functions by Auto-Fabricating Surface Painted Circuits Tianyi Wang, Ke Huo, Pratik Chawla, Guiming Chen, Siddharth Banerjee, Karthik Ramani</p> <p>Design with Minimal Intervention: Drawing with Light and Cracks Nir Dick, Naama Glauber, Adi Yehezkeili, Moran Mizrahi, Shani Reches, Maiayn Ben-Yona, Anna Carmi, Amit Zoran</p> <p>PARAMETRIC HABITAT: Virtual Catalog of Design Prototypes Rony Ginosar, Hila Kloper, Amit Zoran</p> <p>CutCAD - An Open-source Tool to Design 3D Objects in 2D Florian Heller, Jan Thar, Dennis Lewandowski, Mirko Hartmann, Pierre Schoonbrood, Sophy Stoenner, Simon Voelker, Jan Borchers</p>	<p><i>TRACK B Design for Collective Action</i> 13 June 11-12:30 Room number: V312</p> <p>Roaming Objects: Encoding Digital Histories of Use into Shared Objects and Tools Anton Fedosov, William Odom, Marc Langheinrich, Ron Wakkary</p> <p>ShareBox: Designing A Physical System to Support Resource Exchange in Local Communities Matthew V Law, Mor Naaman, Nicola Dell</p> <p>Pinsight: A Novel Way of Creating and Sharing Digital Content through 'Things' in the Wild Can Liu, Ben Bengler, Danilo Di Cuia, Katie Seaborn, Giovanna Nunes Vilaza, Sarah Gallacher, Licia Capra, Yvonne Rogers</p> <p>Stop the Noise! Enhancing Meaningfulness in Participatory Sensing with Community Level Indicators Saskia Coulson, Mel Woods, Michelle Scott, Drew Hemment, Mara Balestrini</p>	<p><i>TRACK C Micro-Sites of Interaction</i> 13 June 11-12:30 Room number: V302</p> <p>GazeForm: Dynamic Gaze-adaptive Touch Surface for Eyes-free Interaction in Airliner Cockpits Sylvain Pauchet, Catherine Letondal, Jean-Luc Vinot, Mickaël Causse, Mathieu Cousy, Valentin Becquet, Guillaume Crouzet</p> <p>WristOrigami: Exploring Origami-inspired Foldable Design for Multi-Display Smartwatch Kening Zhu, Morten Fjeld, Ayça Ünlüer</p> <p>Pressure or Movement? Usability of Multi-Functional Foot-Based Interfaces Taeyong Kim, Hao Ju, Jeremy R Cooperstock</p> <p>Traffico: a Tangible Timetable Delivering Transportation Information between Schedules Juntae Kim, James Self, Young-Woo Park</p>

<i>TRACK A Creativity and Design</i> 13 June 14-15:30 Room number: V322	<i>TRACK B Measurements and Guidelines</i> 13 June 14-15:30 Room number: V312	<i>TRACK C Values & Ethics</i> 13 June 14-15:30 Room number: V302
Twenty Years of Creativity Research in Human-Computer Interaction: Current State and Future Directions Jonas Frich, Michael Mose Biskjaer, Peter Dalsgaard	Investigating Proactive Search Support in Conversations Salvatore Andolina, Valeria Orso, Hendrik Schneider, Khalil Klouche, Tuukka Ruotsalo, Luciano Gamberini, Giulio Jacucci	An Interface without A User: An Exploratory Design Study of Online Privacy Policies and Digital Legalese James Pierce, Sarah Fox, Nick Merrill, Richmond Wong, Carl DiSalvo
Guardians of Practice: An Ethnographic Study of Failure-Mitigation Strategies within Creative Practices Cesar Torres, Sarah Sterman, Molly Nicholas, Richard Lin, Eric Pai, Eric Paulos	Measuring the Learnability of Interactive Systems using a Petri Net Based approach Andrea Marrella, Tiziana Catarci	When BCIs have APIs: Design Fictions of Everyday Brain-Computer Interface Adoption Richmond Y. Wong, Nick Merrill, John Chuang
"More than just Space": Designing to Support Assemblage in Virtual Creative Hubs Jandy Luik, Jenna Ng, Jonathan Hook	A Multi-Phased Co-design of an Interactive Analytics System for MOBA Game Occurrences Quan Li, Ziming Wu, Peng Xu, Huamin Qu, Xiaojuan Ma	Metaphor Cards: A How-to-Guide for Making and Using a Generative Metaphorical Design Toolkit Nick Logler, Daisy Yoo, Batya Friedman
Prism: Enhancing Graphic Designers' Visual Research with Interactive Search Trails Volodymyr Dziubak, Andrea Bunt	Design Guidelines for Assistance Systems Supporting Sustainable Purchase Decisions Nico Herbig, Gerrit Kahl, Antonio Kraeger	Washing with the Wind: A Study of Scripting towards Sustainability Rikke Jensen, Dimitrios Raptis, Jesper Kjeldskov, Mikael B. Skov

Closing Keynotes Auditorium Z209, Z-Core [tbc] 16-17:30

Data and Design for Action
Jodi Forlizzi, Carnegie Mellon University, USA

Design Research, for What? Different Perspectives on Design Research
Kun-pyo Lee, KAIST, South Korea

Diversifying Design Imaginations
Phoebe Sengers, Cornell University, USA