International Conference
Interfaces and Human Computer Interaction (IHCI)
Game and Entertainment Technologies (GET)
2014
CONFERENCE PROGRAM

Tuesday 15\(^{\text{th}}\), July 2014

08:30-19:10 Welcome Desk

09:45-10:00 Session O – Opening Session
(Room: Madrid B)
OPENING SESSION
Profs Katherine Blashki and Pedro Isaías

10:00-11:00 Session KL1 – Keynote Presentation
(Room: Madrid B)
DESIGNING CREATIVITY SUPPORT TOOLS:
STORIES AND CHALLENGES
By Professor Neil Maiden, Centre for HCI Design, School of Informatics, City University London, UK

11:00-11:30 Coffee Break

11:30-13:00 Session FSRP 15.2
Prototypes // Tools and technologies
(Room: Madrid D)
Chair: Huberta Kritzenberger
RENDERING PARTICIPATING MEDIA WITH OCTREES (F018)
Richard Monette and Anthony Whitehead
OVERCOMING THE GAP BETWEEN DIGITAL AND ANALOGUE BOARD GAMES. - THE DITAG PROTOTYPE (S028)
Robin Krause, Marcel Haase, Benjamin Hutscher, Michael A. Herzog, and Christine Goñi
INTERACTIVE COMPUTER MUSIC APPLICATION CONTROLLED BY HUMAN MOTION (S025)
Adam Kornacki, Łukasz Kubica, Klaudia Weczerek and Agnieszka Szczesna
CONTINUOUS IMMERSIVE NARRATIVE DEVELOPMENT IN VISUAL NOVEL GAME USING PSYCHOLOGICAL AND BEHAVIORAL USER CLASSIFICATION SYSTEMS (S024)
Rafael Silva de Oliveira and Claus Aranha de Castro

13:00-14:30 Lunch Break

14:30-15:30 Session KL2 – Keynote Presentation
(Room: Madrid B)
TRENDS AND CHALLENGES IN DIGITAL GAMES AND ENTERTAINMENT EVOLUTION
By Professor Boyan Bontchev, Department of Software Engineering, Sofia University, Bulgaria

15:30-16:30 Session FP 15.3
Usability
(Room: Madrid B)
Chair: Alma Leora Culén
INSIGHTS FROM USER STUDIES FOR THE GRAPHICAL USER INTERFACE DESIGN OF A SURGICAL OPERATION ROBOT (F031)
Asım Evren Yantac, Damlı Cay, Gokhan Akgun and Daygun Erol Barkana
AUTOMATED BORDER CONTROL: A COMPARATIVE USABILITY STUDY AT TWO EUROPEAN AIRPORTS (F016)
Anne-Marie Oostveen, Mario Kaufmann, Erik Krempel and Gunther Grasemann
### Wednesday 16th, July 2014

#### 08:30-16:00 Welcome Desk

#### 09:00-10:00 Session FP 16.1
Affective User-Centred Analysis, Design and Evaluation
(Room: Madrid B)
Chair: Katherine Blashki

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<tr>
<th>RE-SCORING THE GAME’S SCORE DYNAMIC MUSIC AND IMMERSION IN THE LUDONARRATIVE (F049)</th>
<th>Hans-Peter Gasselseder</th>
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<td>DOES THE USE OF THE SOCIAL SIGNAL OF HESITATION IN THE RECOMMENDER SYSTEM IMPROVES THE QUALITY OF EXPERIENCE WHEN THE USER INTERACTS WITH A VIDEO-ON-DEMAND SYSTEM (F056)</td>
<td>Tomaz Vodlan and Andrej Košir</td>
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#### 11:00-11:30 Coffee Break

#### 11:30-13:05 Session FSRP 16.2
Generational Differences and Technology Design // The Value of Affective Interfaces / Systems / Application / Interaction // Other
(Room: Madrid B)
Chair: Andreas Wiesner-Steiner

