Program

Monday
18:00 Get-together: Performances
Chair: Koray Tahiroglu, Aalto University, Finland
Room: LUME @ Arabia
18:00 Seamless
   Kevin Logan, University of the Arts London, United Kingdom
18:15 Fields
   Sébastien Piquemal, Aalto University, Finland
   Tim Shaw, Newcastle University, United Kingdom
18:30 Solitude Silence
   Thomas Bjelkeborn, Club Lamour, Sweden
   Michael Larson, Club Lamour, Sweden
18:45 Stream Dye: An Interactive Multimedia Performance with a Textile Interface
   Yuan Wang, New York University, United States

Tuesday
09:00 Conference Opening
Chair: Virpi Roto, Aalto University, Finland & Jonna Häkkilä, University of Lapland, Finland
Room: Fennia I & II
09:00 Keynote: Fun, Fast, Foundational
   Don Norman, UC San Diego, United States
11:00 Industry Experiences: New approaches to practical UX work
Chair: Anne Kaikkonen, Cresense Oy, Finland
Room: Fennia II
11:00 Yarn: a Product for Unraveling Stories
   Susan Buenafe, Carnegie-Mellon University and Madeira-ITI, Portugal
   Luis Guzman, Carnegie-Mellon University and Madeira-ITI, Portugal
   Namrata Kannan, Carnegie-Mellon University and Madeira-ITI, Portugal
   Kristine Mendoza, Carnegie-Mellon University and Madeira-ITI, Portugal
   Nuno Jardim Nunes, Madeira-ITI, Portugal
   Valentina Nisi, Madeira-ITI, Portugal
   Pedro Campos, Madeira-ITI, Portugal
   Frederica Gonçalves, Madeira-ITI, Portugal
   Miguel Campos, WowSystems, Portugal
   Paulo Freitas, WowSystems, Portugal
11:20 User Research’s Strategic Value in Digital Product Design
   Michael Leitner, create-mediadesign GmbH, Austria
11:40 Evaluating Delight in the User Experience of Smartphones - Case Nokia
   Heli Rantavuo, Microsoft, United Kingdom
   Andrew Harder, Canonical, United Kingdom
12:00 On the Handling of Impedance Factors for Establishing Apprenticeship Relations during Field Studies in Industry Domains
   Petra Björndal, KTH and ABB Corporate Research, Sweden
   Maria Ralph, ABB Corporate Research, Sweden
11:00 Papers: Away from keyboard
Chair: Eve Hoggan, Helsinki Institute of Information Technology, Finland
Room: Nordia
11:00 Thaddeus: A Dual Device Interaction Space for Exploring Information Visualisation
   Paweł Woźniak, Chalmers University of Technology, Sweden
Lars Lischke, University of Stuttgart, Germany
Benjamin Schmidt, University of Stuttgart, Germany
Shengdong Zhao, National University of Singapore, Singapore
Morten Fjeld, Chalmers University of Technology, Sweden

11:20 Sparkle: An Ambient Light Display for Dynamic Off-Screen Points of Interest
Heiko Mueller, OFFIS Institute for Information Technology, Germany
Andreas Lücke, OFFIS Institute for Information Technology, Germany
Wilko Heuten, OFFIS Institute for Information Technology, Germany
Susanne Boll, University of Oldenburg, Germany

11:40 Effects of Directional Non-Speech Cues in a Cognitively Demanding Navigation Task
Tomi Nukariinen, University of Tampere, Finland
Roope Raisamo, University of Tampere, Finland
Ahmed Farooq, University of Tampere, Finland
Grigori Evreinov, University of Tampere, Finland
Veikko Surakka, University of Tampere, Finland

11:50 Gaze-Contingent Scrolling and Reading Patterns
Kari-Jouko Räihä, University of Tampere, Finland
Selina Sharmin, University of Tampere, Finland

12:00 Exploring History: a Mobile Inclusive Virtual Tourist Guide
Charlotte Magnusson, Lund University, Sweden
Kirsten Rassmus-Gröhn, Lund University, Sweden
Delphine Szymczak, Lund University, Sweden

11:00 Papers: UX evaluation
Chair: Marta Larusdottir, Reykjavik University, Iceland
Room: Fennia I
11:00 Mixed Feelings? The Relationship between Perceived Usability and User Experience in the Wild
Eeva Raita, University of Helsinki and Helsinki Institute for Information Technology HIIT, Finland
Antti Oulasvirta, Aalto University, Finland

11:20 How Relevant is an Expert Evaluation of User Experience based on a Psychological Needs-Driven Approach?
Carine Lallemand, Public Research Centre Henri Tudor, Luxembourg
Vincent Koenig, University of Luxembourg, Luxembourg
Guillaume Gronier, Public Research Centre Henri Tudor, Luxembourg

11:40 Convenient, clean, and efficient? The experiential costs of everyday automation
Marc Hassenzahl, Folkwang University of the Arts, Germany
Holger Klapperich, Folkwang University of the Arts, Germany

12:00 Visual impressions of mobile app interfaces
Aliaksei Miniukovich, University of Trento, Italy
Antonella De Angeli, University of Trento, Italy

13:20 Industry Experiences: Incorporating Agile and UX
Chair: Anne Kaikkonen, Cresense Oy, Finland
Room: Fennia II
13:20 Redesign Workshop: Involving Software Developers Actively in Usability Engineering
Nis Boroe, Aalborg University, Denmark
Jane Billestrup, Aalborg University, Denmark
Jesper Lumbye Andersen, TC Electronic, Denmark
Jan Stage, Aalborg University, Denmark
Anders Bruun, Aalborg University, Denmark

13:40 Lean UX - The Next Generation of User-Centered Agile Development?
Lassi Liikkanen, SC5 Online Ltd., Finland
14:00 Creative Sprints: An Unplanned Broad Agile Evaluation and Redesign Process
Igor Garnik, Gdansk University of Technology, Poland
Marcin Sikorski, Gdansk University of Technology, Poland
Gilbert Cockton, Northumbria University, United Kingdom

14:20 Selling User Experience to Coders
Maarit Laanti, Nitor Delta, Finland

13:20 Papers: Mixed reality
Chair: Antti Salovaara, Aalto University, Finland
Room: Nordia
13:20 Being There For Real – Presence in Real and Virtual Environments and its Relation to Usability
Marc Busch, Austrian Institute of Technology GmbH, Austria
Mario Lorenz, Technical University of Chemnitz, Germany
Manfred Tscheligi, University of Salzburg, Austria
Christina Hochleitner, Austrian Institute of Technology GmbH, Austria
Trenton Schultz, Norwegian Computing Center, Norway

13:40 Windows to Other Places: Exploring Solutions for Seeing through Walls using Handheld Projection
Ashley Colley, University of Oulu, Finland
Olli Koskenranta, University of Oulu, Finland
Jani Väyrynen, University of Oulu, Finland
Leena Väntä-Olkkonen, University of Oulu, Finland
Jonna Häkkilä, University of Lapland, Finland

14:00 Investigating the Balance between Virtuality and Reality in Mobile Mixed Reality UI Design – User Perception of an Augmented City
Leena Väntä-Olkkonen, University of Oulu, Finland
Maaret Posti, University of Oulu, Finland
Olli Koskenranta, University of Oulu, Finland
Jonna Häkkilä, University of Lapland, Finland

