INTERACT 2007 Conference Program

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Map of conference rooms 24

Monday 10 September — Tutorials

Full-day — 09:00 – 18:30

Guaratiba

T1 – HCI Themes for the Future: Collaborative Design, Social Creativity, and Meta-Design • *Gerhard Fischer*

Half-day • Morning — 09:00 – 13:00

Ipanema

T3 – Introducing HCI into an Organization: Making a Convincing Case for Usability • *Gitte Lindgaard*

Copacabana

T5 – Designing Multi-Device User Interfaces: How to Adapt to the Changing Device • *Fabio Paternò*

Half-day • Afternoon — 14:30 – 18:30

Ipanema

T4 – How to Combine Requirements and Interaction Design through Usage Scenarios • *Hermann Kaindl*

Copacabana

T6 – Collaborative Behavior and Supporting Technologies •
Jonathan Grudin, Steven Poltrock

Monday 10 September — Workshops

Two-day workshop — 09:00 – 18:30

Samambaia

W1 – Innovation Inspired by Diversity: Perspectives, Challenges and Opportunities for Human-Computer Interaction in Latin America – CLIHC 2007 • *Victor M. Gonzalez and Christian Sturm*

One-day workshops — 09:00 – 18:30

Grumari

W3 – Design and Evaluation of e-Government Applications and Services – DEGAS 2007 • *Marco Winckler, Monique Noirhomme-Fraiture*

São Conrado

W5 – Map-based Interaction for Social Networks •
Augusto Celentano, Piero Mussio, and Fabio Pittarello

Tuesday 11 September — Tutorials

Full-day — 09:00 – 18:30

Leme

T2 – Understanding Users in Context: An In-depth Introduction to Fieldwork for User Centered Design • *Susan Dray, David Siegel*

Half-day • Afternoon — 14:30 – 18:30

Ipanema

T8 – Software Usability Metrics for Usability Professionals • *Patricia Chalmers*

Tuesday 11 September — Workshops

Workshops — 09:00 – 18:30

Samambaia

W1 – Innovation Inspired by Diversity: Perspectives, Challenges and Opportunities for Human-Computer Interaction in Latin America – CLIHC 2007 • *Victor M. Gonzalez and Christian Sturm*

Pontal

W7 – Are New Methods Needed in User-Centered System Design? •
Regina Bernhaupt, Peter Forbrig, Jan Gulliksen, Janet Wesson

Copacabana

W4 – Design Principles for Software that Engages its Users • *Daniel Kerkow, Kirstin Kohler, Linda Hole, Nicola Millard, Marc Hassenzahl• MERGED WITH W9*

W9 – Facing Emotions: Responsible Experiential Design • *Sheryl Brahnam, Antonella De Angeli*

Grumari

W10 – Social, Organizational and Cultural aspects of Human-Work Interaction Design • *Annelise Mark Pejtersen, Torkil Clemmensen*

São Conrado

W8 – Usability Evaluation of Social Software – UESS 2007: Challenges and Solutions • *Effie Lai-Chong Law, Svetlena Taneva • MERGED WITH W12*

W12 – Technology has Escaped from the Zoo: Studying Usability in the Wild •
Paul D. Rohwer, Julie Maitland, Kay H. Connelly, Katie A. Siek, Gisele Bennett, Valerie Lafond-Favieres

Tuesday 11 September — Doctoral Consortium

Full-day — **09:00 – 18:30**

Guaratiba

A Critical Analysis of the Semiotic Engineering Evaluation Methods • *Silvia Amelia Bim*

Awareness Solutions for Informal Communication Negotiation Support at the Office • *Agnieszka Matysiak Szóstek*

Consistency Priorities for Multi-Device Design • *Rodrigo de Oliveira*

Crossmodal Interaction: Using Audio or Tactile Displays in Mobile Devices • *Eve Hoggan*

Cultural Usability: The Effects of Culture on Usability Testing • *Qingxin Shi*

Interaction and Visualization Techniques for Programming • *Mikkel Rønne Jakobsen*

Just Email It to Me! Why Things Get Lost in Shared File Repositories • *Emilee J. Rader*

Multimodal Interaction in A Ubiquitous Environment • *Mayuree Srikulwong*

PeerCare : Challenging the Monitoring Approach to Eldercare • *Yann Riche*

Sensemaking and Knowledge Building in System Development • *Elina Eriksson*

The Impacts of Hyperlinks and Writer Information on the Credibility of Stories on a Participatory Journalism Web Site • *Kirsten A. Johnson*

Understanding the Evolution of Users' Personal Information Management Practices • *Manas Tungare*

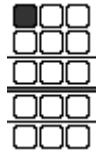
Visually Exploring Large Social Networks • *Nathalie Henry*

Why Gender Matters in CMC? Supporting Remote Trust and Performance in Diverse Gender Composition Groups via IM • *Xiaoning Sun*

Wednesday 12 September .

Morning — **08:30 – 09:30**

Itaipu B

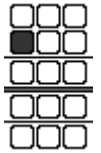


Opening session

Brian Shackel Awards

Morning — **09:30 – 11:00**

Itaipu B



Keynote Speaker

Human Values for Shaping the Made World

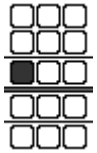
Ben Shneiderman, University of Maryland

Abstract

Interface design principles have been effective in shaping new desktop applications, web-based resources, and mobile devices. Usability and sociability promote successful online communities and social network services. The contributions of human-computer interaction researchers have been effective in raising the quality of design of many products and services. As our influence grows, we can play an even more profound role in guaranteeing that enduring human values are embedded in the next generation of technology. This talk identifies which goals are realistic, such as universality, responsibility, trust, empathy, and privacy, and how we might ensure that they become part of future services and systems.

