

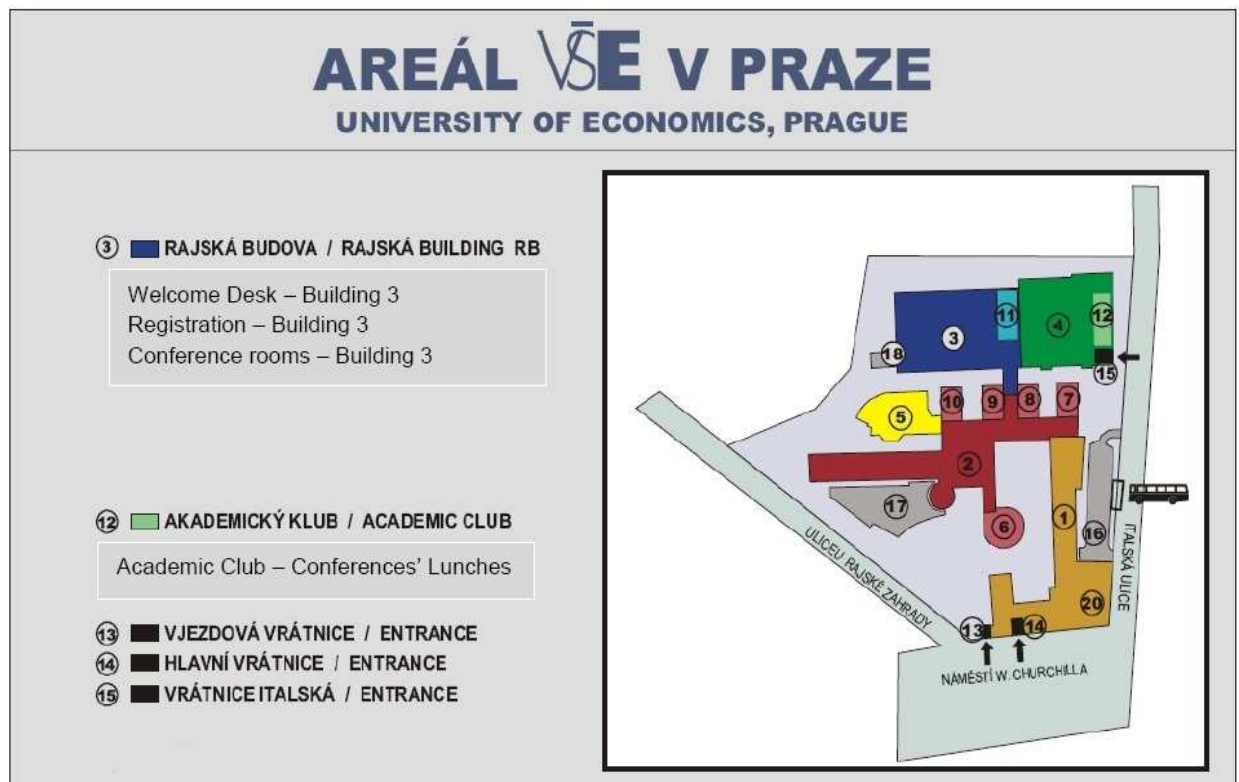
IADIS International Conferences

Interfaces and Human Computer Interaction (IHCI) & Game and Entertainment Technologies (GET) 2013

Conference Location

The conference will be held at RAJSKA Building RB (location 3). There you will have the Welcome Desk (room RB203) and the Conference Rooms.

All the Lunches will be held at the ACADEMIC CLUB (location 12).



IADIS International Conferences
Interfaces and Human Computer Interaction (IHCI)
&
Game and Entertainment Technologies (GET)
2013

FINAL CONFERENCE PROGRAM

Monday 22nd, July 2013

09:45-17:00 Welcome Desk

09:45-10:00 Session O – Opening Session
(Room: RB210)

OPENING SESSION

Profs Katherine Blashki and Pedro Isaías

10:00-11:00 Session KL1 – Keynote Presentation
(Room: RB210)