14:20 Tackling Fussy Eating by Digitally Augmenting Children's Meals
Sangita Ganesh, UCL, United Kingdom
Yvonne Rogers, UCL, United Kingdom
Kenton O’Hara, Microsoft Research, United Kingdom
Paul Marshall, UCL, United Kingdom

13:20 Papers: UX practice
Chair: Clara Mancini, Open University, United Kingdom
Room: Fennia I
13:20 Usefulness of Long-Term User Experience Evaluation to Product Development: Practitioners’ Views from Three Case Studies
Jari Varsaluoma, Tampere University of Technology, Finland
Farrukh Sahar, Tampere University of Technology, Finland

13:40 Design Artefacts as Service Design Concepts – a Case Study From a Telecommunication Domain
Joanna Kwiatkowska, Tallinn University, Estonia
Agnieszka Szóstek, Academy of Fine Arts, Poland
David Lamas, Tallinn University, Estonia

13:50 The State of User Experience Evaluation Practice
Rui Alves, Madeira-ITI, Portugal
Pedro Valente, University of Madeira, Portugal
14:10 On the Establishment of User-Centred Perspectives
Åsa Cajander, Department of Information Technology, Sweden
Rebecka Janols, Department of Information Technology, Sweden
Elina Eriksson, KTH, Sweden

14:30 Assessing HCI-related Practices, Needs and Expectations of Estonian Software Companies
Abiodun Oggunyemi, Tallinn University, Estonia
David Lomas, Tallinn University, Estonia
Hegle Sarapuu, Trinidad Consulting OÜ, Estonia
Hanna-Liisa Pender, Tallinn University, Estonia

15:10 Panel: Wellth Creation
Chair: M.C. Schraefel, University of Southampton, United Kingdom
Room: Fennia II
15:10 Wellth Creation: Challenges for Proactive Health and Wellbeing ICT Design & Evaluation in HCI
Susanne Boll, University of Oldenburg, Germany
Alan Chamberlain, University of Nottingham, United Kingdom
Adrian Friday, Lancaster University, United Kingdom
Albrecht Schmidt, University of Stuttgart, Germany

15:10 Papers: Audio
Chair: Thomas Olsson, Tampere University of Technology, Finland
Room: Nordia
15:10 What’s Around the Corner? Enhancing Driver Awareness in Autonomous Vehicles via In-Vehicle Spatial Auditory Displays
David Beattie, Glasgow Caledonian University, United Kingdom
Lynne Baillie, Glasgow Caledonian University, United Kingdom
Martin Halvey, Strathclyde University, United Kingdom
Roderick McCall, University of Luxembourg, Luxembourg

15:30 Using Sound in Multi-Touch Interfaces to Change Materiality and Touch Behavior
Ana Tajadura-Jiménez, University College London, United Kingdom
Bin Liu, University College London, United Kingdom
Nadia Bianchi-Berthouze, University College London, United Kingdom
Frédéric Bevilacqua, STMS Lab IRCAM CNRS UPMC, France

15:40 Hands free – Care free: Elderly People taking Advantage of Speech-only Interaction
Linda Wulf, Austrian Institute of Technology GmbH, Austria
Markus Garschall, Austrian Institute of Technology GmbH, Austria
Julia Himmelsbach, Austrian Institute of Technology GmbH, Austria
Manfred Tscheligi, Austrian Institute of Technology GmbH and University of Salzburg, Austria

15:50 Co-Designing Interactive Tabletop Solutions for Active Patient Involvement in Audiological Consultations
Yngve Dahl, SINTEF ICT, Norway
Hanne Linander, SINTEF Technology and Society, Norway
Geir Kjetil Hanssen, SINTEF ICT, Norway

16:10 Designing Voice Interaction for People with Physical and Speech Impairments
Jan Derboven, KU Leuven, Belgium
Jonathan Huyghe, KU Leuven, Belgium
Dirk De Grooff, KU Leuven, Belgium

15:10 Papers: Usability evaluation
Chair: Effie Loi-Chong Law, University of Leicester, United Kingdom
Room: Fennia I
15:10 Mining Until it Hurts: Automatic Extraction of Usability Issues from Online Reviews Compared
to Traditional Usability Evaluation
Steffen Hedegaard, University of Copenhagen, Denmark
Jakob Grue Simonsen, University of Copenhagen, Denmark

15:30 Customer Support as a Source of Usability Insight: Why Users Call Support after Visiting Self-service Websites
Ashbjørn Følstad, SINTEF, Norway
Knut Kvale, Telenor Research, Norway
Ida Maria Haugstveit, SINTEF, Norway

15:40 Demographic User Characteristic Sampling for Model-based Usability Evaluation
Matthias Schulz, Technische Universität Berlin, Germany

15:50 Rhetorical Evaluation of User Interfaces
Omar Sosa-Tzec, Indiana University, United States
Martin A. Siegel, Indiana University, United States

16:00 Harambee: A Novel Usability Evaluation Method for Low-End Users in Kenya
Cecilia Oyugi, University of West London, United Kingdom
Jose Abdelnour-Nocera, University of West London, United Kingdom
Torkil Clemmensen, Copenhagen Business School, Denmark

Wednesday
09:00 Papers: Multiplicity
Chair: Mikael Wiberg, Umeå University, Sweden
Room: Nordia
09:00 Future Command and Control Systems Should Combine Decision Support and Personalization Interface Features
Jan Willem Streefkerk, TNO, The Netherlands
Nanja Smets, TNO, The Netherlands
Michel Varkevisser, Thales R&T, The Netherlands
Suzanne Hiemstra van Mastigt, TNO, The Netherlands

09:20 Exploring the Design Space of Multiple Video Interaction
Jinyue Xia, University of North Carolina Charlotte, United States
Vikash Singh, University of North Carolina Charlotte, United States
David Wilson, University of North Carolina Charlotte, United States
Celine Latulipe, University of North Carolina Charlotte, United States

09:40 How to Transfer Information between Collaborating Human Operators and Industrial Robots in an Assembly
Svante Augustsson, University West, Sweden
Jonas Olsson, University West, Sweden
Linn Gustavsson Christiernin, University West, Sweden
Gunnar Bolmsjö, University West, Sweden

10:00 Graphical Histories of Information Foraging
Manuela Waldner, Vienna University of Technology, Austria
Stefan Bruckner, University of Bergen, Norway
Ivan Viola, Vienna University of Technology, Austria

09:00 Papers: People and life
Chair: Tone Bratteteig, University of Oslo, Norway2
Room: Fennia I
09:00 Chatbots of the Gods: Imaginary Abstracts for Techno-Spirituality Research
Mark Blythe, Northumbria University, United Kingdom
Elizabeth Buie, Northumbria University, United Kingdom

09:20 An Older Adult Perspective on Digital Legacy
Lisa Thomas, Northumbria University, United Kingdom
09:40 Finding the way home – supporting wayfinding for older users with memory problems
  Kirsten Rassmus-Gröhn, Lund University, Sweden
  Charlotte Magnusson, Lund University, Sweden