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<tr>
<th>INTERACTIONS OF PARTICIPANTS DURING MOBILE DEVELOPMENT OF A HEALTHCARE APPLICATION (F025)</th>
<th>Retha De La Harpe</th>
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<td>Alma Levora Calén</td>
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<td>Tom Oränge</td>
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<td>FROM ‘SECURITY BORDER’ TO ‘SERVICE BORDER’ – FUTURE AUTOMATED BORDER CONTROL (R054)</td>
<td>Markus Heiskanen</td>
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#### 13:00-15:00 Lunch Break

#### 15:00-16:00 Session FP 16.3
Psychological, Social, and Cultural Differences in Perception and Participation // Social and Cultural Uses of/for Play
(Room: Madrid D)
Chair: Katherine Blashki

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<tr>
<th>ELECTRONICS GAMES AND IDENTITY: A RAKHTHINIAN ANALYSIS OF SUBJECTIVE PROCESSES INVOLVED IN THE ACT OF CHOOSING AVATARS (F020)</th>
<th>Márcia Duarte Medeiros and Aires de Castro Filho</th>
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<td>PLANNING GRAPH WITH CHARACTER ORIENTATION FOR DECISION MAKING OF NON-PLAYABLE CHARACTERS IN A ROLE-PLAYING GAME (F017)</td>
<td>Thalles Robson Barbalho and Ed Porto Bezerra</td>
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<td>TRANSMEDIA PLAYER EXPERIENCE IN AN ACTION ADVENTURE (R038)</td>
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**15:30-16:30 Session FP 15.4**
Affective User-Centred Analysis, Design and Evaluation // Emotional Design issues / Methods / Experiences for Novel Interfaces
(Room: Madrid D)
Chair: Katherine Blashki

**PRECONDITIONS AND DESIGN REQUIREMENTS FOR TOUCH-SCREEN CONTROL PANELS FOR INTELLECTUALLY DISABLED PERSONS WORKING WITH CNC MACHINES (F039)**
Andreas Wiesner-Steiner, Anja Teske, Faruke Fuhrmann and Maryjll Scholl

**A REVIEW OF THE PRACTICAL CAPACITIES AND USER PERCEPTION OF THE SIXTHENSE DEVICE (F050)**
Jaimie M. Carlson, Kellie L. Carlson and Benjamin R. Kaye kendall

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**16:30-17:00 Coffee Break**

**17:00-19:10 Session FSRP 15.5**
HCI and Design Education // Other
(Room: Madrid B)
Chair: Retha De La Harpe

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<th>EMBRACING DIVERSITY THROUGH INCLUSIVE LEARNING (F057)</th>
<th>Carles Fernandez, Silvia Baldíris, Muriel Garreta and Ramon Fahrengat</th>
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<td>DO E-BOOKS REFLECT CHILDREN’S AESTHETIC PREFERENCES? (S024)</td>
<td>Hsuo-Fong Wang and Julian Bowerman</td>
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<td>Lisa Graichen and Matthias Metzner</td>
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<td>Tina Ódval and Lars Bo Larsen</td>
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<td>THE EFFECT OF TEST ENVIRONMENT ON USABILITY TESTING (R015)</td>
<td>Abeer Albarhi, John Glauert and Pam Mayhew</td>
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**17:00-18:30 Session FSP 15.6**
Serious Games and Entertainment – Applications, Critiques // Other
(Room: Madrid D)
Chair: Katherine Blashki

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<th>A COMPUTER GAME FOR AN ENHANCED VISITOR EXPERIENCE – INTEGRATION OF REALITY AND FICTION (F026)</th>
<th>Ulf Wilhelmsen, Marcus Toftedahl, Tarja Suri, Niklas Torstensson, Anders Sjölín and Petri Tuori</th>
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<td>Hussein Thompson</td>
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<td>IMPROVED BIMODAL EMOTION RECOGNITION AS A TOOL IN THE TREATMENT OF IMPULSE CONTROL DISORDERS THROUGH GAMEPLAY (S027)</td>
<td>Alan Murphy and Sam Redfern</td>
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<td>EXOGENOUS VS. ENDOGENOUS SERIOUS GAME DESIGN (S029)</td>
<td>Barbara Reichart</td>
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**10:00-11:00 (Room: Paris)**

| H2020 EUROPEAN UNION RESEARCH PROJECTS | |

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**11:00-11:30 Coffee Break**

