# SCHEDULE OF EVENTS

## Saturday, May 7

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>09:00 - 17:00</td>
<td>Workshops &amp; Symposia #chi4good Day of Service</td>
</tr>
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</table>

## Sunday, May 8

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
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<tbody>
<tr>
<td>09:00 - 17:00</td>
<td>Workshops &amp; Symposia Doctoral Consortium</td>
</tr>
<tr>
<td>17:00-18:00</td>
<td>Newcomer’s Welcome Reception</td>
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## Monday, May 9

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>08:30 - 10:00</td>
<td>Opening Keynote: Dayo Olopade</td>
</tr>
<tr>
<td>10:00 - 11:30</td>
<td>Coffee Break Video Showcase Student Game Finalist Exhibition</td>
</tr>
<tr>
<td>11:30 - 12:50</td>
<td>Technical Sessions</td>
</tr>
<tr>
<td>12:50 - 14:30</td>
<td>Lunch Break lunch@chi</td>
</tr>
<tr>
<td>14:30 - 15:50</td>
<td>Technical Sessions</td>
</tr>
<tr>
<td>15:50 - 16:30</td>
<td>Coffee Break</td>
</tr>
<tr>
<td>16:30 - 17:50</td>
<td>Technical Sessions</td>
</tr>
<tr>
<td>18:00 - 19:30</td>
<td>Opening Reception and Exhibit Hall Grand Opening Interactivity Demos Open</td>
</tr>
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## Tuesday, May 10

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
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</thead>
<tbody>
<tr>
<td>08:30 - 09:20</td>
<td>Plenary: Kimberly Bryant in conversation with Sarah Guthals</td>
</tr>
<tr>
<td>09:30 - 10:50</td>
<td>Technical Sessions</td>
</tr>
<tr>
<td>10:50 - 11:30</td>
<td>Coffee Break Interactive Demos Open</td>
</tr>
<tr>
<td>11:30 - 12:50</td>
<td>Technical Sessions</td>
</tr>
<tr>
<td>12:50 - 14:30</td>
<td>Lunch Break Diversity Lunch</td>
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<tr>
<td>14:30 - 15:50</td>
<td>Technical Sessions</td>
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<tr>
<td>15:50 - 16:30</td>
<td>Coffee Break Interactive Demos Open</td>
</tr>
<tr>
<td>16:30 - 17:50</td>
<td>Technical Sessions</td>
</tr>
<tr>
<td>18:00 - 19:30</td>
<td>Job Fair Art Exhibition Opening</td>
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## Wednesday, May 11

<table>
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<tr>
<th>Time</th>
<th>Event</th>
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</thead>
<tbody>
<tr>
<td>08:30 - 09:20</td>
<td>Plenary: Marissa Mayer in conversation with Terry Winograd</td>
</tr>
<tr>
<td>09:30 - 10:50</td>
<td>Technical Sessions</td>
</tr>
<tr>
<td>10:50 - 11:30</td>
<td>Coffee Break Interactive Demos Open</td>
</tr>
<tr>
<td>11:30 - 12:50</td>
<td>Technical Sessions</td>
</tr>
<tr>
<td>12:50 - 14:30</td>
<td>Lunch Break</td>
</tr>
<tr>
<td>14:30 - 15:50</td>
<td>Technical Sessions</td>
</tr>
<tr>
<td>15:50 - 16:30</td>
<td>Coffee Break</td>
</tr>
<tr>
<td>16:30 - 17:50</td>
<td>Technical Sessions</td>
</tr>
<tr>
<td>18:00</td>
<td>Sponsor Hospitality Receptions Corporate Receptions</td>
</tr>
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## Thursday, May 12

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>08:30 - 09:20</td>
<td>Plenary: Alan Kay in conversation with Vishal Sikka</td>
</tr>
<tr>
<td>09:30 - 10:50</td>
<td>Technical Sessions</td>
</tr>
<tr>
<td>10:50 - 11:30</td>
<td>Coffee Break</td>
</tr>
<tr>
<td>11:30 - 12:50</td>
<td>Technical Sessions</td>
</tr>
<tr>
<td>12:50 - 14:30</td>
<td>Lunch Break</td>
</tr>
<tr>
<td>14:30 - 15:50</td>
<td>Technical Sessions</td>
</tr>
<tr>
<td>15:50 - 16:30</td>
<td>Coffee Break</td>
</tr>
<tr>
<td>16:30 - 17:50</td>
<td>Closing Keynote: Salman Khan</td>
</tr>
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</table>
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75 Conference Map

WiFi: WickedlyFastWifi
No password required
# SCHEDULE AT A GLANCE: MONDAY

<table>
<thead>
<tr>
<th>Time</th>
<th>Area</th>
<th>Room</th>
<th>Event Description</th>
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<tbody>
<tr>
<td>08:30</td>
<td>Opening Keynote</td>
<td>220A</td>
<td>Dayo Olopade</td>
</tr>
<tr>
<td>08:30</td>
<td>Coffee Break</td>
<td>220B</td>
<td></td>
</tr>
<tr>
<td>11:30</td>
<td>Lunch Break</td>
<td>220C</td>
<td>lunch@chi meet at Registration Desks</td>
</tr>
<tr>
<td>13:00</td>
<td>Coffee Break</td>
<td>220D</td>
<td></td>
</tr>
<tr>
<td>16:30</td>
<td>Lunch Break</td>
<td>220E</td>
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## SCHEDULE AT A GLANCE: TUESDAY

<table>
<thead>
<tr>
<th>Time</th>
<th>Area</th>
<th>Room</th>
<th>Event Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>08:30</td>
<td>Plenary</td>
<td>220A</td>
<td>Kimberly Bryant in conversation with Sarah Guthals</td>
</tr>
<tr>
<td>09:00</td>
<td>Award Talk</td>
<td>220B</td>
<td>SIGCHI Social Impact Award</td>
</tr>
<tr>
<td>09:00</td>
<td>SIG Talk</td>
<td>220C</td>
<td>SIG Technology for disabled and older people</td>
</tr>
<tr>
<td>09:00</td>
<td>Course</td>
<td>210D</td>
<td>Course Design for Online Video and Television (1/2)</td>
</tr>
<tr>
<td>09:00</td>
<td>Course</td>
<td>210E</td>
<td>Course Design for Online Video and Television (2/2)</td>
</tr>
<tr>
<td>09:00</td>
<td>Course</td>
<td>210F</td>
<td>Course Design for Online Video and Television (2/2)</td>
</tr>
<tr>
<td>09:00</td>
<td>Course</td>
<td>210G</td>
<td>Course Design for Online Video and Television (2/2)</td>
</tr>
<tr>
<td>09:00</td>
<td>Course</td>
<td>210H</td>
<td>Course Design for Online Video and Television (2/2)</td>
</tr>
<tr>
<td>09:00</td>
<td>Course</td>
<td>210I</td>
<td>Course Design for Online Video and Television (2/2)</td>
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<tr>
<td>09:00</td>
<td>Course</td>
<td>210J</td>
<td>Course Design for Online Video and Television (2/2)</td>
</tr>
<tr>
<td>09:00</td>
<td>Course</td>
<td>210K</td>
<td>Course Design for Online Video and Television (2/2)</td>
</tr>
<tr>
<td>09:00</td>
<td>Course</td>
<td>210L</td>
<td>Course Design for Online Video and Television (2/2)</td>
</tr>
<tr>
<td>09:00</td>
<td>Course</td>
<td>210M</td>
<td>Course Design for Online Video and Television (2/2)</td>
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<tr>
<td>09:00</td>
<td>Course</td>
<td>210N</td>
<td>Course Design for Online Video and Television (2/2)</td>
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<tr>
<td>09:00</td>
<td>Course</td>
<td>210O</td>
<td>Course Design for Online Video and Television (2/2)</td>
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<tr>
<td>09:00</td>
<td>Course</td>
<td>210P</td>
<td>Course Design for Online Video and Television (2/2)</td>
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<td>09:00</td>
<td>Course</td>
<td>210Q</td>
<td>Course Design for Online Video and Television (2/2)</td>
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<tr>
<td>09:00</td>
<td>Course</td>
<td>210R</td>
<td>Course Design for Online Video and Television (2/2)</td>
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<tr>
<td>09:00</td>
<td>Course</td>
<td>210S</td>
<td>Course Design for Online Video and Television (2/2)</td>
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<tr>
<td>09:00</td>
<td>Course</td>
<td>210T</td>
<td>Course Design for Online Video and Television (2/2)</td>
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<tr>
<td>09:00</td>
<td>Course</td>
<td>210U</td>
<td>Course Design for Online Video and Television (2/2)</td>
</tr>
<tr>
<td>09:00</td>
<td>Course</td>
<td>210V</td>
<td>Course Design for Online Video and Television (2/2)</td>
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<td>09:00</td>
<td>Course</td>
<td>210W</td>
<td>Course Design for Online Video and Television (2/2)</td>
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<tr>
<td>09:00</td>
<td>Course</td>
<td>210X</td>
<td>Course Design for Online Video and Television (2/2)</td>
</tr>
<tr>
<td>09:00</td>
<td>Course</td>
<td>210Y</td>
<td>Course Design for Online Video and Television (2/2)</td>
</tr>
<tr>
<td>09:00</td>
<td>Course</td>
<td>210Z</td>
<td>Course Design for Online Video and Television (2/2)</td>
</tr>
<tr>
<td>09:00</td>
<td>Course</td>
<td>210AA</td>
<td>Course Design for Online Video and Television (2/2)</td>
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<tr>
<td>09:00</td>
<td>Course</td>
<td>210AB</td>
<td>Course Design for Online Video and Television (2/2)</td>
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<td>09:00</td>
<td>Course</td>
<td>210AC</td>
<td>Course Design for Online Video and Television (2/2)</td>
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<td>09:00</td>
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<td>210AD</td>
<td>Course Design for Online Video and Television (2/2)</td>
</tr>
<tr>
<td>09:00</td>
<td>Course</td>
<td>210AE</td>
<td>Course Design for Online Video and Television (2/2)</td>
</tr>
<tr>
<td>09:00</td>
<td>Course</td>
<td>210AF</td>
<td>Course Design for Online Video and Television (2/2)</td>
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</tbody>
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### Wednesday - Thursday