10:00 Making Memories: A Cultural Probe Study into the Remembering of Everyday Life
  Ine Mols, Eindhoven University of Technology, The Netherlands, and University of Technology Sydney, Australia
  Elise Van den Hoven, University of Technology Sydney, Australia, and Eindhoven University of Technology, The Netherlands
  Berry Eggen, Eindhoven University of Technology, The Netherlands, and University of Technology Sydney, Australia

09:00 Papers: Touch
  Chair: Oskar Juhlin, Stockholm University, Sweden
  Room: Fennia II
  09:00 Squeezy Bracelet - Designing a Wearable Communication Device for Tactile Interaction
    Minna Pakanen, University of Oulu, Finland
    Ashley Colley, University of Oulu, Finland
    Jonna Häkkilä, University of Lapland, Finland
    Johan Kildal, Nokia Technologies, Finland
    Vuokko Lantz, Nokia Technologies, Finland
  09:20 Design and Evaluation of a Layered Handheld 3D Device with Touch-Sensitive Front and Back
    Patrick Bader, University of Stuttgart, Germany
    Valentin Schwind, University of Stuttgart, Germany
    Niels Henze, University of Stuttgart, Germany
    Stefan Schneegass, University of Stuttgart, Germany
    Nora Broy, University of Stuttgart, Germany
    Albrecht Schmidt, University of Stuttgart, Germany
  09:30 Tiquid - Creating Continuous Transitions for Multi-Touch Interactions
    Georg Freitag, HTW Dresden, Germany
    Michael Wegner, HTW Dresden, Germany
    Michael Tränkner, HTW Dresden, Germany
    Markus Wacker, HTW Dresden, Germany
  09:40 Let's Compare Prototypes for Tangible Systems: But how and why?
    Kirstin Kohler, University of Applied Science Mannheim, Germany
    Thorsten Hochreuter, University of Applied Science Mannheim, Germany
  10:00 DubTouch: Exploring Human to Human Touch Interaction for Gaming in Double Sided Displays
   oğluž Turan Buruk, Koç University, Turkey
   scrição Özcan, Koç University, Turkey

10:50 Papers: Design research and materiality
  Chair: Jinyi Wang, Mobile Life Centre, Sweden
  Room: Nordia
  10:50 Reflections on Craft Research For and Through Design
    Connie Golsteyn, University College London, United Kingdom
  11:10 "We've conquered dark": Shedding a Light on Empowerment in Critical Making
    Shannon Grimme, Indiana University, United States
    Jeffrey Bardzell, Indiana University, United States
    Shaowen Bardzell, Indiana University, United States
  11:30 Material Interactions with Tangible Tabletops: a Pragmatist Perspective
    Nicolai Brodersen Hansen, Aarhus University, Denmark
    Kim Halskov, Aarhus University, Denmark
  11:50 Capturing the In-Between of Interactive Artifacts and Users: A Materiality-Centered Approach
    Verena Fuchsberger, University of Salzburg, Austria
10:50 Papers: Discussing methods
Chair: Eija Kaasinen, VTT, Finland
Room: Fennia I

10:50 From Recipes to Meals... and Dietary Regimes: Method-Mixes as Key Emerging Topic in Human-Centred Design
Mikael Johnson, Aalto University, Finland
Sampsa Hyysalo, Aalto University, Finland
Samuli Mäkinen, Aalto University, Finland
Pia Helminen, Aalto University, Finland
Kaisa Savolainen, Aalto University, Finland
Louna Hakkaraainen, Aalto University, Finland

11:10 Profiling User Experience in Digital Games with the Flow Model
Jari Takatalo, University of Helsinki, Finland
Jukka Häkkinen, University of Helsinki, Finland

11:20 Web Design Galleries: Please Give Me Similar Styles! A Claim for Ground Truth Dataset
Dimitri H. Masson, INRIA & Université Grenoble Alpes, France
Zeina Abu-Aisheh, Université Grenoble Alpes, France
Alexandre Demeure, INRIA & Université Grenoble Alpes, France
Gaelle Calvary, Université Grenoble Alpes, France
Gilles Bisson, Université Grenoble Alpes, France

11:30 Design Patterns for Mixed-Method Research in HCI
Koen van Turnhout, HAN University of Applied Sciences, The Netherlands
Arthur Bennis, HAN University of Applied Sciences, The Netherlands
Sabine Craenmehr, HAN University of Applied Sciences, The Netherlands
Robert Holwerda, HAN University of Applied Sciences, The Netherlands
Marjolein Jacobs, HAN University of Applied Sciences, The Netherlands
Ralph Niels, HAN University of Applied Sciences, The Netherlands
Lambert Zaad, HAN University of Applied Sciences, The Netherlands
Stijn Hoppenbrouwers, HAN University of Applied Sciences, The Netherlands
Dick Lenior, HAN University of Applied Sciences, The Netherlands
René Bakker, HAN University of Applied Sciences, The Netherlands

11:50 Hybridity in MAP-it: how Moderating Participatory Design Workshops is a Balancing Act between Fun and Foundations
Selina M.P. Schepers, Social Spaces KULeuven, Belgium
Katrien P.I. Dreessen, Social Spaces KULeuven, Belgium
Liesbeth A. Huybrechts, Social Spaces KULeuven, Belgium

10:50 Papers: Healthcare
Chair: Jan Blom, Google, USA
Room: Fennia II

10:50 Notes from the Front Lines: Lessons Learnt from Designing for Improving Medical Imaging Data Sharing
Paweł Woźniak, Chalmers University of Technology, Sweden
Andrzej Romanowski, Lodz University of Technology, Poland
Asim Evren Yantac, Koc University, Turkey
Morten Fjeld, Chalmers University of Technology, Sweden

11:10 Mundanely Miraculous: The Robot in Healthcare
Norman Makoto Su, Indiana University Bloomington, United States
Leslie S. Liu, University of Washington, United States
Amanda Lazar, University of Washington, United States
11:30 The Potentials for Hands-free Interaction in Micro-neurosurgery
Hoorieh Afkari, University of Eastern Finland, Finland
Shahram Eivazi, University of Eastern Finland, Finland
Roman Bednarik, University of Eastern Finland, Finland
Susanne Mäkelä, University of Eastern Finland, Finland

11:50 Design Strategy for a National Integrated Personal Health Record
Inês Rodolfo, Universidade Nova de Lisboa, Portugal
Liliana Laranjo, Portuguese School of Public Health, Portugal
Nuno Correia, Universidade Nova de Lisboa, Portugal
Carlos Duarte, University of Lisbon, Portugal

13:10 Papers: Ideation
Chair: Kaisa Väätänen-Vainio-Mattila, Tampere University of Technology, Finland
Room: Fennia II
13:10 Gearing up! A designer-focused evaluation of ideation tools for connected products.
Dries De Roeck, University of Antwerp, Belgium
Pieter Jan Stappers, Delft University of Technology, The Netherlands
Achiel Standaert, University of Antwerp, Belgium

Mikael Wiberg, Umeå University, Sweden
Erik Stolterman, Indiana University, United States

13:50 Groupgarden: Supporting Brainstorming through a Metaphorical Group Mirror on Table or Wall
Sarah Tausch, University of Munich, Germany
Doris Hausen, University of Munich, Germany
Ismail Kosan, University of Munich, Germany
Andrey Raltchev, University of Munich, Germany
Heinrich Hussmann, University of Munich, Germany