Wednesday 12 September ..

Morning **11:30 – 13:00**



Social Computing • *Itaipu A*

Mutual awareness in collocated and distant collaborative tasks using shared interfaces •
Alexandre Pauchet, François Coldefy, Stéphanne Louis Dit Picard, et al.

Face-to-Face Sociability Signs Made Explicit in CMC •
Carla Leitão, Clarisse de Souza, Clarissa Barbosa

Identifying Potential Social Impact of Collaborative Systems at Design Time •
Clarissa Barbosa, Raquel Prates, Clarisse de Souza

Online Communities & eLearning • *Itaipu B*

Online Communities Administration: Defining Tools for Different Profiles[S] •
Elton José Silva, Silas Sallaume

Enhancing Interactivity in an Online Learning Environment •
Luciane Fadel, Mary Dyson

PASTEL: Pattern-Driven Adaptive Simulations[S] •
Mark Singley, Peter Fairweather, Tracee Wolf et al.

Building Communities with People-tags[S] •
Stephen Farrell, Tessa Lau, Stefan Nusser

Reading Companion: An Interactive Web-based Tutor for Increasing Literacy Skills[S] • *Keith Grueneberg, Amy Katriel, Jennifer Lai, et al.*

Tangible User Interfaces & Interaction 1 • *Guaratiba*

Interfacing Video Capture, Editing and Publication in a Tangible Environment •
Cati Vaucelle, Hiroshi Ishii

PaperCP: Exploring the Integration of Physical and Digital Affordances for Active Learning • *Chunyuan Liao, François Guimbretière, Richard Anderson, et al.*

Seeing More: Visualizing Audio Cues • *Tony Bergstrom, Karrie Karahalios*

Intelligent User Interfaces • *Samambaia*

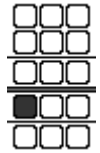
A Common Sense-Based On-line Assistant for Training Employees •
Junia C. Anacleto, Muriel de S. Godoi, Aparecido Fabiano P. de Carvalho, et al.

Proactive Assistive Technology: An Empirical Study •
Amedeo Cesta, Gabriella Cortellessa, Vittoria Giuliani, et al.

Use and Implications of a Shared, Forecasting Calendar •
Joe Tullio, Elizabeth Mynatt

Wednesday 12 September ...

Afternoon **14:30 – 16:00**



Panel • *Itaipu A*

Human-centric e-Learning and the Challenge of Cultural Localization
Albert Badre, Stefano Levialdi, Jim Foley, John Thomas, Carol Strohecker, Antonella De Angeli, Preetha Ram, Ashwin Ram, Jaime Sanchez

User Centred Design Methods & Techniques 1 • *Itaipu B*

Ubiquitous Substitution •
Christina Brodersen, Susanne Bødker, Clemens Nylandsted Klokmose

Meta-Design: Expanding Boundaries and Redistributing Control in Design •
Gerhard Fischer

Supporting the Planning and Organization of Multiple Activities in the Workplace[S] • *Victor González, Leonardo Galicia, Jesus Favela*

Creators, Composers and Consumers: Experiences of Designing a Digital Library[S] • *Ann Blandford, Jeremy Gow, George Buchanan, et al.*

Designing for Multiple devices • *Samambaia*

Model Driven Adaptation for Plastic User Interfaces •
Jean-Sebastien Sottet, Vincent Ganneau, Gaëlle Calvary, et al.

The Beautification Process in Model-Driven Engineering of User Interfaces •
Inés Pederiva, Jean Vanderdonckt, Sergio España, et al.

Consistency Priorities for Multi-Device Design[S] •
Rodrigo de Oliveira, Heloísa Vieira da Rocha

A Flexible Presentation Tool for Diverse Multi-display Environments[S] •
Kazutaka Kurihara, Takeo Igarashi

Tangible User Interfaces & Interaction 2 • *Guaratiba*

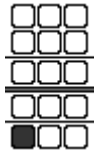
CubeExplorer: An Evaluation of Interaction Techniques in Architectural Education • *Hyunyoung Song, Francoiis Guimbretiere, Michael Ambrose, et al.*

InterCUBE: A Study into Merging Action and Interaction Spaces •
Benjamin Salem, Harold Peeters

EMA-Tactons: Vibrotactile External Memory Aids in the Auditory Display •
Johan Kildal, Stephen A. Brewster

Wednesday 12 September ....

Afternoon 16:30 – 18:30



Web • *Itaipu A*

A Proxy-Based Infrastructure for Web Application Sharing and Remote Collaboration on Web Pages •
Richard Atterer, Albrecht Schmidt, Monika Wnuk

Investigating User Attention and Interest in Websites •
Alistair Sutcliffe, Abdallah Namoune

FaericWorld: Browsing Multimedia Events through Static Documents and Links • *Maurizio Rigamonti, Denis Lalanne, Rolf Ingold*

Degree-of-Interest Visualization for Ontology Exploration[S] •
Peter Hüsken, Jürgen Ziegler

S3: Storable Shareable Search[S] • *Meredith Morris, Eric Horvitz*

Accessibility • *Itaipu B*

Electronic Communication: Themes from a Case Study of the Deaf Community •
Valerie Henderson-Summet, Rebecca Grinter, Jennie Carroll, et al.