- **18:00-20:00 Arts Exhibition Opening Event (Works/San Jose, 365 S. Market Street)**
- **18:00-19:30 Job Fair & Recruiting Boards (Hall 1/Hall2)**
- **18:00-19:30 SIGCHI Games: The Scope of Games Research at CHI**
## SCHEDULE AT A GLANCE: MONDAY

<table>
<thead>
<tr>
<th>Time</th>
<th>LL21C</th>
<th>LL21D</th>
<th>LL21E</th>
<th>LL21F</th>
<th>LL20A</th>
<th>LL20D</th>
<th>LL20B</th>
<th>LL20C</th>
<th>LL21B</th>
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</thead>
<tbody>
<tr>
<td>08:30</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Opening Keynote (220A) Dayo Olopade</td>
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<tr>
<td>11:4</td>
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<td></td>
<td></td>
<td></td>
<td>Coffee Break</td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>11:30</td>
<td>Case Studies Education Papers Families and Assistive Technology</td>
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<td></td>
</tr>
<tr>
<td>13:45</td>
<td>Lunch Break</td>
<td></td>
<td></td>
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<tr>
<td>14:30</td>
<td>Case Studies Tools for Workers Papers Computer Supported Parenting</td>
<td></td>
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<tr>
<td>16:30</td>
<td>Course So, you want to be a CHI AC Papers Physical and Digital Collections</td>
<td></td>
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<tr>
<td>18:00</td>
<td>18:00 - 19:30 Conference Reception &amp; Exhibits Grand Opening (Hall 1/Hall2)</td>
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## SCHEDULE AT A GLANCE: TUESDAY

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<tr>
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<th>LL21E</th>
<th>LL21F</th>
<th>LL20A</th>
<th>LL20D</th>
<th>LL20B</th>
<th>LL20C</th>
<th>LL21B</th>
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<tbody>
<tr>
<td>08:30</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Plenary (220A) Kimberly Bryant in conversation with Sarah Guthals</td>
<td></td>
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<tr>
<td>11:4</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Coffee Break</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>11:30</td>
<td>Case Studies User Research Papers Displays and Shared Interactions</td>
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<tr>
<td>13:45</td>
<td>Lunch Break</td>
<td>Diversity &amp; Inclusion Lunch (Room 220BC; preregistration required)</td>
<td></td>
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<tr>
<td>14:30</td>
<td>Case Studies Organizational Change for Better UX Papers Distance Still Matters</td>
<td></td>
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<td></td>
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<tr>
<td>16:30</td>
<td>Case Studies Design Methodology Papers Workplace Social Performance</td>
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<td></td>
<td></td>
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<tr>
<td>18:00</td>
<td>18:00-20:00 Arts Exhibition Opening Event (Works/San Jose, 365 S. Market Street)</td>
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</table>

**Coffee Break**
- How Fast Can You Type on Your Phone
- Visual Design for Unconventional Displays
- Learning Facilitation
- Understanding Making
## SCHEDULE AT A GLANCE: WEDNESDAY

**08:30 Plenary (220A) Marissa Mayer in conversation with Terry Winograd**

<table>
<thead>
<tr>
<th>Time</th>
<th>Room</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>09:30</td>
<td>220A</td>
<td>Award Talk SIGCHI Lifetime Boundary Research Award Troubles</td>
</tr>
<tr>
<td>11:30</td>
<td>Panel</td>
<td>alt.chi Authorship and Reviews</td>
</tr>
<tr>
<td>11:30</td>
<td>210C</td>
<td>Course Advances in Participatory Design (1/2)</td>
</tr>
<tr>
<td>11:30</td>
<td>210G</td>
<td>Course Empirical Research Methods for Human-Computer Interaction (1/2)</td>
</tr>
<tr>
<td>11:30</td>
<td>210H</td>
<td>Course Speech-based Interaction: Myths, Challenges, and Opportunities (1/2)</td>
</tr>
<tr>
<td>11:30</td>
<td>210D</td>
<td>Papers Participating in Well-Being and Family</td>
</tr>
<tr>
<td>11:30</td>
<td>210AE</td>
<td>Papers Input Technology</td>
</tr>
<tr>
<td>11:30</td>
<td>210B</td>
<td>SIG Leading Design Teams and Organizations</td>
</tr>
</tbody>
</table>

**Coffee Break**

**Lunch Break | SIGCHI Town Hall Meeting (Room 230C)**

**Coffee Break**

**Hospitality Receptions (Various Locations)**

## SCHEDULE AT A GLANCE: THURSDAY

**8:30 Plenary (220A) Alan Kay in conversation with Vishal Sikka**

<table>
<thead>
<tr>
<th>Time</th>
<th>Room</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>09:30</td>
<td>220A</td>
<td>Award Talk SIGCHI Lifetime Practice Award</td>
</tr>
<tr>
<td>11:30</td>
<td>Panel</td>
<td>alt.chi See this, hear this, touch this, keep this</td>
</tr>
<tr>
<td>11:30</td>
<td>210C</td>
<td>Course Advances in Participatory Design (2/2)</td>
</tr>
<tr>
<td>11:30</td>
<td>210G</td>
<td>Course Empirical Research Methods for Human-Computer Interaction (2/2)</td>
</tr>
<tr>
<td>11:30</td>
<td>210H</td>
<td>Course Speech-based Interaction: Myths, Challenges, and Opportunities (2/2)</td>
</tr>
<tr>
<td>11:30</td>
<td>210D</td>
<td>Papers Reflection on UX Design</td>
</tr>
<tr>
<td>11:30</td>
<td>210AE</td>
<td>Papers Displays and Visualization</td>
</tr>
<tr>
<td>11:30</td>
<td>210B</td>
<td>SIG The Masters Degree in HCI at 20</td>
</tr>
</tbody>
</table>

**Coffee Break**

**Lunch Break | SIGCHI Town Hall Meeting (Room 230C)**

**Coffee Break**

**16:30 - 17:50 Closing Plenary (Grand Ballroom) Salman Khan –“Education Remapped”**
### SCHEDULE AT A GLANCE: WEDNESDAY

<table>
<thead>
<tr>
<th>Time</th>
<th>Location</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>08:30</td>
<td>LL20A</td>
<td>08:30 Plenary (220A) Marissa Mayer in conversation with Terry Winograd</td>
</tr>
<tr>
<td>09:30 - 10:50</td>
<td>LL21C</td>
<td>Case Studies Gaming, Gamifications and Arts</td>
</tr>
<tr>
<td>09:30 - 10:50</td>
<td>LL21D</td>
<td>Papers Comprehension through Visualization</td>
</tr>
<tr>
<td>09:30 - 10:50</td>
<td>LL21E</td>
<td>Course End-User Programming</td>
</tr>
<tr>
<td>09:30 - 10:50</td>
<td>LL21F</td>
<td>Papers Haptic Sensation Meets Screens</td>
</tr>
<tr>
<td>09:30 - 10:50</td>
<td>LL20A</td>
<td>Papers Designing for Attention and Multitasking</td>
</tr>
<tr>
<td>09:30 - 10:50</td>
<td>LL20D</td>
<td>Papers Politics on Social Media</td>
</tr>
<tr>
<td>09:30 - 10:50</td>
<td>LL20B</td>
<td>Papers Health Support</td>
</tr>
<tr>
<td>09:30 - 10:50</td>
<td>LL20C</td>
<td>Papers Gesture Elicitation and Interaction</td>
</tr>
<tr>
<td>09:30 - 10:50</td>
<td>LL21B</td>
<td>Papers Supporting Player Performance</td>
</tr>
<tr>
<td>11:30 - 12:50</td>
<td>LL20A</td>
<td>Case Studies Activities and Health</td>
</tr>
<tr>
<td>11:30 - 12:50</td>
<td>LL20B</td>
<td>Papers Usability and User Burden</td>
</tr>
<tr>
<td>11:30 - 12:50</td>
<td>LL20D</td>
<td>Papers Making Interfaces Work for Each Individual</td>
</tr>
<tr>
<td>11:30 - 12:50</td>
<td>LL20E</td>
<td>Papers Shape Changing Displays</td>
</tr>
<tr>
<td>11:30 - 12:50</td>
<td>LL20F</td>
<td>Papers Smartphone Authentication</td>
</tr>
<tr>
<td>11:30 - 12:50</td>
<td>LL21A</td>
<td>Papers Online Community Identity and Behavior</td>
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<tr>
<td>11:30 - 12:50</td>
<td>LL21B</td>
<td>Papers Affording Collective Action in Social Media</td>
</tr>
<tr>
<td>11:30 - 12:50</td>
<td>LL21C</td>
<td>Papers Motivating and Incentivising Crowdsourcing</td>
</tr>
<tr>
<td>11:30 - 12:50</td>
<td>LL21D</td>
<td>Papers Designing New Player Experiences</td>
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<td>11:30 - 12:50</td>
<td>LL21E</td>
<td>Papers Fat Fingers, Small Watches</td>
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<tr>
<td>13:30 - 15:50</td>
<td>LL21A</td>
<td>Lunch Break</td>
</tr>
<tr>
<td>13:30 - 15:50</td>
<td>LL21B</td>
<td>Coffee Break</td>
</tr>
<tr>
<td>16:30 - 17:50</td>
<td>LL20A</td>
<td>Hospitality Receptions (Various Locations)</td>
</tr>
</tbody>
</table>