13:10 Papers: Ownership and consent
Chair: Elizabeth Buie, Northumbria University, United Kingdom
Room: Nordia
13:10 Honey, I Shrunk the Keys: Influences of Mobile Devices on Password Composition and Authentication Performance
Emanuel von Zezschwitz, University of Munich, Germany
Alexander De Luca, University of Munich, Germany
Heinrich Hussmann, University of Munich, Germany

13:30 Improving Consent in Large Scale Mobile HCI through Personalised Representations of Data
Alistair Morrison, University of Glasgow, United Kingdom
Donald McMillan, Mobile Life Centre, Sweden
Matthew Chalmers, University of Glasgow, United Kingdom

13:50 Rights to remember? How copyrights complicate media design
Sanna Marttila, Aalto University, Finland
Kati Hyyppä, Aalto University, Finland

13:10 Papers: Skin +
Chair: Andres Lucero, University of Southern Denmark, Denmark
Room: Fennia I
13:10 User experience evaluation through the brain's electrical activity
Akshay Aggarwal, Swansea University, United Kingdom
Gerrit Niezen, Swansea University, United Kingdom
Harold Thimbleby, Swansea University, United Kingdom

13:30 Do We React in the Same Manner? Comparing GSR Patterns Across Scenarios
13:50 Exploring Skin Conductance Synchronisation in Everyday Interactions
Peter Slovak, Vienna University of Technology, Austria
Paul Tennent, University of Nottingham, United Kingdom
Stuart Reeves, University of Nottingham, United Kingdom
Geraldine Fitzpatrick, Vienna University of Technology, Austria

14:40 Demos
Chair: Anna Kolehmainen, Futurice Oy, Finland
Room: Fennia II

14:40 Posters
Chair: Mikael Wiberg, Umeå University, Sweden
Room: Foyer

14:40 Videos
Chair: Lily Diaz-Kommonen, Aalto University, Finland
Room: Nordia

14:40 Visual Identity Experience Machine
Aurimas Gaižauskas, Vilnius Academy of Arts, Lithuania

14:50 Orkhëstra - On the design of interactive media architecture for public environments
Alexander Wiethoff, University of Munich (LMU), Germany
Marius Hoggenmueller, University of Munich (LMU), Germany
Eva Hornecker, Bauhaus University, Germany

15:00 A Machine. Learning.
Joseph Lindley, Lancaster University, United Kingdom
Robert Potts, Lancaster University, United Kingdom

15:10 Low-cost Latency Measurement System for eye-mouse software
Pavel Orlov, University of Eastern Finland, Finland
Roman Bednarik, University of Eastern Finland, Finland

15:20 Student Design Competition
Chair: Turkka Keinonen, Aalto University, Finland & Jo Herstad, University of Oslo, Norway
Room: Nordia

15:20 LINK: Connecting Aged Parents With Children Over Distance Through Their Old Leather Wallets
Chen Guo, Purdue University, United States
Xiaohang Zhang, Purdue University, United States

15:40 Using Digitized Leather to Empower Children with Autism
Marlen Promann, Purdue University, United States
Weiran Lei, Purdue University, United States
Canek Phillips, Purdue University, United States

Thursday

09:00 Papers: Interactive spaces
Chair: Heli Väänänen, Tampere University of Technology, Finland
Room: Fennia II

09:00 The use of Physical Theatre Improvisation in Game Design
Hilary O'Shaughnessy, University of Limerick, Ireland
Nicholas Ward, University of Limerick, Ireland

09:20 Interactive Exhibitions Design - What can we learn from cultural heritage professionals?
Laura Maye, University of Limerick, Ireland
Fiona McDermott, University of Limerick, Ireland
09:40 Understanding audience participation in interactive theatre performances
Teresa Cerratto Pargman, Stockholm University, Sweden
Chiara Rossitto, Stockholm University, Sweden
Louise Barkhuus, Stockholm University, Sweden

10:00 The Dress Room: responsive spaces and embodied interaction
Anna Vallgårda, IT University of Copenhagen, Denmark

09:00 Papers: Persuasion, gamification and socialisation
Chair: Susanne Bødker, Aarhus University, Denmark
Room: Fennia I

09:00 Quitty: Using Technology to Persuade Smokers to Quit
Jeni Paay, Aalborg University, Denmark
Jesper Kjeldskov, Aalborg University, Denmark
Umachanger Brinthaparan, Aalborg University, Denmark
Lars Lichon, Aalborg University, Denmark
Stephan Rasmussen, Aalborg University, Denmark
Nirojan Srikandaraja, Aalborg University, Denmark
Wally Smith, The University of Melbourne, Australia
Greg Wadley, The University of Melbourne, Australia
Bernd Ploderer, The University of Melbourne, Australia

09:20 User Experience on a Sharable Interface in a Multiuser setting
Peter Askvig Havgar, University of Oslo, Norway
Thomas Schwitalla, University of Oslo, Norway
Jørgen Valen, University of Oslo, Norway
Aslak Wegner Eide, SINTEF ICT, Norway
Bjørn Anders Hoffstad Reutz, University of Oslo, Norway

09:30 Gamification of Online Surveys: Conceptual Foundations and a Design Method based on the MDA Framework
Johannes Harms, Vienna University of Technology, Austria
Christoph Wimmer, Vienna University of Technology, Austria
Karin Kappel, Vienna Technical University, Austria
Thomas Orechenig, Vienna University of Technology, Austria

09:40 TechSportiv - Constructing Objects-To-Think-With for Physical Education
Nadine Dittert, University of Bremen, Germany

10:00 Assessing Seniors’ User Experience (UX) of Exergames for Balance Training
Ather Nawaz, Norwegian University of Science and Technology, Norway
Nina Skjæret, Norwegian University of Science and Technology, Norway
Kristine Ystmark, Norwegian University of Science and Technology, Norway
Jorunn L Helbostad, Norwegian University of Science and Technology, Norway
Beatrix Vereijken, Norwegian University of Science and Technology, Norway
Dag Svanes, Norwegian University of Science and Technology, Norway

10:50 Design Cases: Design Cases
Chair: Tuuli Mattelmäki, Aalto University, Finland
Room: Fennia I

10:50 Enjoying Joy: A Process-Based Approach to Design for Prolonged Pleasure
Anna E. Pohlmeyer, Delft University of Technology, The Netherlands

11:05 Engaging Older People With Participatory Design
Iolanda Iacono, University of Siena, Italy
Patrizia Marti, University of Siena, Italy, and Eindhoven University of Technology, The Netherlands
11:20 Designing Assistive and Cooperative HCI for Older Adults’ Movement
Eeva Leinonen, University of Oulu, Finland
Anna-Lisa Syrjänen, University of Oulu, Finland
Minna Isomursu, VTT Technical Research Center of Finland, Finland

11:35 Rapping Dyslexia: Learning Rhythm, Rhyme and Flow in Dyslectic Children
Michele Tittarelli, University of Siena, Italy
Patrizia Marti, University of Siena, Italy, and Eindhoven University of Technology, The Netherlands
Diana Peppoloni, University for Foreigners of Siena, Italy

11:50 Keymoment: Initiating Behavior Change through Friendly Friction
Matthias Laschke, Folkwang University of the Arts, Germany
Sarah Diefenbach, Folkwang University of the Arts, Germany
Thies Schneider, Folkwang University of the Arts, Germany
Marc Hassenzahl, Folkwang University of the Arts, Germany

