

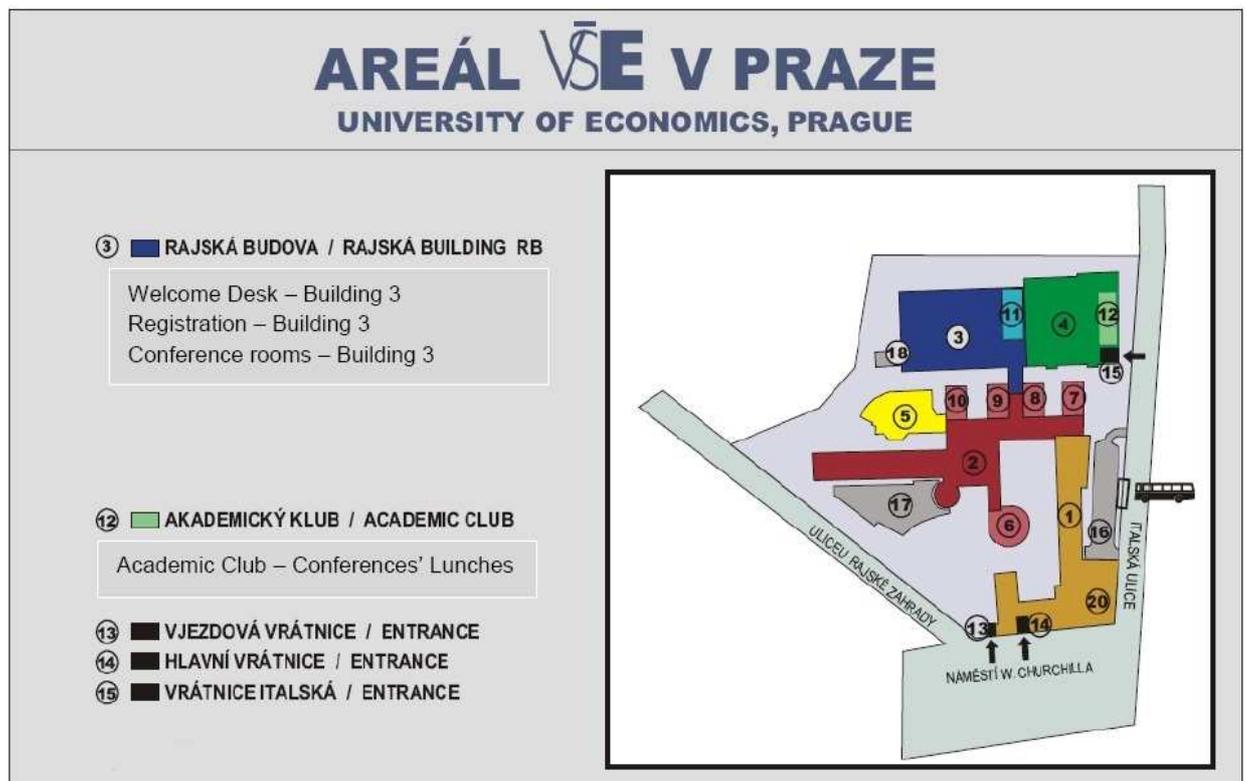
IADIS International Conferences

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-Hong 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 Rupperecht, Rainer Blum and Birgit Bomsdorf

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

*Marketta Niemelä, Mimma 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 Bouloukakis, 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