**INTEGRATING INTERACTIVE AND COMPUTATIONAL
ANALYSIS IN VISUAL ANALYTICS**

By Professor Helwig Hauser, University of Bergen, Norway

11:00-11:30 Coffee Break

11:30-13:05 Session FSP 22.1

Participatory design and Cooperative design techniques
(Room: RB210)

Chair: Katherine Blashki

**CONTEXTUAL INQUIRY FOR A CLIMATE AUDIO
INTERFACE (F035)**

Visda Goudarzi and Katharina Vogt

**CHILD-TO-CHILD (C2C): DESIGN OF INTERACTIVE 3D
BOOK SPACE FOR CHILDREN'S MUSEUM (F083)**

*Alma Leora Culén, Tone Bratteteig, Sumit Pandey
and Swati Srivastava*

**TO CONSTRUCT ACROMEGALY PREVENTION
PLATFORM CONCEPTUAL FRAMEWORK
BY THE PARTICIPATORY DESIGN METHODOLOGY
(F023)**

Wen-Ko Chiou, Ming-Hsu Wang, Jen-Der Lin and Bi-Hui Chen
**MANIPULATING TOGETHER: INTERACTIVE
NARRATION OF DIGITAL SHADOWGRAPH (S029)**
Guanze Liao

14:20-15:25 Session FSP 22.2

**Usability and playability // Immersiveness //
Psychological, social, and cultural differences in
perception and participation
and engagement**

(Room: RB210)

Chair: Katherine Blashki

**SOCIAL NETWORK GAMES: THE LINK BETWEEN
ENJOYMENT AND POPULARITY (F017)**

Alton Y.K Chua, Snehasish Banerjee and Lee Chu Keong

**THE EFFECT OF USABILITY OF GAME-BASED
LEARNING ON STUDENTS' LEARNING ACHIEVEMENT
(S019)**

Hui-Chi Chen and Chun-Yi Shen

**A DESIGN MODEL FOR EFFECTIVE SERIOUS GAMES
(S023)**

James Baker, Ashok Ranchhod and Gary Wills

15:30-17:05 Session FSP 22.3

**Emotional Design issues / methods / experiences for novel
interfaces // Measurement of success of emotional
technology / interfaces**

(Room: RB210)

Chair: Katherine Blashki

**DESIGNING A TASTES-ORIENTED PRODUCT IN TOTAL
COORDINATION USING BAYESIAN NETWORKS (F032)**

*Koichi Yamada, Koki Kamiyama, Hiroki Tachiguchi and Muneyuki
Unehara*

**ADDING AUGMENTED VIRTUAL INTERFACES
TO SIMPLE SMART OBJECTS FOR UBIQUITOUS
COMPUTING ENVIRONMENTS (F081)**

A.W.W. Yew, S.K. Ong and A.Y.C. Nee

**A PSYCHOPHYSIOLOGICAL ASSESSMENT OF FEAR
EXPERIENCE IN RESPONSE TO SOUND DURING
COMPUTER VIDEO GAMEPLAY (F015)**

Tom A. Garner and Mark N. Grimshaw

**MENTAL TRAINING ON BRAIN-COMPUTER INTERFACE
USERS (S054)**

Lee-Fan Tan and Sing-Yau Goh

13:00-14:30 Lunch Break

Tuesday 23rd, July 2013

08:30-15:30 Welcome Desk

09:00-11:05 Session FSP 23.1

Affective User-Centred Analysis, Design and Evaluation // HCI and Design education
(Room: RB210)

Chair: Katherine Blashki

USER EXPERIENCE WITH INTERACTIVE SELF-SERVICE KIOSKS: THE EFFECTS OF PRESENCE OF OTHER PEOPLE (F051)

Aslı Günay, Çiğdem Erbuğ, Paul Hekkert and Natalia Romero Herrera

THE ROLE OF VISUAL COMPLEXITY ON CHILDREN'S WEBSITES IN RELATION TO GENDER AND AESTHETICS (S045)

Hsiu-Feng Wang, Ching-Chih Liao, Pei-Yu Wang and Yu-Yin Lin
EMBODIED INTERACTION DESIGN IN ENGINEERING EDUCATION USING ASUS XTION PRO (S016)

Gunver Majgaard

ONE GAME FOR ENDLESS USABILITY QUESTIONS (S047)