10:50 Papers: Gestures and body
Chair: Jarmo Laaksolahti, SICS, Sweden
Room: Fennia II
10:50 An Evaluation of Touchless Hand Gestural Interaction for Pointing Tasks with Preferred and Non-preferred Hands
Alvin Jude, Baylor University, United States
G. Michael Poor, Baylor University, United States
Darren Guinness, Baylor University, United States

11:00 Hotspotizer: End-User Authoring of Mid-Air Gestural Interactions
Mehmet Aydin Baytas, Koç University, Turkey
Yücel Yemez, Koç University, Turkey
Oğuzhan Özcan, Koç University, Turkey

11:30 Belly Gestures: Body Centric Gestures on the Abdomen
Dong-Bach Vo, Télécom ParisTech CNRS LTCI, France
Eric Lecolinet, Télécom ParisTech CNRS LTCI, France
Yves Guiard, Télécom ParisTech CNRS LTCI, France

11:50 Heuristics for Motion-based Control in Games
Minna Hara, University of Tampere, Finland
Saila Ovaska, University of Tampere, Finland

10:50 Papers: Models and theory
Chair: Albrecht Schmidt, University of Stuttgart, Germany
Room: Nordia
10:50 Aesthetics of Interaction – a literature synthesis
Eva Lenz, Folkwang University of the Arts, Germany
Sarah Diefenbach, Folkwang University of the Arts, Germany
Marc Hassenzahl, Folkwang University of the Arts, Germany

11:10 Rethinking sustainability in computing: From buzzword to non-negotiable limits
Daniel Pargman, KTH Royal Institute of Technology, Sweden
Barath Raghavan, International Computer Science Institute (ICSI), United States

11:30 Designing for Information Work at the Computer Workplace with Activity Theory
Benedikt Schmidt, Technische Universität Darmstadt, Germany
Sebastian Döweling, SAP Research, Germany

11:50 Urban Computing in Theory and Practice: Towards a Transdisciplinary Approach
Hannu Kukka, University of Oulu, Finland
Johanna Ylipulki, University of Oulu, Finland
Anna Luusua, University of Oulu, Finland
Anind Dey, Carnegie Mellon University, United States
13:10 Panel: Big Data  
Chair: Giulio Jacucci, University of Helsinki, Finland  
Room: Fennia II  
13:10 Big Data: Challenges for HCI  
Tua Huomo, EIT ICT Labs, Action Line Leader, Future Cloud Action Line, Finland  
Samuel Kaski, Aalto University, Director of Helsinki Institute for Information Technology HIIT, Finland  
Jonathan Freeman, Professor Goldsmiths, University of London, Coordinator of the CEEDS project and CEO of 2iMedia, United Kingdom  
Luciano Gamberrini, Department of Psychology, University of Padua, Director of the Human Inspired Technology Research Centre, Italy  
Tarja Riihisaari, Head of Unit, Development of Services, Finnish Meteorological Institute, Finland  
Don Norman, Design Lab, University of California, Director and Professor Emeritus, United States  

13:10 Papers: Public interactions  
Chair: Susanne Boll, University of Oldenburg, Germany  
Room: Nordia  
13:10 StreetTalk: Designing Situated Public Displays for Urban Neighborhood Interaction  
Niels Wouters, KU Leuven, Belgium  
Jonathan Huyghe, KU Leuven, Belgium  
Andrew Vande Moere, KU Leuven, Belgium  
13:30 Quantifying the Interaction Stages of a Public Display Campaign in the Wild  
Gonzalo Parra, University of Leuven, Belgium  
Robin De Croon, University of Leuven, Belgium  
Joris Klerkx, University of Leuven, Belgium  
Erik Duval, University of Leuven, Belgium  
13:40 Using Whole Body Interaction to Provoke Reflection on Self-Awareness of Social Presence in Public Spaces  
Sherif Mekky, University of Southern Denmark, Denmark  
Youran You, University of Southern Denmark, Denmark  
Mads Sørensen, University of Southern Denmark, Denmark  
13:50 Participatory IT in semi-public spaces  
Susanne Bødker, Aarhus University, Denmark  
Clemens Nylandsted Klokmose, Aarhus University, Denmark  
Matthias Korn, Indiana University, United States  
Anna Maria Polli, Aarhus University, Denmark  
14:10 A Study on Relation between Crowd Emotional Feelings and Action Tendencies  
Jie Li, Delft University of Technology, The Netherlands  
Rong Cai, Delft University of Technology, The Netherlands  
Huib de Ridder, Delft University of Technology, The Netherlands  
Arnold Vermeeren, Delft University of Technology, The Netherlands  
René van Egmond, Delft University of Technology, The Netherlands  

13:10 Papers: UX design  
Chair: Jonna Häkkilä, University of Lapland, Finland  
Room: Fennia I  
13:10 The Mood Street: Designing for Nuanced Positive Emotions  
JungKyoon Yoon, Delft University of Technology, The Netherlands  
Anna Pohlmeyer, Delft University of Technology, The Netherlands  
Pieter Desmet, Delft University of Technology, The Netherlands  
13:30 Towards meaning change: experience goals driving design space expansion  
Yichen Lu, Aalto University, Finland  
Virpi Roto, Aalto University, Finland  
13:50 User Experience Concept Exploration – user needs as a source for innovation  
Nora Fronemann, Fraunhofer IAO, Germany
Matthias Peissner, Fraunhofer IAO, Germany

14:10 Walking & Talking: Probing the Urban Lived Experience
    Shenando Stals, Eindhoven University of Technology, The Netherlands
    Michael Smyth, Edinburgh Napier University, United Kingdom
    Wijnand IJsselsteijn, Eindhoven University of Technology, The Netherlands

15:00 Conference Closing
    Chair: Virpi Roto, Aalto University, Finland & Jonna Häkkilä, University of Lapland, Finland
    Room: Fennia II

15:00 Keynote: Could computers design great user interfaces?
    Antti Oulasvirta, Aalto University, Finland
Demos

14:40 Demos
Chair: Anna Kolehmainen, Futurice Oy, Finland
Room: Fennia II

A Mobile See-Through 3D Display with Front- and Back-Touch
Patrick Bader, Stuttgart Media University, Germany
Valentin Schwind, Stuttgart Media University, Germany
Stefan Schneegass, University of Stuttgart, Germany
Katrin Wolf, University of Stuttgart, Germany
Niels Henze, University of Stuttgart, Germany

A Physical Visualization of a Living Social Network
Wieslaw Bartkowski, University of Social Sciences and Humanities, Poland

ALADIN: Demo of a Multimodal Adaptive Voice Interface
Jonathan Huyghe, KU Leuven, Belgium
Jan Derboven, KU Leuven, Belgium
Dirk De Grooff, KU Leuven, Belgium

Designing for Engagement; Tangible Interaction in Multisensory Environments
Henrik Svarrer Larsen, Lund University, Sweden
Héctor A. Caltenco, Lund University, Sweden

SecondNose: an air quality mobile crowdsensing system
Chiara Leonardi, Fondazione Bruno Kessler, Italy
Andrea Cappellotto, Fondazione Bruno Kessler, Italy
Michele Caravellio, SKIL - Telecom Italia, Italy
Bruno Lepri, Fondazione Bruno Kessler, Italy
Fabrizio Antonelli, SKIL - Telecom Italia, Italy