**11:30-13:05 Session FSRP 16.3**
Psychological, Social, and Cultural Differences in Perception and Participation // Social and Cultural Uses of/for Play
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14:20-15:30 Session FSP 16.4
Emotional Design issues / Methods / Experiences for Novel Interfaces // Usability
(Room: Madrid B)
Chair: Neil Maiden

DESIGN FOR ‘QUALITY OF USE’: EMOTION AND PHYSICAL INTERFACE DESIGN (F021)
Andrew Wodehouse and Marion Sheridan

VISUAL IMMEDIACY FOR SENSE-MAKING IN HCI (S055)
Alma Leora Culén

IDENTIFYING INTERACTION PROBLEMS ON INTERNET NAVIGATION CAUSED BY CHANGE OF INPUT MODE: A STUDY ABOUT MOTION SENSOR CONTROLLER, GOOGLE MAPS AND GOOGLE STREET VIEW (S058)
André Constantino da Silva, André Luis Correa Viana and Daniela Marques

14:15-15:35 Session FSP 16.5
User Studies and Fieldwork // Usability
(Room: Madrid D)
Chair: Boyan Bonchev

HOW VISUALIZATION TYPES AFFECT LEARNING PROCESSES IN MULTIMEDIA LEARNING? (F023)
Sonay Caner and Göknur Kaplan Akilli

EFFECTS OF THE USABILITY AND EXPECTED BENEFIT ON M-SERVICE USAGE: THE CASE OF A LOCATION-BASED MOBILE CAMPUS SERVICE (F033)
Yasemin Cetin-Kaya, Sevgi Ozkan-Yildirim and Mahir Kaya

USABILITY EVALUATION OF PLAYSTATION MOVE MOTION CONTROLLER (S028)
Ana Rita Teixeira, André Azevedo, André Santos, Mariana Moura, Nuno Gomes and João Orvalho

14:30-15:00 Posters Session
(Room: Lisboa A)
Chair: Katherine Blashki

IMMERSIVE GAMIFICATION FOR THE STUDENT
Emiliano Labrador and Eva Villegas

BLINDSHELL – USER INTERFACE FOR VISUALLY IMPAIRED USERS
Petr Svobodník, Daniel Novák and Michal Cerman

15:00-15:30 Doctoral Consortium
(Room: Lisboa A)
Chair: Katherine Blashki

AGILE USER EXPERIENCE
Tina Øvad

15:45 Social Event - Tour and Conference Dinner

Thursday 17th, July 2014

08:30-13:30 Welcome Desk

09:00-09:50 Session FSP 17.1
The Value of Affective Interfaces / Systems / Application / Interaction // Other
(Room: Madrid E)
Chair: Katherine Blashki

NEW TEACHING METHODS APPLIED IN COMPUTER SCIENCE TEACHING (F020)
Dragan Solesa, Djurdja Solesa Grijak and Nedjo Kojic

VIRTUALIZATION OF OBJECTS AND ADAPTIVE INTERACTION IN AN INCLUSIVE WEB OF THINGS (S059)
Ilaria Torre

10:00-11:00 Session KL3 – Keynote Presentation
(Room: Madrid B)

HAVING FUN WITH SURFACES: ADDING NEW TOUCH AND MORE DIMENSIONS TO GRAPHICAL INTERFACES
By Professor Joaquim Jorge, Department of Computer Science and Engineering, IST - Técnico Lisboa, Portugal

11:00-11:30 Coffee Break

11:30-13:00 Panel Session
(Room: Madrid B)

FUTURE TRENDS ON HCl, GAMES AND COMPUTER GRAPHICS AND VISUALIZATION
Profs. Katherine Blashki and Yingcai Xiao

13:00 Best Paper Awards Ceremony and Closing Session
(Room: Madrid B)
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