Accessibility and Interactive TV: Design Recommendations for the Brazilian Scenario • *Lara Piccolo, Amanda Melo, Cecília Baranauskas*

Guidelines for Designing Mobility and Orientation Software for Blind Children •
Jaime Sánchez, Miguel Elías

SymAB: Symbol-Based Address Book for the Semi-Literate Mobile User[S] •
Anuradha Bhamidipaty, Deepak P.

Accessibility of assistive software installation interfaces[S] •
Lucia Filgueiras, Edson Constantino Sales, Lucy Gruenwald, et al.

Special Interest Group (SIG) • *Samambaia*

Sharing Perspectives on Community-Centered Design and International Development • *Mike Best, Andy Dearden, Susan Dray, Ann Light, John Thomas, Celeste Buckhalter, Daniel Greenblatt, Shanks Krishnan, Nithya Sambasivan*

3D Interaction & 3D Interfaces • *Guaratiba*

Employing Dynamic Transparency for 3D Occlusion Management: Design Issues and Evaluation • *Niklas Elmqvist, Ulf Assarsson, Philippas Tsigas*

Towards Applicable 3D User Interfaces for Everyday Working Environments •
Frank Steinicke, Timo Ropinski, Gerd Bruder, et al.

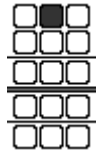
Dwell-based Pointing in Applications of Human Computer Interaction •
Christian Müller-Tomfelde

A Miniature One-Handed 3D Motion Controller[S] • *Kynan Eng*

Thursday 13 September .

Morning 08:30 – 10:00

Itaipu B



Keynote Speaker

Getting your Message across to your Users

Clarisse Sieckenius de Souza, PUC-Rio, Brasil

Abstract

Most models, theories and perspectives in human-computer interaction focus on users communicating with systems. The very name of our discipline illustrates how pervasive is the idea that users and systems are the only relevant parties involved in the process we want to design or investigate. For over a decade, the Semiotic Engineering Research Group (SERG) has elaborated an alternative account of HCI. In it, what we traditionally call human-computer interaction is characterized as a particular instance of a more general process of computer-mediated human communication.

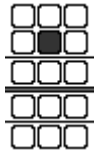
Semiotic Engineering views HCI as a case of designer-to-user metacommunication, or communication about how to communicate (with/through the system), when and what for. The designer's metacommunication message in conveyed by means of a wide range of communicative exchanges between the users and the system. The system represents designers at interaction time, and each turn of communicative exchange adds a significant piece of knowledge and experience to what eventually becomes the user's interpretation of the designer's message. Thus the metacommunication process is achieved.

In this talk I will provide various examples of designer-to-user metacommunication, and discuss some of the main implications of bringing designers onto the stage where human-computer interaction takes place. I will place a special emphasis on how this alternative perspective encourages designers to express certain values, beliefs and expectations regarding the interactive artifacts they produce, compared with what is enabled and encouraged by more traditional views of HCI. Given the theme of INTERACT 2007, I will illustrate the differences with systems that clearly demand, and encode, an attitude of social responsibility from their designers and developers.

I will wrap up the talk with some final considerations about the cultural roots of Semiotic Engineering, and a conjecture that HCI theories developed outside North America and Europe will reflect their proponents' concern and engagement with remarkably different social and cultural backgrounds. Perhaps, our international community's investment in encouraging the development of such theories will foster progress of our discipline in some innovative directions.

Thursday 13 September ..

Morning 10:00 – 11:00



User Centred Design Methods & Techniques 2 • *Itaipu A*

Improving Users' Comprehension of Changes with Animation and Sound: an Empirical Assessment •
Céline Schlienger, Stéphane Conversy, Stéphane Chatty, et al.

Designing a Free Style, Indirect, and Interactive Storytelling Application for People with Aphasia • *Elke Daemen, Pavan Dadlani, Jia Du, et al.*

Affective Computing 1 • *Itaipu B*

A Conceptual Framework for the Design and Evaluation of Affective Usability in Educational Geosimulation Systems •
Elizabeth Furtado, Vasco Furtado, Eurico Vasconcelos

TEMo-chine: Tangible Emotion Machine[S] •
Omar Mubin, Abdullah Al Mahmud, Christoph Bartneck

Characterizing the diversity in users' perceptions[S] •
Evangelos Karapanos, Jean-Bernard Martens

Interaction Techniques 1 • *Samambaia*

A Pressure-Sensing Mouse Button for Multilevel Click and Drag •
Masaki Omata, Kenji Matsumura, Atsumi Imamiya

DeskJockey: Exploiting Passive Surfaces to Display Peripheral Information •
Ryder Zoila, Melanie Kellar, Kori Inkpen

Cultural Issues in HCI • *Guaratiba*

Institutionalizing HCI in Asia • *Andy Smith, Anirudha Joshi, Zhengjie Liu, et al.*

Cultural Mobilities: Diversity and Agency in Urban Computing •
Paul Dourish, Ken Anderson, Dawn Nafus

Video Papers • *São Conrado*

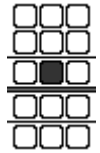
A Comparison of Navigation Techniques Across Different Types of Off-Screen Navigation Tasks[V] •
Grant Partridge, Mahtab Nezhadasl, Pourang Irani, and Carl Gutwin

Iztmo: A New and Intuitive Way to Connect People[V] •
Danielle Gandarillas, Gil Guigon, and Ilana Paterman

Shortcuts: A Visualization of Interactive Processes[V] • *Ilana Paterman*

Thursday 13 September ...