SONDI: Audio-based Device Discovery and Pairing for Smart Environments
Hannu Kukka, University of Oulu, Finland
Pauli Marjakangas, University of Oulu, Finland

Using Gaze Gestures with Haptic Feedback on Glasses
Jari Kangas, University of Tampere, Finland
Deepak Akkil, University of Tampere, Finland
Jussi Rantala, University of Tampere, Finland
Poika Isokoski, University of Tampere, Finland
Paivi Majaranta, University of Tampere, Finland
Roope Raisamo, University of Tampere, Finland

Why Not Simply Google?
Ahmet Soylu, University of Oslo, Norway
Martin Giese, University of Oslo, Norway
Ernesto Jimenez-Ruiz, University of Oxford, United Kingdom
Evgeny Kharlamov, University of Oxford, United Kingdom
Dmitriy Zheleznyakov, University of Oxford, United Kingdom
Ian Horrocks, University of Oxford, United Kingdom

Visual Berrypicking in Large Image Collections
Thomas Low, Otto von Guericke University Magdeburg, Germany
Christian Hentschel, Hasso Plattner Institute for Software Systems Engineering, Germany
Sebastian Stober, Otto von Guericke University Magdeburg, Germany
Harald Sack, Hasso Plattner Institute for Software Systems Engineering, Germany
Andreas Nürnberg, Otto von Guericke University Magdeburg, Germany
Posters

14:40 Posters
Chair: Mikael Wiberg, Umeå University, Sweden
Room: Foyer

"Should I Stay or Should I Go?" - Different Designs to Support Drivers’ Decision Making
Andreas Löcken, OFFIS – Institute for Information Technology, Germany
Heiko Müller, OFFIS – Institute for Information Technology, Germany
Wilko Heuten, OFFIS – Institute for Information Technology, Germany
Susanne Boll, University of Oldenburg, Germany

Children Reading eBooks on Tablets: a Study of The Context of Use
Luco Colombo, University of Lugano, Switzerland
Marcello Paolo Scipioni, University of Lugano, Switzerland

Classifying Driver’s Uncertainty for Developing Trustworthy Assistance Systems
Fei Yan, OFFIS – Institute for Information Technology, Germany
Lars Weber, OFFIS – Institute for Information Technology, Germany
Andreas Luedtke, OFFIS – Institute for Information Technology, Germany

Device-Orientation is More Engaging than Drag (at Least in Mobile Computing)
Mattias Arvola, SICS East Swedish ICT AB and Linköping University, Sweden
Anna Holm, Linköping University, Sweden

Digital Aura: Investigating Representations of Self in Augmented Reality Applications
David McGookin, Aalto University, Finland

Dynamic switching of data visualization method for increased plotting scalability
Angie Mikhail-Morozov, ABB Corporate Research, Sweden
Mika P. Nieminen, Aalto University, Finland

EcoSonic: Auditory Displays supporting Fuel-Efficient Driving
Jan Hammerschmidt, Bielefeld University, Germany
René Tünnermann, Bielefeld University, Germany
Thomas Hermann, Bielefeld University, Germany

EduVis: Visualizing Educational Information
Vilma Jordão, Universidade de Lisboa, Portugal
Sandra Gama, INESC-ID and Universidade de Lisboa, Portugal
Daniel Gonçalves, INESC-ID and Universidade de Lisboa, Portugal

Effects of Haptic Feedback on Gaze Based Auto Scrolling
Karoliina Käki, University of Tampere, Finland
Päivi Majaranta, University of Tampere, Finland
Oleg Špakov, University of Tampere, Finland
Jari Kangas, University of Tampere, Finland

Evaluating Multimodal Interaction with Gestures and Speech for Point and Select Tasks
Alvin Jude, Baylor University, United States
G. Michael Poor, Baylor University, United States
Darren Guinness, Baylor University, United States

Exploring Long-term Participation within a Living Lab: Satisfaction, Motivations and Expectations
Chiara Leonardi, Fondazione Bruno Kessler, Italy
Nicola Doppio, Trento RISE, Italy
Bruno Lepri, Fondazione Bruno Kessler, Italy
Massimo Zancanaro, Fondazione Bruno Kessler, Italy
Exploring Non-Verbal Communications in Mobile Text Chat - Emotion-Enhanced Chat
Jackson Feijo Filho, Nokia Technology Institute, Brazil
Thiago Valle, Nokia Technology Institute, Brazil
Wilson Prata, PUC-Rio, Brazil

Formative Evaluation of a Constrained Composition Approach for Storytelling
Eleonora Mencarini, University of Trento, Italy
Gianluca Schiavo, University of Trento, Italy
Alessandro Cappelletti, Fondazione Bruno Kessler, Italy
Oliviero Stock, Fondazione Bruno Kessler, Italy
Massimo Zancanaro, Fondazione Bruno Kessler, Italy

Groupsourcing: Nudging Users away from Unsafe Content
Jian Liu, University of Helsinki and Aalto University, Finland
Sini Ruohomaa, University of Helsinki, Finland
Kumaripaba Athukorala, University of Helsinki, Finland
Giulio Jacucci, University of Helsinki, Finland
N. Asokan, Aalto University, Finland
Janne Lindqvist, Rutgers University, United States

Harvesting Social Media for Assessing User Experience
Stefan Schneegass, University of Stuttgart, Germany
Niels Henze, University of Stuttgart, Germany

How to Present Information on Wrist-Worn Point-Light Displays
Jutta Fortmann, University of Oldenburg, Germany
Heiko Müller, OFFIS – Institute for Information Technology, Germany
Wilko Heuten, OFFIS – Institute for Information Technology, Germany
Susanne Boll, University of Oldenburg, Germany

Human Centered Training: Perceived Exertion as Main Parameter for Training Adaption
Janko Timmermann, OFFIS – Institute for Information Technology, Germany
Anke Workowski, Schüchtermann-Klinik, Germany
Wilko Heuten, OFFIS – Institute for Information Technology, Germany
Detlev Willemsen, Schüchtermann-Klinik, Germany
Susanne Boll, University of Oldenburg, Germany

IllumiMug: Revealing Imperceptible Characteristics of Drinks
Benjamin Poppinga, University of Oldenburg, Germany
Jutta Fortmann, University of Oldenburg, Germany
Heiko Müller, OFFIS – Institute for Information Technology, Germany
Wilko Heuten, OFFIS – Institute for Information Technology, Germany
Susanne Boll, University of Oldenburg, Germany

Influential Statements and Gaze for Persuasion Modeling
Hana Vrzakova, University of Eastern Finland, Finland
Roman Bednarik, University of Eastern Finland, Finland
Yukiko Nakano, Seikei University, Japan
Fumio Nihei, Seikei University, Japan

Information-seeking on the Web – Influence of Language on Search Performances and Strategies

Let's Play the Feedback Game
Anna Kantosalo, University of Helsinki, Finland
Sirpa Riihiaho, Aalto University, Finland

LiFe-Support: An Environment to Get Live Feedback during Emergency Scenarios
Long-term Modality Effect in Multimedia Learning
Alessia Ruf, University of Basel, Switzerland
Mirjam Seckler, University of Basel, Switzerland
Klaus Opwis, University of Basel, Switzerland