### SCHEDULE AT A GLANCE: THURSDAY

<table>
<thead>
<tr>
<th>Time</th>
<th>Location</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>08:30</td>
<td>LL20A</td>
<td>08:30 Plenary (220A) Alan Kay in conversation with Vishal Sikka</td>
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<tr>
<td>09:30 - 10:50</td>
<td>LL21C</td>
<td>Papers Natural User Interfaces for InfoVis</td>
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<td>09:30 - 10:50</td>
<td>LL21D</td>
<td>Papers Eye Gaze</td>
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<tr>
<td>09:30 - 10:50</td>
<td>LL21E</td>
<td>Papers Mental Models of Privacy</td>
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<tr>
<td>09:30 - 10:50</td>
<td>LL21F</td>
<td>Papers Making Music on the Brain</td>
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<tr>
<td>09:30 - 10:50</td>
<td>LL20A</td>
<td>Papers Design for Health Care</td>
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<tr>
<td>09:30 - 10:50</td>
<td>LL20B</td>
<td>Papers Living in Smart Environments</td>
</tr>
<tr>
<td>09:30 - 10:50</td>
<td>LL20C</td>
<td>Papers Interaction Techniques for Mobile Interfaces</td>
</tr>
<tr>
<td>11:30 - 12:50</td>
<td>LL21A</td>
<td>Coffee Break</td>
</tr>
<tr>
<td>11:30 - 12:50</td>
<td>LL21B</td>
<td>Papers Eye Tracking Applications</td>
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<tr>
<td>11:30 - 12:50</td>
<td>LL21C</td>
<td>Papers Food as a Method and Inquiry</td>
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<tr>
<td>11:30 - 12:50</td>
<td>LL21D</td>
<td>Papers Supporting Information Seeking</td>
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<tr>
<td>11:30 - 12:50</td>
<td>LL21E</td>
<td>Papers Medical Device Sensing</td>
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<tr>
<td>11:30 - 12:50</td>
<td>LL21F</td>
<td>Papers Engaging Players in Games</td>
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<tr>
<td>11:30 - 12:50</td>
<td>LL21G</td>
<td>Papers Multi-Device Interaction</td>
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<tr>
<td>13:30 - 15:50</td>
<td>LL21A</td>
<td>Lunch Break</td>
</tr>
<tr>
<td>14:30 - 15:50</td>
<td>LL21B</td>
<td>Papers IoT and HCI ASAP!</td>
</tr>
<tr>
<td>14:30 - 15:50</td>
<td>LL21C</td>
<td>Papers Body and Fashion</td>
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<tr>
<td>14:30 - 15:50</td>
<td>LL21D</td>
<td>Papers Smart Homes, Devices and Data</td>
</tr>
<tr>
<td>14:30 - 15:50</td>
<td>LL21E</td>
<td>Papers Large Display Interaction</td>
</tr>
<tr>
<td>16:30 - 17:50</td>
<td>LL20A</td>
<td>16:30 - 17:50 Closing Plenary (Grand Ballroom) Salman Khan – “Education Reimagined”</td>
</tr>
</tbody>
</table>
Welcome to CHI 2016! We began our conference planning process, two years ago, with three core ideas:

- **CHI in Silicon Valley:** emphasizing local engagement in this vibrant community
- **HCI in the community:** recognizing the potential of HCI as a force for social good
- **A More Humane Conference and Planning Process:** lots of transparency, early planning, no surprises, data-driven decisions and taking into account the importance of families and work/life balance.

From this start we developed the conference theme, #chi4good: addressing issues of social good through the innovation and creativity of the CHI community. To this end, we held the #chi4good Day of Service on the Saturday May 7th, with hundreds of CHI attendees working on projects for non-profit and area arts organizations. We continued that theme by hosting the Diversity and Inclusion Lunch, bringing childcare back to the conference for the first time in years, and introducing the lunch@chi program to facilitate small group lunches on the first day of the conference. We have CHI’s first Diversity & Inclusion Statement, and our keynote and plenary speakers represent the vibrancy, diversity and excitement of the wide field of HCI, with particular emphasis on #chi4good.

As the CHI conference continues to grow and flourish, so too do the number of submissions across all tracks. This year there were over 3,500 submissions, with over 1,000 accepted across 17 venues. Over the weekend we hosted over 50 workshops, the Doctoral Consortium and Development Consortiums, and Japanese, Chinese and ASEAN HCI Symposia. During the week, we have as many as 19 parallel sessions of Papers & Notes, Panels, alt.chi, Interactivity, Case Studies, Special Interest Groups (SIGs), student research, design, and game competitions. We are particularly happy to introduce a new venue, the Art Exhibition, held at the Works/San Jose Gallery.

We would like to thank an enormous number of volunteers without whom CHI 2016 would not be possible, including over 4000 reviewers, 222 members of the Papers & Notes program committee, 100 members of the Late-breaking Work program committee, nearly 100 members of the CHI 2016 conference organization committee and more than 180 student volunteers. The CHI conference is supported by the efforts of SIGCHI, (the Special Interest Group on Computer-Human Interaction) of the Association for Computing Machinery (ACM) and ACM, and the generous donations of our sponsors and exhibitors. We are indebted for their ongoing support, organization, and leadership to support CHI’s future.

Jofish Kaye
Yahoo, CHI 2016 General Conference Co-Chair

Allison Druin
University of Maryland / National Park Service,
CHI 2016 General Conference Co-Chair

#chi4good: addressing issues of social good through the innovation and creativity of the CHI community
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Mike Massimi, Facebook

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Frank Vetrere, University of Melbourne
Sanjay Kaimam, Stanford University
Siln Lindley, Microsoft

Interactivity
Julie Williamson, University of Glasgow
Amanda Williams, Wyld Collective, Ltd.
Cesar Torres, Berkeley
Sean White, Mozilla

alt.chi
Janet Vertesi, Princeton University
Silvia Lindner, University of Michigan
Morgan Ames, UC Irvine

Courses
Wendy Ju, Stanford University
Joy Mounford, Akamai Technologies

Case Studies
Kasia Väänänen, Tampere University of Technology
Susan Dray, Dray Associates
Suzanne Currie, GE Research
Richard Anderson

Arts Exhibit
Ernest Edmonds, University of Technology, Sydney
Jason Challis, West Valley College

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Doctoral Consortium
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Anirudha Joshi, India Institute of Technology Bombay
Scott L. Minneman, California College of the Arts

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Florian ‘Floyd’ Mueller, Royal Melbourne Institute of Technology
Jessica Hammer, Carnegie Mellon University

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Anna Krottetzsch, Universitat der Bundeswehr München

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Dan Russell, Google

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Los Barros

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Program/Proceedings
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Jaeeung Kim, KAIST

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Operations
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Daniela Busse, CHI Ventures
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Arts Awards
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Video Examples
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Posters
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Telepresence
Carman Neustaedter, Simon Fraser University
Irene Rae, Microsoft

Media
Max Wilson, Nottingham University
Vicky McArthuir, University of Toronto
Dan Afergan, Google

VC Office Hours
Manu Kumar, K9 Ventures
Sean White, Mozilla

Welcome Reception
Jeffrey Bigham, CMU

Templates Redesign
David Ayman Shamra, Yahoo
Jofish Kaye, Yahoo

Keywords Redesign
Frank Bentley, Yahoo

CHI2016@CHI2015 Closing Plenary Design
Asreen Rostami, Stockholm University

CHI2016 Plenary Planning
Danielle Lottridge, Yahoo

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- Stefanie Mueller, Hasso Plattner Institute
- Sven Kraf, FXPAL
- Takeo Igarashi, The University of Tokyo
- Wendy MacKay, Inria
- Xiaojun Bi, Google

### Late Breaking Work ACs

<table>
<thead>
<tr>
<th>Name</th>
<th>Affiliation</th>
</tr>
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<tbody>
<tr>
<td>Daniel A Afergan</td>
<td>Google Inc.</td>
</tr>
<tr>
<td>Nazanin Andalib</td>
<td>Drexel University</td>
</tr>
<tr>
<td>Fraser Anderson</td>
<td>Autodesk Research</td>
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<tr>
<td>Salvatore Andolino</td>
<td>University of Helsinki</td>
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<tr>
<td>Michelle Annett</td>
<td>Autodesk Research</td>
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<tr>
<td>Ahmed Arif</td>
<td>Ryerson University</td>
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<tr>
<td>Roman Bednarki</td>
<td>University of Eastern Finland</td>
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<tr>
<td>Andrea Bellucci</td>
<td>University Carlos III de Madrid</td>
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<tr>
<td>David Benyon</td>
<td>Edinburgh Napier University</td>
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<tr>
<td>Joanna Bergstrom-Lehtovirta</td>
<td>University of Copenhagen</td>
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<tr>
<td>Timothy W Bickmore</td>
<td>Northeastern University</td>
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<td>Max Valentin Birk</td>
<td>University of Saskatchewan</td>
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<tr>
<td>Elizabeth Bonsignore</td>
<td>University of Maryland College Park</td>
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<tr>
<td>Carrie J Cai</td>
<td>Massachusetts Institute of Technology</td>
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<tr>
<td>Xiang Anthoni Chen</td>
<td>Carnegie Mellon University</td>
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<tr>
<td>Adrian K Clear</td>
<td>Newcastle University</td>
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<tr>
<td>Carrie A Demmang Epp</td>
<td>University of Pittsburgh</td>
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<td>Tilman Dingler</td>
<td>University of Stuttgart</td>
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<tr>
<td>Anke Dittmar</td>
<td>University of Rostock</td>
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<tr>
<td>Tao Dong</td>
<td>Google Inc.</td>
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<tr>
<td>Afshaneh Doryab</td>
<td>Carnegie Mellon University</td>
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<tr>
<td>Daniel Epstein</td>
<td>University of Washington</td>
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<td>Cumhur Ertuk</td>
<td>Aalborg University</td>
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<tr>
<td>Francesco Ferrise</td>
<td>Politecnico di Milano</td>
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<td>Pin Sym Foo</td>
<td>National University of Singapore</td>
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<tr>
<td>Euan Freeman</td>
<td>University of Glasgow</td>
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<td>Verena Fuchsberger</td>
<td>University of Salzburg</td>
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<td>Michael Glueck</td>
<td>University of Toronto</td>
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<tr>
<td>Steven R Gomez</td>
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<td>Jens Grubert</td>
<td>University of Passau</td>
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<tr>
<td>John Alexis Guerra-Gomez</td>
<td>Yahoo Labs</td>
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<tr>
<td>Rebecca Gulotta</td>
<td>Carnegie Mellon University</td>
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<tr>
<td>Kyungsk (Keith) Han</td>
<td>Pacific Northwest National Laboratory</td>
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<td>Germaine Irwin</td>
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<tr>
<td>Haian Jia</td>
<td>The Pennsylvania State University</td>
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<td>Vassilis Javed Khan</td>
<td>Eindhoven University of Technology</td>
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<tr>
<td>Nataliya Kosyna</td>
<td>INIRA</td>
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<tr>
<td>Simone Krigstein</td>
<td>Vienna University of Technology</td>
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<tr>
<td>Aki Lampinen</td>
<td>Mobile Life (g) Stockholm University</td>
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<tr>
<td>Gerd Laput</td>
<td>Carnegie Mellon University</td>
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<tr>
<td>Luis A. Leiva</td>
<td>Scilng</td>
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<tr>
<td>Q. Vera Liao</td>
<td>University of Illinois at Urbana-Champaign</td>
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<tr>
<td>Andrew MacFarlane</td>
<td>City University London</td>
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<tr>
<td>Hately MacLeod</td>
<td>Indiana University</td>
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<tr>
<td>Joseph Maguire</td>
<td>University of Glasgow</td>
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<tr>
<td>Horia Alexandru Maior</td>
<td>The University of Nottingham</td>
</tr>
<tr>
<td>Aquashah M Martin-Hammond</td>
<td>University of Maryland Baltimore County</td>
</tr>
<tr>
<td>Donald McMillan</td>
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### alt.chi Jury