Morning 11:30 – 13:00



Evaluation Methods 1 • *Itaipu A*

Use Case Evaluation (UCE): A Method for Early Usability Evaluation in Software Development • *Kasper Hornbæk, Rune Thaarup Høegh, Michael Bach Pedersen, et al.*

Evaluating Reduced-Functionality Interfaces According to Feature Findability and Awareness • *Leah Findlater, Joanna McGrenere*

In and Out of the Hospital: the Hidden Interface of High Fidelity Research via RFID[S] • *Svetlena Taneva, Effie Law*

Exploring multiple usability perspectives[S] • *Tobias Uldall-Espersen*

Affective Computing 2 • *Itaipu B*

Playful Probing: Making Probing more Fun •
Regina Bernhaupt, Astrid Weiss, Marianna Obrist, et al.

Motivational Needs-driven Mobile Phone Design[S] •
Judy van Biljon, Paula Kotzé, Gary Marsden

Mobile Application for Increasing Contextual and Emotional Work Group Awareness[S] • *Mikko Salminen, Kari Kallinen, Kliment Yanev, et al.*

Stay on the ball! An Interaction Pattern Approach to the Engineering of Motivation[S] • *Kirstin Kohler, Sabine Niebuhr, Marc Hassenzahl*

Social Computing & Tagging • *Samambaia*

Exploring Temporal Communication through Social Networks •
Liaquat Hossain, Kenneth Chung, Shahriar Hasan Murshed

Tagscape: Navigating the Tag Landscape[S] •
Lauren Haynes, Aylin Selcukoglu, Sunah Suh, et al.

Visual Tagging through Social Collaboration: a Concept Paper[S] •
Andrea Bellucci, Stefano Levialdi Ghiron, Alessio Malizia

Interaction on the Move • *Guaratiba*

Utilizing Sound Effects in Mobile User Interface Design •
Hannu Korhonen, Jukka Holm, Mikko Heikkinen

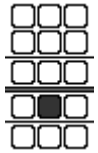
Multimodal PDA Interfaces to Assist Drivers in Monitoring Their Vehicles •
Giuseppe Ghiani, Fabio Paternò

Optimizing on Mobile Usage Cost for the Lower Income Group: Insights and Recommendations[S] • *Deepak P, Anuradha Bhamidipaty*

Button Keyboard: a Very Small Keyboard with Universal Usability for Wearable computing[S] • *Hyunjung Kim, Minjung Sohn, Seoktae Kim, et al.*

Thursday 13 September ....

Afternoon **14:30 – 16:00**



Panel • *Itaipu A*

Meta-design and Social Creativity: Making All Voices Heard •
Gerhard Fischer

User & Usability Studies 1 • *Itaipu B*

Strategic Tabletop Negotiations •
Tokuo Yamaguchi, Sriram Subramanian, Yoshifumi Kitamura, et al.

A Fundamental Study for Participating in Multiple Teleconferences •
Hironori Egi, Hisashi Anzai, Itaru Takata, et al.

ICEbox: Toward Easy-to-Use Home Networking •
Jeonghwa Yang, W. Keith Edwards

Focus + Context Visualization Techniques & Tagging • *Samambaia*

Focus+Context Visualization Techniques for Displaying Large Lists with Multiple Points of Interest on Small Tactile Screens • *Stéphane Huot, Eric Lecolinet*

Techniques for Interacting with Off-Screen Content •
Pourang Irani, Carl Gutwin, Grant Partridge, et al.

CandidTree: Visualizing Structural Uncertainty in Similar Hierarchies •
Bongshin Lee, George Robertson, Mary Czerwinski, et al.

Interaction for Selection • *Guaratiba*

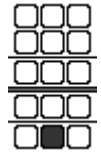
Quantifying the Performance Effect of Window Snipping in Multiple-monitor Environments • *Dugald Hutchings, John Stasko*

Interacting with the Computer using Gaze Gestures •
Heiko Drewes, Albrecht Schmidt

A Comparative Longitudinal Study of Non-verbal Mouse Pointer •
Murni Mahmud, Adam Sporka, Sri Kurniawan, et al.

Thursday 13 September .....

Afternoon **16:30 – 18:30**



Special Interest Group (SIG) • *Itaipu A*

Embedding HCI in Developing Countries: Localizing Content, Institutionalizing Education and Practice • *Andy Smith, Aniruda Joshi, Zhengjie Liu, Liam Bannon, Jan Gulliksen, Cecilia Baranauskas*

Usability Studies on Collaborative Systems • *Itaipu B*

Usability Study of Multi-Modal Interfaces using Eye-Tracking •
Regina Bernhaupt, Philippe Palanque, Marco Winckler, et al.

Investigating Effective ECAs: an Experiment on Modality and Initiative •
Alistair Sutcliffe, Faisal Al-Qaed

Towards a Physiological Model of User Interruptability •
Daniel Chen, Jamie Hart, Roel Vertegaal

Evaluation of a Multi-user System of Voice Interaction Using Grammars[S] •
Elizabete Munzlinger, Fabricio da Silva Soares, Carlos Henrique Quartucci Forster

An Eye Tracking Study of How Pictures Influence Online Reading[S] •
David Beymer, Peter Orton, Daniel Russell

Safety, Security, Privacy & Usability • *Samambaia*

Designing a Trade-off between Usability and Security: A Metrics-based Model •
Christina Braz, Ahmed Seffah, David M'Raihi

Usability Challenges in Security and Privacy Policy-Authoring Interfaces •
Robert Reeder, Clare-Marie Karat, John Karat, et al.

