

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

**Tuesday 15<sup>th</sup>, 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**

**11:30-13:05 Session FSRP 15.1**  
**Usability // User Studies and Fieldwork**  
**(Room: Madrid B)**

**Chair: Katherine Blashki**

**THE LEAP MOTION CONTROLLER IN A 3D VIRTUAL ENVIRONMENT: EXPLORATIONS AND EVALUATIONS OF POINTING TASKS (F042)**

*Joanna Camargo Coelho and Fons J. Verbeek*

**IS THE SECOND SCREEN BECOMING THE FIRST? AN EXPLORATORY STUDY OF EMERGING MULTI-SCREENING PRACTICES (F041)**

*Patrícia Dias and Inês Teixeira-Botelho*

**FINGER POINTING ACCURACY ON LEAP MOTION SENSOR (S035)**

*Hermann Fürntratt*

**TUTORIAL USEFULNESS IN VIDEOGAME WII CONSOLES: FAST LEARNING OF GUIDELINES AND GAME MOVEMENTS (R029)**

*Ana Rita Teixeira, Sandra Pereira, Joana Portela, Maria Antunes, Rui Pereira, Hugo Silva and João Orvalho*

**11:30-13:00 Session FSP 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 Hatscher, Michael A. Herzog, and Christine Goutrié*

**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, Damla Cay, Gokhan Akgun and Duygun Erol Barkana*

**AUTOMATED BORDER CONTROL: A COMPARATIVE USABILITY STUDY AT TWO EUROPEAN AIRPORTS (F016)**

*Anne-Marie Oostveen, Mario Kaufmann, Erik Krempel and Gunther Grasemann*

**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, Frauke Fuhrmann and Margit Scholl*  
**A REVIEW OF THE PRACTICAL CAPACITIES AND USER PERCEPTION OF THE SIXTHSENSE DEVICE (F050)**  
*Jaimie M. Carlson, Kellie L. Carlson and Benjamin R. Kuykendall*

**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**

**EMBRACING DIVERSITY THROUGH INCLUSIVE LEARNING (F057)**  
*Carles Fernandez, Silvia Baldiris, Muriel Garreta and Ramon Fabregat*  
**AUGMENTED REALITY INTERFACES FOR INDUSTRIAL ASSEMBLY DESIGN AND PLANNING (F047)**  
*Xin Wang, Soh Khim Ong and Andrew Y.C. Nee*  
**DO E-BOOKS REFLECT CHILDREN'S AESTHETIC PREFERENCES? (S024)**  
*Hsiu-Feng Wang and Julian Bowerman*  
**GESTURES IN HUMAN-COMPUTER INTERACTION – A REVIEW FROM A PSYCHOLOGICAL POINT OF VIEW (S046)**  
*Lisa Graichen and Matthias Metzner*  
**EXPERIENCES FROM TRAINING AGILE SOFTWARE DEVELOPERS IN FOCUSED WORKSHOPS (R043)**  
*Tina Øvad and Lars Bo Larsen*  
**THE EFFECT OF TEST ENVIRONMENT ON USABILITY TESTING (R015)**  
*Abeer Alharbi, John Glauert and Pam Mayhew*

**17:00-18:30 Session FSP 15.6**  
**Serious Games and Entertainment – Applications, Critiques // Other**  
**(Room: Madrid D)**  
**Chair: Katherine Blashki**

**A COMPUTER GAME FOR AN ENHANCED VISITOR EXPERIENCE – INTEGRATION OF REALITY AND FICTION (F026)**  
*Ulf Wilhelmsson, Marcus Toftedahl, Tarja Susi, Niklas Torstensson, Anders Sjölin and Petri Tuori*  
**STUDENTS' PERCEPTIONS ON THE USE OF VIRTUAL ENVIRONMENTS AS LEARNING AIDS IN AN ALGORITHMS COURSE (S021)**  
*Hussein Thompson*  
**IMPROVED BIMODAL EMOTION RECOGNITION AS A TOOL IN THE TREATMENT OF IMPULSE CONTROL DISORDERS THROUGH GAMEPLAY (S027)**  
*Alan Murphy and Sam Redfern*  
**EXOGENOUS VS. ENDOGENOUS SERIOUS GAME DESIGN (S029)**  
*Barbara Reichart*

**Wednesday 16<sup>th</sup>, 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**

**RE-SCORING THE GAME'S SCORE DYNAMIC MUSIC AND IMMERSION IN THE LUDONARRATIVE (F049)**  
*Hans-Peter Gasselseder*  
**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)**  
*Tomaž Vodlan and Andrej Košir*

**10:00-11:00 (Room: Paris)**  
**H2020 EUROPEAN UNION RESEARCH PROJECTS**

**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**

**INTERACTIONS OF PARTICIPANTS DURING MOBILE DEVELOPMENT OF A HEALTHCARE APPLICATION (F025)**  
*Retha De La Harpe*  
**SCAFFOLDING SUSTAINABILITY IN THE ACADEMIC HCID PRACTICE (F034)**  
*Alma Leora Culén*  
**THE ONLINE GENERATION GAP, THE MILLENNIAL STUDENT AND GENERATION X LECTURER (S032)**  
*Tom Drange*  
**FROM 'SECURITY BORDER' TO 'SERVICE BORDER' – FUTURE AUTOMATED BORDER CONTROL (R054)**  
*Markus Heiskanen*

**11:30-13:05 Session FSRP 16.3**  
**Psychological, Social, and Cultural Differences in Perception and Participation // Social and Cultural Uses of/for Play**  
**(Room: Madrid D)**  
**Chair: Katherine Blashki**

**ELECTRONICS GAMES AND IDENTITY: A BAKHTINIAN ANALYSIS OF SUBJECTIVE PROCESSES INVOLVED IN THE ACT OF CHOOSING AVATARS (F020)**  
*Márcia Duarte Medeiros and José Aires de Castro Filho*  
**PLANNING GRAPH WITH CHARACTER ORIENTATION FOR DECISION MAKING OF NON-PLAYABLE CHARACTERS IN A ROLE-PLAYING GAME (F017)**  
*Umair Azfar Khan and Yoshihiro Okada*  
**A SET OF REQUIREMENTS TO SOCIAL GAMES USED IN DIGITAL INTERACTIVE TELEVISION (S033)**  
*Thalles Robson Barbalho and Ed Porto Bezerra*  
**TRANSMEDIA PLAYER EXPERIENCE IN AN ACTION ADVENTURE (R038)**  
*Huberta Kritzenberger*

**13:00-14:30 Lunch Break**

**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 Gökür 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 Assena, 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 Svobodnik, Daniel Novak 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 17<sup>th</sup>, 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 IHCI, GAMES AND COMPUTER GRAPHICS AND VISUALIZATION**

*Profs. Katherine Blashki and Yingcai Xiao*

**13:00 Best Paper Awards Ceremony and Closing Session**

**(Room: Madrid B)**

*Profs Katherine Blashki and Pedro Isaías*