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### ACM SIGCHI

CHI 2016 is sponsored by ACM's Special Interest Group on Computer-Human Interaction (ACM SIGCHI). ACM, the Association for Computing Machinery, is an educational and scientific society uniting the world's computing educators, researchers, and professionals to inspire dialogue, share resources, and address the field's challenges. ACM strengthens the profession's collective voice through strong leadership, promotion of the highest standards, and recognition of technical excellence. ACM supports the professional growth of its members by providing opportunities for life-long learning, career development, and professional networking. ACM offers its more than 100,000 worldwide members cutting edge technical information through world class journals and magazines, dynamic special interest groups, and globally recognized conferences. Visit www.acm.org for more information about ACM.

SIGCHI is the premier international society for professionals, academics, and students who are interested in human-computer interaction (HCI). We provide a forum for the discussion of all aspects of HCI through our conferences, including our flagship CHI conference, publications, web sites, email discussion groups, and other services. We advance education in HCI through courses, workshops, and outreach, and we promote informal access to a wide range of individuals and organizations involved in HCI.

Members can be involved in HCI-related activities with others in their region through local SIGCHI chapters. Come to the SIGCHI Town Hall meeting on Wednesday at 12:50-14:30 in 230C or visit www.sigchi.org to learn more about SIGCHI. We also have a Youtube channel https://www.youtube.com/user/acmsigchi and an active Tumblr at sigchi.tumblr.com where we document the discussion and process around the development of CHI.

### Membership Information

Please contact ACM's Member Services Department

- Online: www.acm.org
- Tel: +1-800-342-6626 (USA/Canada)
- +1-212-626-0500 (International)
- Fax: +1-212-944-1318
- Email: acmhelp@acm.org
- Write: Association for Computing Machinery, Inc.
  General Post Office
  P.O. Box 30777 New York, NY
  10087-0777, USA

### CHI INFORMATION AND POLICIES

#### Name Badges

Your CHI 2016 name badge serves as your admission pass to conference sessions and events. Please wear your name badge at all times inside the San Jose Convention Center. Conference management reserves the right to deny admission to anyone not wearing a CHI 2016 name badge.

#### Student Volunteers

CHI 2016 has over 150 Student Volunteers, easily identified by their brightly colored SV t-shirts. Most are graduate students in HCI and some are seeking jobs or internships.

#### Media/Press Office

Room 213

CHI 2016 welcomes members of the media. Please stop by the Media Office to get information on scheduled Media Events this week, and to learn more about CHI 2016, SIGCHI, and future CHI conferences. CHI 2016 media coordinators are happy to schedule interviews with select authors at the conference. Media Office hours are the same as the Registration Desk.

#### Child Care

Pre-registration required

This year, childcare is available at the conference center by reservation or walk-up (subject to availability) in room 230A. The care is available for children 6 months to 12 years old from 8:30 a.m. to 5 p.m. Saturday-Sunday, and from 8:30 a.m. to 1 p.m. and 2:30 p.m. to 6 p.m. Monday through Thursday. The carers are from a professional childcare company, Kiddie Corp, all of whom are CPR/first aid certified and with child care experience. The childcare has activities and play materials such as arts and crafts as well as appropriate toys for babies (including baby bouncers) as well as a quiet area for napping with blankets and pillows.

#### Nursing Room

Room 232

A room for nursing mothers with a fridge is available on request. Please contact the conference office (Room 211A) to schedule time and for the key.

#### Telepresence Robots

Pre-registration required

This year we are providing the opportunity for a small number of people to remotely attend the CHI conference via telepresence robot, or Beam. Our goal is to increase access to the conference for remote participants who would otherwise be unable to attend due to mobility impairments, chronic health issues, or temporary travel limitations. To evaluate the viability of using these telepresence technologies at future CHI conferences, we'll also be collecting feedback on any interactions you have with the telepresence robots. So tweet your photos with hashtag #beamatCHI, fill out a survey at http://tinyurl.com/chi2016beam, and if you see someone using one, feel free to say hi!

#### Internet Café

Hall 1/Hall 2

Enjoy chatting with colleagues during the breaks at the Internet Café, located next to the Exhibits, Interactivity and Posters in Hall 1/Hall 2. CHI 2016 provides access to power for your mobile devices in addition to wireless access.

#### Wireless Access

CHI 2016 offers wireless high-speed internet access throughout the San Jose Convention Center. Please be considerate of your colleagues and limit your time spent online and any unnecessary bandwidth usage. Use the SSID WickedlyFastWifi. There is no password required.

#### Blogging & Photosharing

CHI encourages attendees to blog, tweet and share photos using the hashtag #chi2016.

#### Photography and Recording

Photographing crowd scenes and people interacting with technology is common at CHI and attendees should be aware that their image might be captured. Please use common courtesy when taking photos or video of individuals that are later uploaded to YouTube, Flickr or similar sites and ask permission before posting pictures of identifiable people. It is prohibited to audio or video record any talks or presentations.
DIVERSITY AND INCLUSION STATEMENT

The open exchange of ideas and the freedom of thought and expression are central to the aims and goals of the CHI 2016 conference. The organizers of CHI 2016, aim and commit to providing a harassment-free, accessible, and pleasant conference experience with equity in rights for all. We want every participant to feel welcome, included, and safe at the conference. Moreover, we will do our best to accommodate specific needs – be it child care, accessibility, or dietary requirements. We cannot promise to solve every issue, but will try our best.

We aim to provide a safe, respectful, and harassment-free conference environment for everyone involved regardless of age, sex, gender, gender identity and expression, sexual orientation, (dis)ability, physical appearance, race, ethnicity, nationality, marital status, military status, veteran status, religious beliefs, dietary requirements, childbirth- and pregnancy-related medical conditions or childcare requirements. We also respect any other status protected by laws of the country in which the conference or program is being held.

We do not tolerate harassment of conference participants. Harassment includes but is not limited to overt and/or covert acts of:

- Verbal accusations or bullying
- Deliberate intimidation, stalking, or following both in person and online
- Harassing photography or recording
- Sustained disruption of talks or other events
- Interference with a person’s participation or opportunity for participation
- Inappropriate physical contact
- Unwelcome sexual attention
- Advocating for, or encouraging, any of the above behaviour

We expect participants to follow these rules during all conference events (workshops, SIGs, panels, etc.) as well as official social media representing the events. Conference participants violating these rules may be sanctioned or expelled from the conference (without a refund) at the discretion of the conference organizers. A response that the participant was “just joking,” or “teasing,” or being “playful,” will not be accepted.

Anyone witnessing or subject to unacceptable behavior should notify individual members of the Diversity Committee, the General Chairs, or the Diversity Committee directly at diversity@chi2016.acm.org

TECHNICAL PROGRAM OVERVIEW

CHI 2016 received over 3500 submissions and accepted over 1000 presentations and events distributed across 17 parallel sessions over four days. The CHI 2016 Proceedings and Extended Abstracts is over 7500 pages.

There is a wide variety of technical content for you to attend at the conference. It includes Papers and Notes, papers from selected journals, as well as Courses, Case Studies, Panels, alt.chi, SIGs, Video Showcase, and poster presentations and demos from Late-Breaking Work, Interactivity and Interaction Research Demos, the Doctoral Consortium, the Student Research Competition, the Student Design Competition and the Student Game Competition, as well as the Arts Exhibit.

We distinguish between two categories of CHI material in the ACM Digital Library. Papers and Notes are the most rigorously peer reviewed and prestigious material presented at the conference, and are collected in the Conference Proceedings. The other categories of work are represented in the Extended Abstracts. These are peer-reviewed, juried, or curated, and reflect the breadth of education, research, design, artistic, scientific exploration and engineering activity within the HCI community. Most content is available on the ACM Digital Library at http://dl.acm.org. In addition, journal papers are archived in their respective journals.