Ayşe Ezgi Keser

MERGING DESIGN AND IMPLEMENTATION IN A FIRST SEMESTER HCI-COURSE FOR ENGINEERING STUDENTS (S066)

Jacob Nielsen and Gunver Majgaard

PAN/TILT CONTROLLER –BASED STEREO SURVEILLANCE SYSTEM (P079)

Jung-Hwan Ko

MEDIATING USERS AND SPACE: A CASE STUDY OF 2D REPRESENTATION OF LOCAL AND CULTURAL ARCHITECTURE IN KEELUNG (P044)

Yu-Horng Chen, Yih-Shyuan Chen, Hui-Min Ku and Cheng-Kun Hsu

09:00-10:35 Session FSP 23.2

Usability

(Room: RB212)

Chair: Tom Garner

USABILITY ANALYSIS OF VISUAL PROGRAMMING LANGUAGES USING COMPUTATIONAL METRICS (F019)

Ignas Plauska and Robertas Damaševičius

CREATING AN INTERACTIVE GRAPH-BASED VISUALIZATION OF PERFORMANCE INDICATORS FOR DECISION SUPPORT (F037)

Stefan Hesse and Volodymyr Vasyutynskyy

CO-CONSTRUCTED TASKS FOR WEB USABILITY TESTING (F038)

Kimmo Tarkkanen, Pekka Reijonen, Ville Harkke and Janne Koski
CONCEPT FOR NATURAL VISUALIZATION AND INTERACTION IN GRAPHS USING MULTI LEVELS OF DETAIL (S018)

Steffen Buzin

11:00-11:30 Coffee Break

11:30-12:55 Session FSP 23.3

Usability // User studies and fieldwork

(Room: RB210)

Chair: Huberta Kritzenberger

DOES IT FIT FOR YOU? USE THE CONCEPT OF TECHNOLOGY ACCEPTANCE MODEL (TAM) TO CONSTRUCT CONCEPTUAL FRAMEWORK FOR THE 3D MIMIC FITTING OF WEARING SYSTEM (F024)

Ming-Hsu Wang, Bi-Hui Chen, Yi-Hsueh Yang and Wen-Ko Chiou
TOWARDS A GESTURE SET FOR A VIRTUAL TRY-ON (S087)

Dominik Rupprecht, Rainer Blum and Birgit Bomsdorf

VISUAL IHME: CO-DESIGNING MEANINGFUL PLACES FOR SUSTAINABILITY (S060)

Marketta Niemelä, Minna Kulju, Veikko Ikonen, Tuomo Kivinen, Antti Tammela and Heidi Korhonen

DO PEOPLE ATTEND NON-HYPERLINK-SECTIONS BEFORE SELECTING A HYPERLINK? (S091)

Vamshi Velagapuri and Suvarna Rekha

11:25-13:05 Session FSP 23.4

Mobile and ubiquitous games and entertainment //

Serious Games and entertainment – applications, critiques

(Room: RB207)

Chair: Katherine Blashki

CLOUD SERVICES AND CLOUD GAMING IN GAME DEVELOPMENT (F022)

Leah Riungu-Kalliosaari, Jussi Kasurinen and Kari Smolander

MODELS EXPLAINING GAMING BEHAVIOR – A THEORETICAL REVIEW AND EMPIRICAL STUDY ACROSS DIFFERENT GAMES (F_026)

Castulus Kolo and Yoon-Jin Park

STRATEGATIONS - GAME BASED GAME MANIPULATION IN REAL TIME STRATEGY GAMES (S027)

Maximilian Jakasovic, Damir Ismailović and Bernd Brügge
(Presented by Barbara Reichart)

THE GAME CHALLENGE MODEL (S024)

Somjit Chaisriya, Lester Gilbert and Gary B Wills

CHEMIMON - SERIOUS GAME FOR LEARNING

THE BASIC CHEMICAL REACTION PRINCIPLES (P025)

Hubert Niedermeier, Ludwig Eisgruber and Barbara Reichart

13:00-14:30 Lunch Break

14:30-15:20 Session FP 23.5

Supporting user populations from specific Generati //

Supporting user populations with Intellectual Disabilities

(Room: RB210)