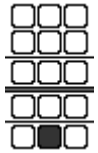
Understanding Compliance to Privacy Guidelines Using Text-and Video-based Scenarios • *Abdullah Al Mahmud, Maurits Kaptein, Oliver Moran, et al.*

Do I Do What I Say?: Observed *versus* Stated Privacy Preferences[S] •
Kay Connelly, Ashraf Khalil, Yong Liu

Thursday 13 September .....

Afternoon **16:30 – 18:30**

Organizational Overviews & HCI Societies Worldwide • *Guaratiba*



Organizational overviews describe work in organizations that have demonstrated excellence in, or made innovative contributions to the field of HCI.

Evangelizing Usability to 700 People: Strategies for Building a User-Centered Organizational Culture • *Filipe Levi, Paulo Melo, Ubirajara Lucena, Cynthia Belleza, and José Arcoverde • Brasil*

HxI : an Australian Initiative in ICT-Augmented Human Interactivity • *Christian Mueller-Tomfelde, Belinda Kellar and Peter Eades • Australia*

Introducing HCI in Corporate IT Department in a Large Company in Brazil • *Andre Vinicius Fontes Dantas, Carlos Freud Alves Batista, Cassiano Ebert, Maíra Greco de Paula and Simone Diniz Junqueira Barbosa • Brasil*

The challenges of creating connections and raising awareness: experience from UCLIC • *Ann Blandford, Rachel Benedyk, Nadia Berthouze, Anna Cox and John Dowell • UK*

The LabIHC and e-poupatempo's experience in the São Paulo State's e-gov • ***Renato Facis, Carlos Alberto Neves Torres, Jair Barreto Vasconcelos*** • *Brasil*

Usability, from a bigger picture • *Mercedes Sanchez, José Luis Adán Gil • Mexico*

User Experience Research at Tech Mahindra • *Sanjay Tripathi • India*

User System Interaction Program • *Panos Markopoulos, Maddy Janse, Sanjin Pajo, Paula Deisz, Annemieke van Ruiten,Vanessa Sawirjo and Albertine Visser • The Netherlands*

HCI societies worldwide give overviews of national and international societies where organisations have been established to support HCI related activities.

The AIPO Society: Present and Future Trends • *María Paula González, Toni Granollers, Cesar A. Collazos, Julio Abascal • Spain*

HCI Brazilian Community – After 10 years • *Raquel Oliveira Prates • Brasil*

uiGarden, - An Online HCI Society in Two Languages • *Christina Li • uiGarden.net*

Thursday 13 September .....

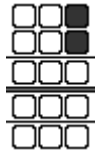
Evening **20:00 – 23:00**

Conference Dinner • *Porcão Rio's • Transportation from Rio Othon Palace at 19h30*

Friday 14 September .

Morning **09:00 – 11:00**

Visualizing Social Information • *Itaipu A*



Visualizing Activity on Wikipedia with Chromograms • *Martin Wattenberg, Fernanda Viégas, Katherine Hollenbach*

MatLink: Enhanced Matrix Visualization for Analyzing Social Networks • *Nathalie Henry, Jean-Daniel Fekete*

CodeSaw: A Social Visualization of Distributed Software Development • *Eric Gilbert, Karrie Karahalios*

The Use of Information Visualization to Support Software Configuration Management • *Roberto Therón, Antonio González, Francisco J. García, et al.*

UI Prototyping • *Itaipu B*

Trainable Sketch Recognizer for Graphical User Interface Design • *Adrien Coyette, Sascha Schimke, Jean Vanderdonckt, Claus Vielhauer*

UI Prototyping for Multiple Devices through Specifying Interaction Design • *Jürgen Falb, Roman Popp, Thomas Röck, et al.*

Multi-Fidelity Prototyping of User Interfaces • *Adrien Coyette, Suzanne Kieffer, Jean Vanderdonckt*

User-Centered Design & Business Process Modeling: Cross Road in Rapid Prototyping Tools • *Noi Sukaviriya, Vibha Sinha, Thejaswini Ramachandra, et al.*

Children, Games, and the Elderly • *Samambaia*

Interactive Floor Support for Kinesthetic Interaction in Children Learning Environments • *Kaj Grønbæk, Ole Sejer Iversen, Karen Johanne Kortbek, et al.*

Was Vygotsky Right? Evaluating the Learning Effects of Social Interaction in Kids' Internet Games • *Franca Garzotto*

Daily Activities Diarist: Supporting Aging in Place with Semantically Enriched Narratives • *Georgios Metaxas, Barbaros Metin, Jutta M. Schneider, et al.*

Head Up Games: the Games of the Future will Look More Like the Games of the Past[S] • *Iris Soute, Panos Markopoulos*

MarkerClock : A Communicating Augmented Clock For Elderly[S] • *Yann Riche, Wendy Mackay*

Software Engineering and HCI • *Guaratiba*

Usability Cost-Benefit Analysis: How Usability Became a Curse Word? • *Mikko Rajanen, Netta Iivari*

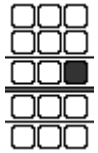
DREAM & TEAM: A Tool and a Notation Supporting Exploration of Options and Traceability of Choices for Safety Critical Interactive Systems • *Xavier Lacaze, Philippe Palanque*

A Glass Box Design: Making the Impact of Usability on Software Development Visible • *Natalia Juristo, Ana Moreno, Maria-Isabel Sanchez-Segura, et al.*

Are Engineers Condemned to Design? A Survey on Software Engineering and UI Design in Switzerland • *Ljiljana Vukelja, Lothar Müller, Klaus Opwis*

Friday 14 September ..