Navigating CHI 2016: How do you choose?

With so many presentations happening at once, how do you choose? CHI 2016 offers the following resources to help you make the most of your conference experience:

- There is a Newcomers Reception on Sunday night, 5:00pm-6:30pm in the Almaden Ballroom, in the Hilton San Jose. This is a great opportunity to meet local people, find like-minded attendees and to discuss plans for catching great content during the conference.
- This CHI 2016 Conference Program describes the venues and offers at-a-glance summaries of all events in the main technical program, as well as times and locations.
- The free CHI 2016 Mobile App (downloadable from Apple’s App Store and Google Play) contains the full CHI 2016 program as well as a personal interactive schedule to help you keep track of events you would like to see. The CHI 2016 Proceedings and Extended Abstracts as well as Video Previews can be loaded into the Mobile App for easy access.
- The CHI 2016 Video Previews are 30-second video overviews of most presentations in the main technical program. You can browse them through the Mobile App. Video Previews are also available on the ACM SIGCHI Youtube channel.
- The CHI 2016 schedule is also available through Confer, a tool for conference attendees to discover papers of their interest, get paper recommendations and create their personal schedule. http://confer.csail.mit.edu/chi2016/papers
TECHNICAL PROGRAM OVERVIEW

Papers & Notes
20-minute presentations for Papers; 10-minute for Notes
These rigorously peer-reviewed presentations are equivalent to journal papers in other fields, and form the core of CHI’s technical program.

Case Studies
20-minute presentations
Case Studies describe examples of best practices in HCl. The goal is to explain methods that deliver reliable, high-quality results based on real-world experience and to present the lessons learned.

Panels
80-minute sessions
Panels take various formats but always involve significant interaction among panelists and audience members around a specified topic. The goal is to stimulate thought and discussion on current issues in HCl.

alt.chi
10-minute presentations
alt.chi offers an outlet for unusual, controversial, alternative or thought-provoking work that does not fit within the standard CHI submission process. The format encourages lively audience participation.

Courses
1, 2, 3 or 4 80-minute units
CHI 2016 offers a wide variety of courses designed to appeal to our diverse audience of researchers, practitioners, designers, developers, managers and students. You must pay the Courses registration fee before attending a course at the Registration Desk to receive a ticket to attend the course.

Special Interest Groups (SIGs)
80-minute sessions
SIGs offer a forum for conference attendees who share similar interests to discuss a specified topic. Previous SIGs have launched new conferences and publications or generated new CHI activities.

Video Showcase
60-minute session
Videos offer a variety of perspectives on HCl, including novel interfaces, reflective pieces and future environments. The Video Showcase highlights the best videos on Monday after the first coffee break from 10:00 - 11:30 am, immediately after the plenary.

Interactivity & Interactivity Research Demos
Hands-on demonstrations
Interactivity allows attendees to see, touch and hear interactive visions of the future. Interactivity Research prototypes offer novel interaction techniques and systems while Interactivity Explorations offer interactive performances and art works that stimulate the imagination. Come see Interactivity at the CHI 2016 Conference Reception and Exhibits Grand Opening (Monday 9 May, 17:30, Hall 1/Hall 2) and throughout the conference during breaks. Dark Interactivity (Room 111) features interactive exhibits that require darkness.

Doctoral Consortium
List on page 58
Doctoral Consortium posters will be on display in Hall 1/Hall 2. Doctoral Consortium students are available to discuss their research during the Conference Reception and during the Tuesday morning coffee break.

Student Research Competition
Posters and 80-minute session
List on page 58
The Student Research Competition (SRC) is a branch of the ACM Student Research Competition. Students’ posters are on display in Hall 1/Hall 2 on Tuesday morning. The SRC jury selects finalists who present their work and answer questions in a closed session on Tuesday (9:50-10:30, room 211B). Final presentations are held on Wednesday (16:30, room 220A). Winners are announced at the Closing Plenary.

Student Game Competition
Demonstrations and 80-minute session
List on page 59
The Student Game Competition (SGC) challenges students to design games in three categories: Games for a Purpose, Innovative Interface, and Innovative Game Design. Students demonstrate their games in the Hall 2 Concourse on Monday and Tuesday during the coffee breaks. The final is held on Wednesday from 11:30 to 12:50 in room 220A. Winners are announced at the Closing Plenary.

Late Breaking Work (LBW)
Hall 1/Hall 2
List on page 60
A Late-Breaking Work submission is a concise report of recent findings or other types of innovative or thought-provoking work relevant to the CHI community. Late-Breaking Work submissions represent work that has not reached a level of completion or maturity that would warrant the full refereed selection process. Submissions report on cutting edge or emerging work that has not been fully realized or developed, for which empirical data may not yet be available, or that has not yet reached a level of maturity expected for a Paper or Note submission. Rotation 1 posters appear on Monday and Tuesday; authors are available to discuss their work on Monday (15:50) and Tuesday (10:50). Rotation 2 posters appear on Wednesday and Thursday; authors are available to discuss their work on Wednesday (15:50) and Thursday (10:50).

Art Exhibition
Works/San Jose, 365 S Market Street
A public exhibition of interactive art, “Inter/Action: digital art that responds” is presented by ACM SIGCHI CHI 2016 and Works/San Jose. The exhibition documents a selected history of interactive art and show new work selected from submissions to CHI 2016. The exhibition extends beyond the CHI 2016 conference, through the end of May. An illustrated catalogue is available and descriptions are included in the Extended Abstracts. Works/San Jose is an art and performance center located on the Market Street edge of the San José Convention Center, 365 S Market Street.

Open: Monday-Thursday 11:00 - 19:30
Opening Reception: Tuesday 18:00 - 20:00
OPENING HOURS & SPECIAL EVENTS

OPENING HOURS

Registration and Merchandise Desk
Register for the CHI 2016 Conference and Courses (subject to availability) at the Registration Desk located at the Hub. CHI 2016 Merchandise, including hoodies, onesies, T-shirts, water bottles, sweatshirts, and limited-edition CHInosaurs are available for purchase beginning at 12:00 on Monday, subject to availability. Non-member registrations include a one-year ACM and SIGCHI membership.

- Sunday 08:00 – 18:00 The Hub
- Monday 07:30 – 18:30 The Hub
- Tuesday 08:00 – 18:00 The Hub
- Wednesday 08:00 – 17:30 The Hub
- Thursday 08:00 – 17:00 The Hub

Main Exhibit Hall
At the Main Exhibit Hall you can enjoy a beverage and light snack during coffee breaks, talk with colleagues or explore Exhibits, Posters and Interactivity demonstrations and performances. Opens on Monday evening.

- Monday 18:00 – 19:30 Opening Reception
- Tuesday 10:30 – 18:00
  18:00 – 19:30 Job Fair
- Wednesday 10:30 – 17:30
- Thursday 10:30 – 13:30

Coffee Breaks
Regularly scheduled morning and afternoon coffee breaks are complimentary for all registered CHI 2016 attendees.

- Monday 10:50 – 11:30 Main Concourse
  15:50 – 16:30 Main Concourse
- Tuesday 10:50 – 11:30 Hall 1/Hall 2
  15:50 – 16:30 Hall 1/Hall 2
- Wednesday 10:50 – 11:30 Hall 1/Hall 2
  15:50 – 16:30 Hall 1/Hall 2
- Thursday 10:50 – 11:30 Hall 1/Hall 2
  15:50 – 16:30 Main Concourse

Speaker Ready Rooms
Room 231A, Room 231B
Speakers and session chairs may use this room as a central check-in point and speakers may reserve a projector to prepare materials and rehearse their presentations. Sign up early with the staff person, since appointments are on a first-come, first-served basis and only one projector is available.

- Sunday 8:00 – 17:00
- Monday 8:00 – 17:00
- Tuesday 8:00 – 17:00
- Wednesday 8:00 – 17:00
- Thursday 8:00 – 14:30

SPECIAL EVENTS

#CHI4good Day of Service
Saturday 7 May
Open to All Attendees, Pre-registration required.
The #CHI4good Day of Service provides a valuable opportunity for teams of people with diverse perspectives to engage in meaningful volunteer opportunities. #CHI4good activity will be highlighted throughout the conference. CHI is partnering with Benetech to bring over a dozen non-profits to the San Jose Convention Center to enable CHI attendees to leverage their skills to make an impact. These non-profit organizations may be in support of the arts, cultural heritage, education, environmental science, social justice and more. The volunteer work that people are doing ranges from helping critique a website, to brainstorming new ideas for an app, to mentoring kids in Hour of Code.

Doctoral Consortium
Saturday 7 May & Sunday 8 May
Room LL21A
Invitation Only
Selected doctoral students present and explore their research topics with senior researchers and other students in a two-day interdisciplinary workshop. Doctoral Consortium posters are displayed in Hall 1/Hall 2 and brief descriptions appear in the CHI 2016 Extended Abstracts. The Doctoral Consortium is partially sponsored by the National Science Foundation (Proposal #1624025).

Workshops & Symposia
Saturday 7 May & Sunday 8 May
Invitation Only
Various Locations in the San Jose Convention Center
Workshops and Symposia provide a valuable opportunity for small communities of people with diverse perspectives to engage in rich one- and two-day discussions about a topic of common interest. Participants are pre-selected based on submitted position papers and a brief description of each workshop appears in the CHI 2016 Extended Abstracts.