Magnetic Interaction with Devices: A Pilot Study on Mobile Gaming
Saeed Afshari, University of Luxembourg, Luxembourg
Andrei Popleteev, University of Luxembourg, Luxembourg
Roderick McCall, University of Luxembourg, Luxembourg
Thomas Engel, University of Luxembourg, Luxembourg

Patient Expectations and Experiences from a Clinical Study in Psychiatric Care Using a Self-Monitoring System
Lasse Benn Nørregaard, Daybuilder Solutions, Denmark
Philip Kaare Løventoft, Daybuilder Solutions, Denmark
Erik Frøkjær, University of Copenhagen, Denmark
Lise Lauritsen, University of Copenhagen, Denmark
Emilia Clara Olsson, University of Copenhagen, Denmark
Louise Andersen, University of Copenhagen, Denmark
Stine Rauff, University of Copenhagen, Denmark
Klaus Martiny, University of Copenhagen, Denmark

Second Look: Combining Wearable Computing and Crowdsourcing to support Creative Writing
Pedro Campos, Madeira-ITI, Portugal
Frederica Gonçalves, Madeira-ITI, Portugal
Michael Martins, Madeira-ITI, Portugal
Miguel Campos, WowSystems, Portugal
Paulo Freitas, WowSystems, Portugal

Seniors and Text Messaging on Mobile Touchscreen Phones
Reetta Övermark, University of Tampere, Finland
Poika Isokoski, University of Tampere, Finland and KAIST HCI lab, South Korea
Saila Ovaska, University of Tampere, Finland

Studying the perception of color components’ relative amounts in blended colors
Sandra Gama, INESC-ID and Universidade de Lisboa, Portugal
Daniel Gonçalves, INESC-ID and Universidade de Lisboa, Portugal

Supporting Running Groups as a Whole
Janka Timmermann, OFFIS – Institute for Information Technology, Germany
Alexander Erlemann, University of Oldenburg, Germany
Wilko Heuten, OFFIS – Institute for Information Technology, Germany
Susanne Boll, University of Oldenburg, Germany

Supporting Situation Awareness with Peripheral Feedback on Monitoring Behavior
Florian Fortmann, OFFIS – Institute for Information Technology, Germany
Dierk Brauer, University of Oldenburg, Germany
Heiko Müller, OFFIS – Institute for Information Technology, Germany
Susanne Boll, University of Oldenburg, Germany

Sustainable Mobility – How to Overcome Mobility Behavior Routines
Julia Seebode, TU Berlin, Germany
Stefan Greiner, TU Berlin, Germany
Tilo Westermann, TU Berlin, Germany
Ina Wechsung, TU Berlin, Germany
Sebastian Möller, TU Berlin, Germany
TACTUX – A Tactile User Experience Assessment Board
Georg Regal, AIT Austrian Institute of Technology GmbH, Austria
Marc Busch, AIT Austrian Institute of Technology GmbH, Austria
Christina Hochleitner, AIT Austrian Institute of Technology GmbH, Austria
Peter Wokerstorfer, AIT Austrian Institute of Technology GmbH, Austria
Manfred Tscheligi, AIT Austrian Institute of Technology GmbH and University of Salzburg, Austria

The InnocentButGuilty Framework - A Step Towards GKT-enhanced Applications
Matthias Pfeiffer, Goethe University Frankfurt, Germany
Claudia Stockhausen, Goethe University Frankfurt, Germany
Detlef Krömker, Goethe University Frankfurt, Germany

The Role of Location-based Event Browsers in Collaborative Behaviors: An Explorative Study
Diogo Cabral, University of Helsinki, Finland
Valeria Orso, University of Padua, Italy
Youssef Elkhouri, University of Helsinki, Finland
Maura Bellio, University of Padua, Italy
Luciano Gamberini, University of Padua, Italy
Giulio Jacucci, University of Helsinki and Aalto University, Finland

Towards Collaborative Communities: a Preliminary Study on Exchange of Goods and Services in Local Contexts
Steven Tait, EIT ICT Labs, Italy
Chiara Leonardi, Fondazione Bruno Kessler, Italy
Massimo Zancanaro, Fondazione Bruno Kessler, Italy
Michele Caravelli, SKIL - Telecom Italia, Italy
Bruno Lepri, Fondazione Bruno Kessler, Italy
Paolo Massa, Fondazione Bruno Kessler, Italy

Towards Interactive Car Interiors - the Active Armrest
Andreas Braun, Fraunhofer Institute for Computer Graphics Research, Germany
Stephan Neumann, Technische Universität Darmstadt, Germany
Sönke Schmidt, Technische Universität Darmstadt, Germany
Reiner Wichert, Fraunhofer Institute for Computer Graphics Research, Germany
Arjan Kuijper, Fraunhofer Institute for Computer Graphics Research, Germany

User Curated Augmented Reality Art Exhibitions
Paul Coulton, Lancaster University, United Kingdom
Emma Murphy, Glasgow School of Art, United Kingdom
Klen Čopič Pucihar, Lancaster University, United Kingdom
Richard Smith, Lancaster University, United Kingdom
Mark Lochrie, Lancaster University, United Kingdom

User Interaction Metadata for Healthcare Information Systems
Sami Laine, Aalto University, Finland
Marko Nieminen, Aalto University, Finland

Visualising the Flow of a Local Economy to Encourage Inter-Community Trading: adding bits to BARTER
Mark Lochrie, Lancaster University, United Kingdom
Paul Coulton, Lancaster University, United Kingdom
Jonny Huck, Lancaster University, United Kingdom
Mike Hallam, Lancaster Ethical Small Traders Association (ESTA), United Kingdom
Jon Whittle, Lancaster University, United Kingdom
Bran Knowles, Lancaster University, United Kingdom
Workshops

Sunday 26 October

WS1: Beyond the Switch: Explicit and Implicit Interaction with Light
The goal of the workshop is to explore novel ways of interacting with lighting systems when they become contextually aware.

Dzmitry Aliakseyeu, Philips Research Europe, The Netherlands
Bernt Meerbeek, Philips Research Europe, The Netherlands
Jon Mason, Philips Research Europe, The Netherlands
Andrés Lucero, University of Southern Denmark, Denmark
Tanir Ozcelebi, Eindhoven University of Technology, The Netherlands
Henrika Pihlajaniemi, University of Oulu, Finland

WS2: Teaching to Tinker – Making as an Educational Strategy
We approach participant-supplied projects and experiment collaboratively. The practical work provides us with the shared educational perspectives of making.

Daniel Cermak-Sassenrath, IT University of Copenhagen, Denmark
Emilie Møllenbach, IT University of Copenhagen, Denmark

WS3: Interactions and Applications for See-Through Technologies
The workshop addresses user-centred and technical challenges related to see-through technologies and interfaces that use the illusion of transparency.

Jonna Häkkilä, University of Lapland, Finland
Thomas Olsson, Tampere University of Technology, Finland
Ashley Colley, University of Oulu, Finland
Thomas Pederson, IT University of Copenhagen, Denmark
Jens Grubert, Graz University of Technology, Austria

WS4: The Fuzzy Front End of Experience Design
In this workshop, we will share good practises for the starting phases of experience design: How to define a shared vision of the experience to aim for.