Morning 11:30 – 13:00



Panel • *Itaipu A*

Socially Responsible Design in the Context of International Development •
Michael Best, Andrew Dearden, Susan Dray, Ann Light, John Thomas

User & Usability Studies 2 • *Itaipu B*

Recognising Erroneous and Exploratory Interactions •
Jonathan Back, Ann Blandford, Paul Curzon

Selective Analysis of Linguistic Features Used in Video-mediated Collaboration: an Indicator of Users' Sense of Co-Presence[S] • *Paulo Melo, Leila Alem*

Gender Talk: Differences in Interaction Style in CMC[S] •
Xiaoning Sun, Susan Wiedenbeck, Thippaya Chintakovid et al.

Interaction Techniques 2 • *Samambaia*

Drag-and-Guess: Drag-and-Drop with Prediction • *Takeshi Nishida, Takeo Igarashi*

Wave Menus: Improving the Novice Mode of Hierarchical Marking Menus •
Gilles Bailly, Eric Lecolinet, Laurence Nigay

Nearly-integral Manipulation of Rotary Widgets[S] •
Rodrigo Almeida, Pierre Cubaud

CATKey: Customizable and Adaptable Touchscreen Keyboard with Bubble Cursor-like Visual Feedback[S] • *Kentaro Go, Yuki Endo*

Input and Selection • *Guaratiba*

The Adaptive Hybrid Cursor: A Pressure-based Target Selection Technique for Pen-based User Interfaces • *Xiangshi Ren, Jibin Yin, Shengdong Zhao, Yang Li*

ThumbSpace: Generalized One-Handed Input for Touchscreen-based Mobile Devices • *Amy Karlson, Benjamin Bederson*

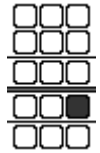
ZWPS: A Hybrid Selection Technique for Small Target Acquisition in Pen-based Interfaces[S] • *Jibin Yin, Xiangshi Ren*

Investigation to Line-based Techniques for Multi-target Selection[S] •
Jibin Yin, Xiangshi Ren

Friday 14 September ...

Afternoon 14:30 – 16:00

Itaipu B



Keynote Speaker

Perspectives on Social Computing

Wendy Kellogg, IBM, USA

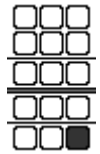
Abstract

Social computing has emerged as a broad area of research in HCI and CSCW, encompassing systems that mediate social information across collectivities such as teams, communities, organizations, cohorts, populations, and markets. Such systems are likely to support and make visible social attributes such as identity, reputation, trust, accountability, presence, social roles, expertise, knowledge, and ownership. Social computing is transforming organizations and societies by creating a pervasive technical infrastructure that includes people, organizations, their relationships and activities as fundamental system components, enabling identity, behavior, social relationships, and experience to be used as resources. In this talk, I argue for a broad definition of social computing, selectively review emerging applications, and discuss current research within and beyond IBM that is driving and is driven by the emerging vision of social computing.

Friday 14 September ....

Afternoon 16:30 – 17:00

Itaipu B



Closing Session

General Information

Banks and money matters

Banks are open on weekdays from 10 am to 4 pm. They are closed on weekends and public holidays. Visitors are encouraged to check the acceptability of their credit and/or cash cards with their local bank. Automated teller machines (ATMs) can be found almost everywhere; some machines provide 24-hour cash (in R$) withdrawal facilities for major credit cards.

Visa card holders may withdraw cash from the Banco do Brasil and Banco Itaú. Card holders with a PIN number may obtain cash from the 24-hour machines; those without will have to await verification, available from 10 am to 4 pm.

Rio de Janeiro International Airport Exchange Department, 3rd floor. Tel.: +55 (21) 3398-3652 Hours for exchange: For USD and Euros: from 8 am to 10 pm, daily; for other currencies: Mondays to Fridays, from 10 am to 6 pm. 24-hour machines are also available.

The Brazilian currency is the Real (R$); there are 100 centavos in one Real. Coins issued by the government are either bronze-coloured for 1 centavo, silver for 5, 10, 25 and 50 centavos and a nickel and bronze coin for R$1.

R$1, R$2, R$5, R$10, R$20 R$50 and R$100 are the denominations of the bills. The value of the real against the US dollar varies according to the daily rate. Banks and exchange bureaux charge a commission on exchange transactions, which the visitor should check beforehand.

As elsewhere, the rates of exchange for cash and travelers' cheques are marginally different, and coins are not exchangeable. Money changers are obliged by law to display net rates of exchange. Receipt notes must be issued by law; it is advisable to keep these until after departure.

Beach

Brazilians only carry a towel, sunscreen lotion and a small amount of money to the beach. We suggest you to do the same. Avoid swimming far from the shore and be careful with overexposure to the sun. If your skin is sensitive, you should avoid the beach from 10 am. to 3 pm. Please remember that you are in a tropical country.

Business Hours

Most offices and stores are open from 9 am to 6 pm, Monday through Friday. Stores are also open on Saturday from 9 am to 1 pm, while most shopping malls open Monday to Saturday from 10 am to 10 pm and on Sunday from 3 pm to 9 pm.

Car Rentals

The main car rental companies have branches in Rio de Janeiro. Should the visitor require a rented car for a day or two during his stay, the Concierge of the hotel can make the necessary arrangements.