Newcomer Welcome Reception
Sunday 8 May
Almaden Ballroom, Hilton San Jose
17:00 - 18:30
New to CHI? Join us for a welcome reception! Newcomers to CHI will be welcomed by a variety of Bay Area and CHI special interest groups, including CHILGBT, BayCHI, UC Berkeley, San Jose State University, and the CHI Accessibility community.

lunch@chi
Monday 9 May
Open to All Attendees
12:50 - 14:50
Pre-registration required
Meet at your restaurant as per the email you received.
The CHI 2016 conference is excited to host its first lunch@chi this year. You'll get the chance to form lasting relationships with people you might not have otherwise had the opportunity to meet in the hustle and bustle of a conference consisting of thousands of people. We hope this lunch will prove to be a unique opportunity for you to get to know people at myriad points in their careers and at various institutions.
SPECIAL EVENTS

Conference Reception & Exhibits Grand Opening | Monday 9 May
Hall 1/Hall 2 | 18:00 - 19:30
Catch up with old friends and meet new ones at the CHI 2016 Conference Reception and explore almost 80 hands-on demonstrations and performances at the Grand Opening of Exhibits and Interactivity. Admission and drinks tickets are included with your conference registration; additional tickets may be purchased at Registration Desk. Tickets are not available at the door.

Diversity & Inclusion Lunch | Tuesday 10 May
Room 220BC | 12:50-14:50
Open to All Attendees, Pre-registration through regonline required
The CHI 2016 conference is hosting its first Diversity and Inclusion Lunch. Building upon the tradition of 'CHI Women's Breakfast' at previous conferences, this lunch is both an expansion of scope and deepening of engagement with multiple aspects of diversity and inclusion. These issues include but are not limited to race, ethnicity, geolocation, and culture; age and professional experience; gender identity and sexual orientation; (dis)ability and impairments; religious beliefs; work-life-balance and needs of parents and families at CHI. This lunch is intended as a social-peer platform to celebrate diversity, discuss challenges, and collaborate on strategies to bolster diversity and inclusion in the CHI community.

CHI Chairs AMA | Tuesday 10 May
Room 220A | 14:30-15:50
Ask Me Anything! The CHI chairs for 2016, 2017 and 2018 sit in a room and answer your questions.

Venture Capitalist Office Hours | Tuesday 10 May
Sign-up Required. See https://chi2016.acm.org/wp/vc/
As CHI 2016 comes to Silicon Valley, we decided to bring some of Silicon Valley to CHI as well. As an experimental session, we’re inviting several prominent investors to come and host office hours at CHI. The goal of this session is to allow CHI speakers and presenters to speak 1:1 with investors who have helped build some of the hottest tech companies in the world and have their questions answered and get feedback on the commercial potential of their research. Please note that this is not a venue to pitch investors, but it is a venue to talk about your research, explore the different avenues for commercialization of your research, and get feedback and pointers from investors on what to think about and how to get started.

Arts Exhibition Opening Reception | Tuesday 10 May
Works/San José, 365 S Market Street | 18:00-20:00
Join us for an opening reception on Tuesday evening at Works/San José. Conference attendees are encouraged to attend this inaugural CHI Art Exhibit, which is open to the public, and mingle with the artists.

Job Fair & Recruiting Boards | Tuesday 10 May
Hall 1/Hall 2 | 18:00 - 19:30
Recruiters and job candidates are invited to take advantage of the CHI 2016 Job Fair on Tuesday evening. Visit the Recruiting Boards and designated exhibit booths throughout the conference to find out more about available positions.

Hero Sponsor Recruiter
Infosys | Booths 601/602

Champion Sponsor Recruiters
Bloomberg | Recruiting Board
Facebook | Booths 104/105
Google | Booths 504/505
IBM Research | Booth 400
Microsoft | Booths 100/101
Yahoo | Booth 405

Contributing Sponsor Recruiters
NAVER | Recruiting Board
Splunk | Recruiting Board

Additional Recruiters
[24]7 Inc. | Recruiting Board
Alibaba Group | Booth 309
Apple, Inc | Booth 305a
Bentley University | Recruiting Board
Fitbit | Booth 302
Ford Motor Company | Recruiting Board
Iowa State University | Booth 305

ACM SIGCHI Town Hall Meeting | Wednesday 11 May
Room 210BF | 12:50-14:30
SIGCHI officers present ongoing programs and activities, followed by an audience Q&A session. Participants interested in shaping SIGCHI's future are encouraged to attend. An informal lunch is available on a first-come, first-served basis.

Hospitality Receptions | Wednesday 11 May
Various locations | Evening
Private and public receptions are hosted by companies, universities and other organizations. Some require invitations. Others are open to all CHI attendees, and your badge is your ticket. Enquire at exhibitor booths.

Last-Minute SIGs | Monday - Thursday
Want to organize a last minute meeting? Reserve a timeslot at the Conference Office (Room 211A) and publicize using the hashtag #chi2016.

Open Houses/Facility Tours | Friday 13 May
Various locations, see chi2016.acm.org/wp/open
Some companies with local offices offering open houses or tours on Friday 13 May (the day after CHI ends), open to CHI attendees. You may learn more about these opportunities by going to the CHI web site for details on how to contact host organizations to receive details about participation. These events are not CHI events; they are the sole responsibility of the hosting organization. To reserve your spot, please RSVP by May 10th at chi2016acm.org/wp/open.
LIFETIME RESEARCH AWARD
The SIGCHI Lifetime Research Award is presented to individuals for outstanding contributions to the study of human-computer interaction. This award recognizes the very best, most fundamental and influential research contributions. It is awarded for a lifetime of innovation and leadership and carries an honorarium of $5000. The criteria for the award are:
• Cumulative contributions to the field.
• Influence on the work of others.
• Development of new research directions.

Bob Kraut is the Herbert A. Simon Professor of Human-Computer Interaction in the School of Computer Science and Tepper School of Business at Carnegie Mellon University and one of the founding members of CMU’s Human-Computer Interaction Institute. Previously he was a professor at the University of Pennsylvania and Cornell University and a research scientist at Bell Laboratories and Bell Communications Research. Bob is a social psychologist with broad interests in the impact of computing and telecommunications on individuals, groups and organizations and ways to design them to improve human lives. He has conducted empirical research on online communities, the social impact of the Internet, the design of information technology for small-group intellectual work and related topics. Starting with his HomeNet project, he has spent over 15 years conducting research to understand how the way people use technology influences their psychological well-being and personal relationships. His research on online communities combines careful empirical studies of communities with interventions and design ideas to improve them. This approach is illustrated in his book with Paul Resnick, Building Successful Online Communities: Evidence-Based Social Design. His most recent research focuses on ways to improve productivity and creativity in online production.

LIFETIME PRACTICE AWARD
The SIGCHI Lifetime Practice Award is presented to individuals for outstanding contributions to the practice and understanding of human-computer interaction. This award recognizes the very best and most influential applications of human-computer interaction. It is awarded for a lifetime of innovation and leadership and carries an honorarium of $5000. The criteria for the award are:
• Cumulative contributions to the field directly and through the leadership of others.
• Innovation and the stimulation of innovation through practice.
• Impact on the field, industry, and society.
• Influence on the work of others, and the growth of other HCI practitioners and researchers.
• Successful application of human-computer interaction to products, services, and systems.

Jeff Johnson is President and Principal Consultant at UI Wizards, Inc., a product usability consulting firm. He also is a principal at Wiser Usability, a consultancy focused on elder usability and universal accessibility. He has worked in HCI since 1978. After earning B.A. and Ph.D degrees from Yale and Stanford, he worked as a UI designer, implementer, manager, usability tester, and researcher at Cromemco, Xerox, US West, Hewlett-Packard Labs, and Sun Microsystems. In 1990, he co-chaired the first Participatory Design conference, PDC’90. Since 2004 he has served on the SIGCHI U.S. Public Policy Committee. He has taught at Stanford University, Mills College, and the University of Canterbury. He has been an ACM Distinguished Speaker and in 2014 was inducted into the SIGCHI Academy. He has authored or co-authored many articles and book chapters on a variety of topics in HCI and the impact of technology on society, as well as the books GUI Bloopers, Web Bloopers, GUI Bloopers 2.0, Designing with the Mind in Mind, Conceptual Models: Core to Good Design (coauthored with Austin Henderson), and Designing with the Mind in Mind, 2nd Edition. His forthcoming book, co-authored with Kate Finn, is on designing for an aging population.

LIFETIME SERVICE AWARD
The SIGCHI Lifetime Service Award goes to individuals who have contributed to the growth of SIGCHI in a variety of capacities. This award is for extended services to the community at large over a number of years. Criteria for this award are:
• Service to SIGCHI and its activities in a variety of capacities.
• Extended contributions over many years.
• Influence on the community at large.

Gerrit van der Veer developed courses on interactive systems design in universities in Romania, Spain, Germany, The Netherlands, Italy, Belgium, and China. Currently he is supervising PhD students in Belgium, Italy, the Netherlands and China. At the Dalian Maritime University, China, he teaches Usability Engineering, Research Methods for HCI, and Service Design. He published over 200 conference and journal papers, and edited over 10 volumes of research in HCI related domains. His research includes mental models, task analysis, individual differences, user interface architecture, experience design, ICT for cultural heritage, and design for adult learning. With his partner Elly Lammers and with Thomas Green he developed in 1982 the European Association of Cognitive Ergonomics with the annual ECCE conference. In 1989 he joined IFIP TC 13 as well as SIGCHI, aiming at making both organizations more globally active. He was co-chair of the first CHI ever outside North America (Amsterdam 1993). He took many volunteer roles in SIGCHI, including Vice President for Conferences, Chair for CHI 2005 (Portland), and President (2009-2015). He received the IFIP TC13 Pioneer award, and was awarded by the former Dutch Queen (like his wife Elly Lammers) the title of Knight for long term services to society.