Chair: Katherine Blashki

INCLUDING DYSLEXIC USERS IN THE EARLY DESIGN OF THE LITERACY PORTAL (F070)

Dominik Hagelkruys, Ján Struhár, Renate Motschnig and Kamila Balharová

CHALLENGES IN DESIGNING AN APP FOR A SPECIAL EDUCATION CLASS (F077)

Anna Karpova and Alma Leora Culén

15:45 Tour and Conference Dinner

Wednesday 24th, July 2013

08:30-13:30 Welcome Desk

09:10-11:00 Session FSP 24.1

Supporting user populations with Physical Disabilities
(Room: RB210)

Chair: Katherine Blashki

HAPTIC HAND-TREMOR SIMULATION FOR EMPATHIC DESIGN: PRELIMINARY TESTS (F082)

Marco Fontana, Gastone Pietro Papini Rosati, Rocco Vertechy, Marcello Carrozzino and Massimo Bergamasco

MYWEBACCESS: A PLATFORM FOR REPAIRING, ENHANCING AND RE-DISTRIBUTING WEB SERVICES ACCESSIBLE TO PEOPLE WITH DISABILITY (F086)

Georgios Bouloukakos, Ioannis Basdekis and Constantine Stephanidis

IMPROVING USER EXPERIENCE IN THE MUSEUM (S069)

Maria Claudia Buzzi, Marina Buzzi, Barbara Leporini and Gaetana Marchesini

A STUDY ON THE INTERFACE OF THE TACTILE MAP WITH TACTILEGRAM TO ASSIST INDEPENDENT WALKING FOR THE VISUALLY IMPAIRED (S073)

Sung-Ho Yang

RAISED-DOT SLIDING LENGTH PERCEPTUAL CHARACTERISTIC (S075)

Yoshihiko Nomura, Syed Muammar Najib Syed Yusoh and Kazuki Iwabu

11:30-12:55 Session FSRP 24.3

Usability // Other

(Room: RB212)

Chair: Katherine Blashki

ARCHITECTURE FOR E-LEARNING ENVIRONMENTS WITH MULTIMODAL USER INTERFACE (F039)

André Constantino da Silva and Heloisa Vieira da Rocha

THE THERAPEUTIC EFFECTIVENESS AND SATISFACTION OF USING THE COMMERCIAL DIGITAL GAMES IN UPPER EXTREMITY REHABILITATION THERAPY FOR STROKE PATIENTS (F085)

Mei-Hsiang Chen, Lan-Ling Huang and Chang-Franw Lee

ENHANCING MOBILE INTERACTION WITH DISTRIBUTED WEARABLE USER INTERFACES (S042)

Jens Ziegler and Leon Urbas

ELEMENTS OF USER EXPERIENCE WITH MULTI-TOUCH APPS (R043)

Huberta Kritzenberger

13:00 Best Paper Awards Ceremony and Closing Session

(Room: RB210)

Profs Katherine Blashki and Pedro Isaías

11:00-11:30 Coffee Break

11:30-13:30 Session FSP 24.2

User studies and fieldwork

(Room: RB210)

Chair: Marina Buzzi

USABILITY TESTING OF HUMAN INTERFACE DEVICES FOR BUILDING INFORMATION SYSTEMS (F017)

Stefan Glawischnig, Regina Appel, Robert Zach and Ardeshir Mahdavi

TASK SEQUENCE EFFECTS IN USABILITY TESTS (F052)

Yiqi Li, Nina Hollender and Theo Held

A ROBUST DRIVER ASSESSMENT METHOD FOR THE BRAIN-COMPUTER INTERFACE (F053)

Ljubo Mercep, Gernot Spiegelberg and Alois Knoll

A FACILITATED VMC-BASED REMOTE SERVICE KIOSK INTERFACE FOR INFORMATION SYSTEMS (F058)

Anna-Liisa Syrjänen, Marianne Kinnula, Kari Kuutti and Vesa Sihvola

ANALYSING NEGOTIATION RESULTS WITH HUMAN COMPUTER INTERFACES (S076)

Sergio Assis Rodrigues, Ekaterina Tskhakaya and Jano Moreira de Souza