Clothing

Dress casually. For men, slacks and sports shirts; for women, casual attire is fine. Women may appreciate having a shawl or cardigan to hand in the more heavily air conditioned buildings while a light sweater is all they will need for winter nights. Informality is the keynote in Rio de Janeiro in terms of dress code. The use of jackets and ties for men is

restricted almost exclusively to offices. A lightweight wrap or jacket is often needed as the major hotels, restaurants and bars, as well as the subway and most taxis, are air-conditioned.

Geographic information

Brazil covers almost half of South America and the coastline runs along the Atlantic Ocean for over 7.408 kilometers (11.919 miles) of white sandy beaches. Brazil's land area is 8.511.865 square kilometers (3.319.666 square miles).

Most of Brazil lies South of the Equator. As a result, there is very little seasonal variation. The climate is comfortably temperate in most of the country, and refreshing sea breezes often blow along the coast almost all year round. With the temperatures usually ranging from 65 to 85 degrees Fahrenheit (18 to 30°C), casual spring and summer clothes are appropriate for almost every region and occasion. In Rio, Summer runs from December though March with temperatures ranging from 25ºC (77º F) to 42ºC, while winter runs from June though to August when temperatures can drop to around 20º C (68ºF) in the day and cool 16º C (60ºF) at night.

Government

Brazil is a democratic Federal Republic where the President is elected for a 4-year term, with the right to one reelection.

Hotel Safes

Hotels offer safety deposit boxes in their rooms. It is recommended that jewelry, air tickets, documents and money are kept in them. Keep only what is necessary for your daily use with you.

Language

Portuguese is the national language, although the Brazilian people give different accents and semantics to the Portuguese language spoken in Portugal. English and Spanish are the foreign languages spoken in most areas, especially in hotels, shops, restaurants and other tourist places. English and Spanish are part of the school curriculum.

Medical Services

Most hotels have immediate access to on-call 24-hour medical assistance. There are also many government and private hospitals with 24-hour emergency and out-patient departments. Many of Rio de Janeiro's doctors and dentists were trained or have undergone postgraduate training overseas. All hotels have lists of recommended medical services.

Postal Services

The Brazilian postal services meet all international standards, and there are many post offices around the city. They are closed on Sundays and public holidays. Most hotels offer postal facilities for guests' letters and packages, as well as a packing service.

Safety and Security

As in any large city in the world, the key to an uneventful stay is to protect yourself from pickpockets and carry as little cash and as few valuables as possible.

The Rio de Janeiro military police and the municipal guard corps have stations and reporting centers. In case of need, contact the hotel Front Desk for guidance and assistance.

Shopping

American Express, VISA, Diner's Club and MasterCard credit cards are accepted at the majority of shops, although it is always a good idea to confirm this before buying. Occasionally a small discount is offered on cash sales. Personal checks drawn on overseas banks are not accepted. Generally speaking, travelers' checks are welcome. Visitors are encouraged to check the daily dollar rate at their hotels before going on a spree.

Subway System

Rio de Janeiro's subway is safe, efficient and easy to use. Tickets are for one, two or ten rides. Tickets are bought at the counter, as there are no ticket-issuing machines. The Copacabana Metro stations are located in Cantagalo, Praça Cardeal Arcoverde or Siqueira Campos, four blocks from the beach. The Metro is a great boon to adventurous visitors; Catete, Glória, Cinelândia, Carioca and Uruguaiana stations are those closest to the city's principal historical and cultural attractions.

Telecommunications

Brazil is connected to all appropriate international telephone and satellite communications systems, providing trouble-free connections to virtually anywhere in the world. Most hotels provide guest room International Direct Dial (IDD) services; some hotels have in-room Internet hook-up and fax machines. Others offer this service through their Concierge or Business Center. Outside hotels, long-distance calls can be made from IDD payphones or cardphones in various locations. Telemar also provides service at certain hours of the day at their Copacabana and Ipanema offices. The push-button call-home system, providing immediate connection to the operator of the country required is also available. For information about dial access and IDD phone locations, contact the hotel operator. Not all local calls from private phones are free. However, shops, restaurants and bars without payphones will usually permit free use of their phones.

The International Direct Dial (IDD) code for Brazil is 55 and the city code for Rio de Janeiro is 21.

Tipping

Restaurants, taxis and hotel tips are 10% to 15% over your bill. Most restaurants include 10% on their bill and it is up to you to leave an extra tip.

Voltage

Rio de Janeiro and São Paulo have 110 or 120-Volt 60-cycles alternate current (AC). Salvador and Manaus have 127 Volts. Recife, Brasilia and a number of other cities have 220-Volt Service. Most hotels, however, provide both services and/or adapters for guests.

Water

Rio de Janeiro's water supply conforms to international standards. Due to the pronounced taste of chlorine in the water, it is advisable to drink bottled mineral water.