SOCIAL IMPACT AWARD
This award is given to individuals who promote the application of human-computer interaction research to pressing social needs. The recipient should have past or current work within the HCI profession that demonstrates social benefit according to criteria such as:
• facilitating use of computer and telecommunication technology by diverse populations
• increasing access to technology for those with limited educational opportunities
• reducing economic barriers for access to information and communication technologies
• promoting privacy, security, trust, and safety

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AWARDS

- improving medical care, education, housing, water supplies, and nutrition
- supporting technologies for international development and conflict resolution
- improving human communication and reducing isolation

Dr. Jonathan Lazar is a Professor of Computer and Information Sciences at Towson University, where he serves as director of the undergraduate program in Information Systems. He has authored or edited 10 books, including *Ensuring Digital Accessibility Through Process and Policy* (2015, co-authored with Goldstein and Taylor), and *Research Methods in Human-Computer Interaction* (2010, co-authored with Feng and Hochheiser). Dr. Lazar has published over 140 refereed articles related to web accessibility for people with disabilities, user-centered design, and public policy, and has been granted 2 US patents for his work on web-based security features for blind users. He frequently serves as an advisor to government agencies, regularly provides testimony to legislative committees, and multiple US Federal regulations cite his research. Dr. Lazar has been honored with the 2015 AccessComputing Capacity Building Award (sponsored by the University of Washington), the 2011 University System of Maryland Regents Award for Public Service, and the 2010 Dr. Jacob Bolotin Award from the National Federation of the Blind. In 2012, Dr. Lazar was selected as the Shuter Fellow at the Radcliffe Institute for Advanced Study at Harvard University, to investigate the relationship between human-computer interaction for people with disabilities, and US Disability Rights Law.

CHI ACADEMY

The CHI Academy is an honorary group of individuals who have made substantial contributions to the field of human-computer interaction. These are the principal leaders of the field, whose efforts have shaped the disciplines and/or industry, and led the research and/or innovation in HCI. The criteria for election to the CHI Academy are:

- Cumulative contributions to the field.
- Impact on the field through development of new research directions and/or innovations.
- Influence on the work of others.

Margaret Burnett is a Professor of Computer Science at Oregon State University. She began her career in industry, where she was the first woman software developer ever hired at Procter & Gamble Ivorydale. A few degrees and start-ups later, she joined academia, with a research focus on people who are engaged in some form of software development. She was the principal architect of the Forms/3 spreadsheet language, and pioneered the use of information foraging theory in the domain of software debugging. As founding Project Director of the EUSES Consortium, she and her collaborators re-imagined the area of end-user programming to co-found the area of end-user software engineering. She and her team also performed seminal work that systematically investigates “gender-neutral” software, uncovering pervasive gender bias in software from spreadsheets to programming environments. She has published more than 200 papers, with several receiving best paper awards and honorable mentions, and has presented invited talks and keynotes over her research in 14 countries. Burnett is also an award-winning mentor, particularly to women and underrepresented groups.

Elizabeth Churchill is a Director of User Experience at Google. Her work focuses on the connected ecosystems of the Social Web and Internet of Things. For 2 decades, Elizabeth has been a research leader at well-known corporate R&D organizations including Fuji Xerox’s research lab in Silicon Valley (FXPAL), the Palo Alto Research Center (PARC), eBay Research Labs in San Jose, and Yahoo in Santa Clara, California. Elizabeth has contributed groundbreaking research in a number of areas, publishing over 100 peer reviewed articles, co-editing 5 books in HCI related fields, contributing as a regular columnist for ACM’s interactions magazine since 2008, and publishing an academic textbook, *Foundations for Designing User Centered Systems*. Her upcoming book, *Designing with Data*, will be published in 2016. She has also launched successful products, and has more than 50 patents granted or pending. An ACM Distinguished Scientist and Speaker, Elizabeth has held many leadership roles in SIGCHI, including serving on the SIGCHI Executive Committee for 8 years, 6 years of those as Executive Vice President. Elizabeth’s undergraduate degree was in Experimental Psychology and her Masters in Knowledge Based Systems both from the University of Sussex. Her PhD was from the University of Cambridge in Cognitive Science.

Allison Druin is Special Advisor for National Digital Strategy for the National Park Service, on leave for 2-years from the University of Maryland. Prior to her government work, she was Chief Futurist for the University of Maryland’s Division of Research, a Professor in the iSchool, and a researcher in the Human-Computer Interaction Lab. In her 20 years of research, she has led design teams of children and teens, computer scientists, educators and more to develop new educational technologies for young people with co-design methods. Her research focuses on developing co-design methods that give voice to children in the technology development process. Over the years, her team has created a variety of new technologies, including new mobile storytelling devices, digital libraries to support cultural tolerance, and robotic toys for active learning. She has been honored by SIGCHI for her work by receiving the 2010 SIGCHI Social Impact Award. She has been active as a CHI conference volunteer for over 20 years and is currently conference co-chair for CHI2016. She holds a Ph.D. from the University of New Mexico in K-12 technologies, a M.S. from the MIT Media Lab, and a B.F.A in graphic design from the Rhode Island School of Design.

Susan R. Fussell is a Professor in the Department of Communication and the Department of Information Science at Cornell University. She received her BS degree in psychology and sociology from Tufts University, and her Ph.D. in social and cognitive psychology from Columbia University. Prior to joining Cornell University in 2008, she was an Associate Research Professor in the Human-Computer Interaction Institute at Carnegie Mellon University. From 2010 to 2012, she served as a Program Officer in the Human-Centered Computing cluster in the Division of Information and Intelligent Systems (CISE/IIS) at the National Science Foundation. Susan’s primary interests lie in the areas of computer-supported cooperative work and computer-mediated communication. Her earlier work focused on how gesture, gaze and other communication channels help people coordinate their efforts on physical tasks. Her current projects examine the effects of culture and native language on computer-mediated communication, collaboration among intelligence analysts, tools to motivate people to reduce their energy usage, human-robot interaction, and telepresence robotics.
Yves Guiard, an experimental psychologist specializing in the study of human movement, earned his PhD in cognitive neuroscience from the University of Marseilles, France. He spent two-year-long sabbaticals in Britain, one in Oxford (1984-85) and the other in Cambridge, UK, where he was elected a French Government Fellow of Churchill College (1996-97). Now an Emeritus Research Director at the CNRS, he works in Paris in the VIA team of the LTCI, a joint research laboratory between the CNRS and Telecom-ParisTech. The kineicam chain model Yves proposed in 1987 was found useful by HCI researchers a decade later when they began exploring the intriguing possibility of two-handed interaction. His other research interests include stimulus-response compatibility and the speed/accuracy trade-off of aimed movement, currently his main focus. With colleagues and PhD students, he has introduced a number of tricks for facilitating target acquisition in GUIs and has designed and tested many novel interaction techniques, especially for mobile devices. He has extended Fitts’ law to the challenges of pointing in multiscale electronic worlds and pleaded for perspective visualization of everyday documents. Yves has sat on several program committees for CHI and is currently an associate editor of ACM TOCHI.

Leysia Palen is Professor and Founding Chair of the Department of Information Science at the University of Colorado Boulder (USA), where is also Professor of Computer Science, and faculty fellow with the ATLAS and Cognitive Science Institutes. She is a Full Adjunct Professor at the University of Agder in Norway. Palen is the author of over 80 manuscripts in the areas of human computer interaction and computer supported cooperative work, with an emphasis on crisis informatics, an area she forged with her graduate students and colleagues at Colorado. For this work, Palen was awarded the 2015 ACM Computer Human Interaction Social Impact Award. Her research is supported by the US National Science Foundation, including a CAREER award. She serves as Associate Editor for the Human Computer Interaction Journal and the Computer-Supported Cooperative Work Journal. Prof. Palen graduated from UCSD with a BS in Cognitive Science, and UCI with an MS and PhD in Information and Computer Science. As an undergraduate, she spent time at the University of Stirling, Scotland, and as faculty member at the University of Aarhus, Denmark and the University of Agder, Norway. She has worked at Boeing Commercial, USWEST Advanced Technologies, Microsoft Commercial and Xerox PARC.

Daniel M. Russell is a senior research scientist at Google where he works in the area of search quality, with a focus on understanding what makes Google users happy in their use of web search. As an individual contributor, Dan is best known for his studies of sensemaking behavior of people dealing with understanding large amounts of information. He has created a Massive Open Online Course (MOOC) called “PowerSearchingWithGoogle.com” which has taught search skills to over 2.8M students. Before joining Google, he also held research positions at IBM’s Research Almaden Research Center (San Jose, CA), Apple’s Advanced Technology Group (ATG), and Xerox PARC. Dan has also been an adjunct lecturer in computer science at University of Santa Clara and at Stanford University, and is currently an adjunct faculty member at the University of Maryland, College Park. Dr. Russell received his B.S. in Information and Computer Science from U.C. Irvine, and his M.S. and Ph.D. degrees in Computer Science from the University of Rochester (1983). While at Rochester, he did research work in the neuropsychology of laterality, models of apraxia and aphasia, coordinated motor movements and computer vision.

John Stasko is a Professor in the School of Interactive Computing at the Georgia Institute of Technology, and an Honorary Professor in the School of Computer Science at the University of St. Andrews in Scotland. With his students and colleagues, John has published over 170 papers on human-computer interaction and related subareas such as software visualization, computer science education, peripheral and ambient displays, information visualization, and visual analytics. Most recently, his research has focused on developing ways to help people and organizations explore, analyze, and make sense of large amounts of data, primarily through the use of visualization. John received the IEEE VGTC Visualization Technical Achievement Award in 2012, in part for his work on the Jigsaw visual analytics system. He has been on the editorial boards of multiple journals including ACM ToCHI, IEEE TVCG, and Information Visualization. He also has been Papers Co-Chair of the IEEE InfoVis and VAST Conferences, and General Chair of the IEEE VIS meeting in 2013.

ACM/SIGCHI BEST OF CHI AWARDS
The SIGCHI “Best of CHI” awards honor exceptional submissions to SIGCHI sponsored conferences.