Eija Kaasinen, VTT Technical Research Centre of Finland, Finland
Heli Vääätäjä, Tampere University of Technology, Finland
Hannu Karvonen, VTT Technical Research Centre of Finland, Finland
Yichen Lu, Aalto University, Finland

WS5: 6th International Workshop on Semantic Ambient Media Experiences (SAME 2014) – Ambient Media Usability, Interaction, and Smart Media
The workshop invites all people interested in ambient & smart media usability, interaction, and technologies in the field of ubiquitous computing.

Estefanía Serral, KU Leuven, Belgium
Artur Lugmayr, Tampere University of Technology and lugYmedia Inc, Finland
Bjørn Stockleben, University of Applied Sciences Magdeburg, Germany
Thomas Risse, University of Hanover, Germany
Emilija Stojmenova, University of Ljubljana, Slovenia

WS7: How to Involve Users in Government System Procurement?
Towards attractive, valuable, and cost-efficient e-government systems with user-centred design.

Marko Nieminen, Aalto University, Finland
Juha Laine, Aalto University, Finland
Sampo Teräs, Aalto University, Finland
Mikael Runonen, Aalto University, Finland
Virpi Kalakoski, Finnish Institute of Occupational Health, Finland
Teppo Valtosen, Finnish Institute of Occupational Health, Finland
Jani Lukander, Finnish Institute of Occupational Health, Finland
Timo Jokela, Joticon Oy, Finland
Johanna Kaipio, City of Helsinki, Finland
Tinja Lääveri, Helsinki University Central Hospital, Finland
Andre Kushniruk, University of Victoria, Canada
Elizabeth Boryzki, University of Victoria, Canada

WS8: Is There a European Strand of Sustainable HCI?
Sustainability is by now a well established topic at the CHI conference, but not yet at NordiCHI. Be part of creating the vision.

Daniel Pargman, KTH Royal Inst. of Technology, Sweden
WS9: Making Places: Visualization, Interaction and Experience in Urban Space

Urban space is a fertile area for cross-disciplinary research. In the context of future cities, visualizations are the tangible outcomes of systems, while interaction design enables citizens to engage with urban data.

Monday 27 October

WS11: On the Integration of User Centred Design in Agile Development

We aspire to create a community of HCI professionals interested in the integration of User Centred Design and Agile and hope this workshop and subsequent activities will spark an ongoing conversation.

WS12: Designing Self-care for Everyday Life

We will discuss how to design self-care technologies that are in harmony with everyday life, reflecting on each other’s work, concluding with a design exercise.

WS13: Human Work Interaction Design for Pervasive and Smart Workplaces

This workshop focuses on how to improve the quality of workers’ experience and outputs through designing human-centered technologies for pervasive and smart workplaces.

WS15: Personal or Social? Designing Mobile Interactions for Co-located Interaction

Personal or Social? focuses on designing mobile applications that break the “cocooning”/social isolation of co-located people’s interactions between them.


Through activities such as short presentations, group design exercises and plenary discussions, this workshop aims to bring together researchers interested in ACI, facilitating the collaborative development of this emerging discipline.
WS17: Ubicomp beyond Devices: People, Objects, Space and Meaning
How can we improve interactive systems by sensing, understanding, and reacting to spatial configurations of objects, tools, and people, based on what such configurations actually mean to humans?

Jörn Hurtienne, Julius-Maximilians-Universität, Germany
Hans-Christian Jetter, University College London, United Kingdom
Nicolai Marquardt, University College London, United Kingdom
Thomas Pederson, IT University of Copenhagen, Denmark

WS18: Human-Technology Choreographies: Re-Thinking Body, Movement and Space in Interaction Design
Each design of interactive technology manifests human-technology choreographies. The workshop emphasizes movement as a fundamental constituent of interaction design and the related meanings.

Antti Pirhonen, University of Jyväskylä, Finland
Kai Tuuri, University of Jyväskylä, Finland
Jaana Parviainen, University of Tampere, Finland
Markku Turunen, University of Tampere, Finland
Tomi Heimonen, University of Tampere, Finland

WS19: Exploring incentivisation in design
This interactive multidisciplinary one-day workshop brings together researchers and practitioners interested in exploring the ethical, economic, and material entanglements constituted by the timely subject of incentivisation in design.

Chris Speed, University of Edinburgh, United Kingdom
Siobhan Magee, University of Edinburgh, United Kingdom
Deborah Maxwell, University of Edinburgh, United Kingdom
Mark Hartwood, University of Edinburgh, United Kingdom

WS20: Innovation in HCI: What Can We Learn from Design Thinking?
In the age of innovation, HCI design process is argued mainly to support incremental improvements. This workshop explores how HCI might learn from Design Thinking to strengthen its innovation ability.

Alma L. Culén, University of Oslo, Norway
Asbjørn Følstad, SINTEF, Norway
## Tutorials

### Sunday 26 October

**10:00  T1: Medical devices and Human-Computer Interaction**

A hands-on tutorial on fundamental user-centered design approaches for rapid prototyping and low-fidelity testing; learn to express and test initial application concepts in a friendly tutorial atmosphere.

Patrick Oladimeji, Swansea University, United Kingdom  
Paolo Masci, Queen Mary University of London, United Kingdom  
Karen Yunqiu Li, Swansea University, United Kingdom

**14:00  T3: User Interface design in Agile projects**

We'll introduce the design method we use at Reaktor through hands-on exercises with paper prototypes. We'll also show examples and share lessons learned from 10 years of agile projects.

Michael Holler, Reaktor Oy, Finland  
Tuomas Husu, Reaktor Oy, Finland  
Karri-Pekka Laakso, Reaktor Oy, Finland  
Mikko Romppainen, Reaktor Oy, Finland

### Monday 27 October

**09:15  T4: Designing for Services: From Single Interventions towards Organisational Practice**

Understand how service design serves as a holistic approach for achieving sustainable organizational change towards customer-centricity. Learn the value of using service design for more than mere single interventions.

Kirsikka Vaajakallio, Diagonal, Finland  
Juho-Ville Matveinen, Diagonal, Finland  
Juha Kronqvist, Aalto University and Diagonal, Finland

**13:00  T5: Creative Worthwhile Interaction Design**

An introduction with practical exercises to dynamically balancing user-focused activities with strategic creative opportunities, integrated via a generous focus on worthwhile experiences and outcomes, and underpinned by systematic critical reflection.

Gilbert Cockton, Northumbria University, United Kingdom
Doctoral Consortium

Sunday 26 October

DC: Doctoral Consortium

Gilbert Cockton, Northumbria University, United Kingdom
Kristina Höök, KTH Royal Institute of Technology, Sweden
Kari Kuutti, University of Oulu, Finland

Ine Mols, Eindhoven University of Technology, The Netherlands
Iván Sánchez Milara, University of Oulu, Finland
Paweł Woźniak, Chalmers University of Technology, Sweden
Justin Larner, Lancaster University, United Kingdom
Anne-Marie Mann, University of St. Andrews, United Kingdom
Oana Bălan, University Politehnica of Bucharest, Romania
John Fass, Royal College of Art, United Kingdom
Martin Murer, University of Salzburg, Austria