Program at a Glance

Monday 10 September

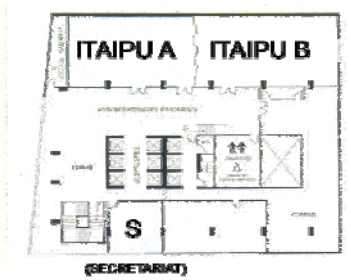
	Full-day tutorial	Half-day tutorials	Workshops
09:00-11:00	**Guaratiba:** **T1** – HCI Themes for the Future: Collaborative Design, Social Creativity, and Meta-Design *Gerhard Fischer*	**Ipanema:** **T3** – Introducing HCI into an organization... *Gitte Lindgaard* **Copacabana:** **T5** – Designing Multi-Device User Interfaces... *Fabio Paternò*	**Samambaia:** **W1** – Innovation inspired by diversity: Perspectives, Challenges and Opportunities for Human-Computer Interaction in Latin America – CLIHC 2007 **Grumari:** **W3 –** Design and Evaluation of e-Government Applications and Services (DEGAS'2007) **São Conrado:** **W5** – Map-based Interaction for Social Networks
11:00-11:30			
11:30-13:00			
13:00-14:30		Lunch	
14:30-16:00		**Ipanema:** **T4** – How to Combine Requirements and Interaction Design Through Usage Scenarios *Hermann Kaindl* **Copacabana:** **T6** - Collab. Behavior and Supporting Technologies *Jonathan Grudin, Steven Poltrock*	
16:00-16:30			
16:30-18:30			

Tuesday 11 September

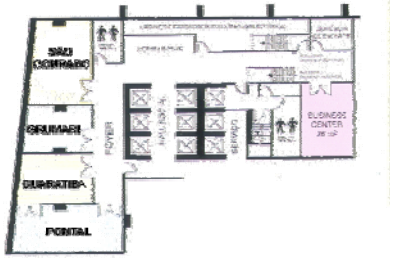
	Full-day tutorial	Half-day tutorials	Workshops	Doctoral Consortium
09:00-11:00	**Leme:** **T2** – Underst. Users In Context: An In-depth Introduction to Fieldwork for User Centered Design *Susan Dray, David Siegel*		**Samambaia:** **W1** – Innovation inspired by diversity... CLIHC 2007 (2nd day) **Copacabana:** **W4** – Design principles for software that engages its users + **W9** – Facing Emotions... **Grumari:** **W10** – Social, Organizational and Cultural aspects of Human-Work Interaction Design **São Conrado:** **W8** – Usability Evaluation of Social Software (UESS'07) + **W12** – Technology has escaped from the zoo...	Guaratiba: Agnieszka Szóstek, The *Netherlands* Elina Eriksson, *Sweden* Emilee Rader, *USA* Eve Hoggan, *UK* Kirsten Johnson, *USA* Manas Tungare, *USA.* Mayuree Srikulwong, *UK* Mikkel Jakobsen, *Denmark* Nathalie Henry, *France* Qingxin Shi, *Denmark* Rodrigo de Oliveira, *Brasil* Silvia Amelia Bim, *Brasil* Xiaoning Sun, *USA* Yann Riche, *France*
11:00-11:30				
11:30-13:00				
13:00-14:30		Lunch		
14:30-16:00		**Ipanema:** **T8** – Software Usability Metrics for Usability Professionals *Patricia Chalmers*		
16:00-16:30				
16:30-18:30				

	Wednesday 12 September				Thursday 13 September				Friday 14 September			
	Itaipu A	**Itaipu B**	**Samambaia**	**Guaratiba**	**Itaipu A**	**Itaipu B**	**Samambaia**	**Guaratiba**	**Itaipu A**	**Itaipu B**	**Samambaia**	**Guaratiba**
	08:30-09:30 ***Welcome •*** ***Brian Shackel Awards***				08:30-10:00 ***Clarisse Sieckenius de Souza*** *Getting your message across to your users*				09:00-11:00 Visualizing Social Information	09:00-11:00 UI Prototyp.	09:00-11:00 Children, Games, and the Elderly	09:00-11:00 Software Engineering and HCI
	09:30-11:00 ***Ben Shneiderman*** *Human Values for Shaping the Made World*				10:00-11:00 UCD Methods & Tech's 2	10:00-11:00 Affect. Comp.1	10:00-11:00 Interact. Tech's 1	10:00-11:00 Cultural Issues in HCI				
11:00	Coffee-break											
11:30-13:00	Social Computing	Online Communities & eLearning	Intelligent UIs	Tangible UIs & Interaction 1	Evaluation Methods 1	Affective Computing 2	Social Computing & Tagging	Interaction on the Move	**Panel:** Socially Responsib. Design…	User & Usability Studies 1	Interaction Techniques 2	Input and Selection
13:00	Lunch break											
14:30-16:00	**Panel:** Human-centric e-Learning and the Challenge of Cultural Localizat.	UCD Methods & Techniques 1	Designing for Multiple Devices	Tangible UIs & Interact. 2	**Panel:** Meta-design and Social Creativity…	User & Usability Studies 1	Focus + Context Visualization Techniques & Tagging	Interaction for Selection	***Wendy Kellogg*** *Perspectives on Social Computing*			
16:00	Coffee-break											
16:30-18:30	Web	Accessibility	**SIG:** Sharing Perspectives on Community-Centered Design and International Development…	3D Interact. & 3D UIs	**SIG:** Embed. HCI in Developing Countries…	Usability Studies on Collaborative Systems	Safety, Security, Privacy & Usability	**HCI Societies & Organiz. Overviews**	16:30-17:00 ***Closing Session***			
					20:00-23:30 **Conference dinner**							

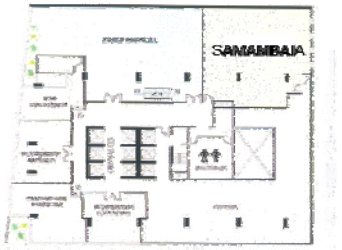
1st floor



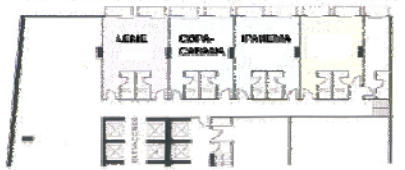
2nd floor



3rd floor



5th floor



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