- The CHI Associate Chairs nominated 5% of the Paper and Notes submissions. 69 papers and notes received Honorable Mention, designated by a medallion logo.
- The separate Best Papers committee selected the top 1% of total submissions. 20 Papers and Notes received a Best Paper award, designated by a trophy logo.

In addition to the Papers & Notes awards, there are four Best Late Breaking Work awards and ten Honorable Mention Late Breaking Work awards, out of 647 submissions, as well as one Best Case Study and two Honorable Mention Case Studies, out of 105 submissions. These are marked with the medallion and trophy icons in the program. Winners of the Student Competitions are announced in the Keynote sessions. We also have two special award categories: Interactive Art Awards and the Golden Mouse. Congratulations to the 2016 award winners and nominees for their outstanding contributions to CHI 2016 and to our field.

Interactive Art Awards
SIGCHI is giving two interactive art awards. Interactive art can include visual work; music, dance, or theater performance; participatory experiences as well as interactive aesthetic experiences that don’t fall into any of the previous categories.

Best Art Paper: Awarded to authors of a paper or note which has generated interactive art work as either the main focus or a byproduct of the research.
Best Interactive Art Piece: Awarded to artist(s) for the best interactive art work submitted to the Art Exhibition or the Art.CHI workshop and catalog. Award criterion include critical engagement and audience impact.

Golden Mouse Award
The Golden Mouse Award has been awarded annually since the creation of the Video Showcase in 2009. It is our “best of show” award and recognizes the best overall submission to the Showcase in terms of both content and presentation value.

Mahdi Azmandian, Mark Hancock, Hrvoje Benko, Eyal Ofek, Andrew D Wilson
AWARDS

PAST HONOREES

SIGCHI Lifetime Research Award
2015 Jim Hollan
2014 Steve Whittaker
2013 George G. Robertson
2012 Dan Olsen
2011 Terry Winograd
2010 Lucy Suchman

SIGCHI Lifetime Practice Award
2015 Susan M. Dray, Bill Verplank
2014 Gillian Crampton Smith
2013 Jakob Nielsen
2012 Joy Mountford
2011 Larry Tesler
2010 Karen Holtzblatt

SIGCHI Lifetime Achievement Award
2009 Sara Kiesler
2008 Bill Buxton
2007 James D. Foley
2006 Gary M. Olson, Judith S. Olson
2005 Tom Landauer
2004 Thomas P. Moran
2003 John M. Carroll
2002 Donald A. Norman
2001 Ben Shneiderman
2000 Stuart K. Card
1998 Douglas Engelbart

SIGCHI Lifetime Service Award
2015 Michel Beaudouin-Lafon, Jean Scholtz
2014 Wendy Mackay, Tom Hewett
2013 Joseph A. Konstan
2012 Mike Atwood, Kevin Schofield
2011 Arnie Lund, Jim Miller
2010 Mary Czerwinski
2009 Clare-Marie Karat, Steven Pemberton
2008 John Karat, Marian Williams
2007 Richard I. Anderson
2006 Susan M. Dray
2005 Sara Bly, John ‘Scooter’ Morris, Don Patterson, Gary Perlman, Marilyn Mantei Tremaine
2004 Robin Jeffries, Gene Lynch
2003 Lorraine Borman
2001 Austin Henderson

SIGCHI Social Impact Award
2015 Leysia Palen
2014 Richard E. Ladner
2013 Sara J. Czaja
2012 Batya Friedman
2011 Alan Newell, Clayton Lewis
2010 Allison Druin, Ben Bederson
2009 Helen Petrie
2008 Vicki Hanson
2007 Gregory Abowd, Gary Marsden
2006 Ted Henter
2005 Gregg Vanderheiden

CHI Academy Members
Class of 2013 Patrick Baudisch, Victoria Bellotti, Clarisse Sieckensius de Souza, Alan Dix, Rebecca E. Grinter, Eric Horvitz, Bonnie Nardi, Thomas S. Tullis
Class of 2012 Ben Bederson, Steve Benford, Hugh Dubberly, Carl Gutwin, Joy Mountford, Alan Newell, Yvonne Rogers
Class of 2011 Ravin Balakrishnan, Steven Feiner, Joseph Konstan, James Landay, Jenny Preece, Abigail (Abi) Sellin, Dennis Wixon
Class of 2010 Susanne Bødker, Mary Czerwinski, Austin Henderson, David Kieras, Arnie Lund, Larry Tesler, Shumin Zhai
Class of 2009 Mark Ackerman, Bill Gaver, Clayton Lewis, Wendy E. Mackay, Aaron Marcus, Elizabeth Mynatt, Tom Rodden
Class of 2008 Gregory Abowd, Paul Dourish, Wendy Kellogg, Randy Pausch, Mary Beth Rosson, Steve Whittaker
Class of 2007 Joelle Coutaz, Karen Holtzblatt, Gerhard Fischer, Robert J. K. Jacob, Jun Rekimoto, Chris Schmandt
Class of 2006 Scott Hudson, Hiroshi Ishii, Michel Beaudouin-Lafon, Jakob Nielsen, Peter Pirolli, George Robertson
Class of 2005 Ron Baecker, Susan Dumas, John Gould, Saul Greenberg, Bonnie E. John, Andrew Monk
Class of 2004 George Furnas, Jonathan Grudin, Brad Myers, William Newman, Dan R. Olsen Jr., Brian Shackel, Terry Winograd
Class of 2003 Thomas Green, James D. Hollan, Robert E. Kraut, Gary M. Olson, Peter G. Polson
Class of 2002 William A. S. Buxton, John M. Carroll, Douglas C. Engelbart, Sara Kiesler, Thomas K. Landauer, Lucy A. Suchman
Class of 2001 Stuart K. Card, James D. Foley, Morten Kyng, Thomas P. Moran, Judith S. Olson, Ben Shneiderman
Don’t miss the Thursday morning keynote: Alan Kay in conversation with Vishal Sikka, Infosys CEO

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- Programming Languages
- Security / Privacy
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Lee Hyojin, 8percent.kr CEO

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Kimberly serves on the National Champions Board for the National Girls Collaborative Project, and the National Board of the NCWIT K-12 Alliance. In August 2012 Kimberly was given the prestigious Jefferson Award for Community Service for her work supporting Bay Area communities. Kimberly was included in Business Insider's 2013 “The 25 Most Influential African-Americans in Technology” and named to The Root 100 and the Ebony Power 100 lists. Kimberly was invited to the White House in 2013 as a Champion of Change for her work in tech inclusion and for her focus on bridging the digital divide for girls of color. In 2014 Kimberly received an American Ingenuity Award in Social Progress from the Smithsonian and the Inaugural Women Who Rule Award in Technology via Politico. She is a thought leader in tech inclusion and has spoken on the topic at events including Personal Democracy Forum, TedX Kansas City, Platform Summit, Big Ideas Festival and SXSW.

Sarah Guthals received her PhD from UCSD in Computer Science specializing in CS Education in 2014. During graduate school she built the beta version of CodeSpells, a 3D immersive video game designed to teach children to code through playing a wizard and writing “spells”. She went on to co-found ThoughtSTEM, a company that builds software (e.g. LearnToMod), curriculum, and pedagogies for teaching children to code and empowering K-12 teachers to teach their students.

She has written two books around modding Minecraft, launched a Coursera course for teachers interested in teaching coding and was recently named Forbes 30 under 30 in Science. Her passion is making coding accessible to everyone, with the goal of making it a basic literacy.

In 2010, Dayo moved to Nairobi and over the next two years, traveled through 17 African countries in search of a new narrative for Africa. The end result was a book that asks the world to reimagine the region’s challenges as opportunities to innovate: The Bright Continent: Breaking Rules and Making Change in Modern Africa. Dayo has also helped to build a new mobile app for the New York Times, NYT Now, and co-founded Kanju Media, a company that empowers short form video creators across the African Diaspora. It supports individuals through strategic partnerships, skills development, and connects commercial companies to Africa’s mobile digital youth culture.

Dayo holds two degrees from Yale University: a BA in African Studies and a JD/MBA as a Knight Law and Media Scholar where she focused on technology policy and the information economy.

In 2008 presidential primaries and general election. She covered the first year of Barack Obama’s presidency as Washington correspondent for The Root, and the second year as a reporter for The Daily Beast. She has been a Fellow at the New America Foundation, a United Nations Foundation Journalism Fellow, and a visiting scholar with the Rockefeller Foundation. Her work has also appeared in print and online at The American Prospect, The Atlantic, Democracy, Foreign Policy, The Guardian, The Nation, The New York Times and The Washington Post.

Dayo Olopade speaks, writes, and works on issues relating to Africa, technology, media and development. Dayo Olopade is a Nigerian-American journalist. She began her career at The New Republic, where she covered the 2008 presidential primaries and general election. She covered the first year of Barack Obama’s presidency as Washington correspondent for The Root, and the second year as a reporter for The Daily Beast. She has been a Fellow at the New America Foundation, a United Nations Foundation Journalism Fellow, and a visiting scholar with the Rockefeller Foundation. Her work has also appeared in print and online at The American Prospect, The Atlantic, Democracy, Foreign Policy, The Guardian, The Nation, The New York Times and The Washington Post.

Kimberly Bryant
Black Girls Code
in conversation with
Sarah Guthals, co-Founder of ThoughtSTEM

Kimberly Bryant is the Founder and Executive Director of Black Girls CODE, a non-profit organization dedicated to “changing the face of technology” by introducing girls of color (ages 7-17) to the field of technology and computer science with a concentration on entrepreneurial concepts. Kimberly had a 25+ year professional career as an Engineering Manager in the pharmaceutical and biotech industries. Since 2011 Kimberly helped Black Girls CODE grow to an international organization with seven chapters across the U.S. and in Johannesburg, South Africa.

Marissa Mayer, President & CEO, Yahoo
in conversation with
Terry Winograd, Professor Emeritus, Computer Science, Stanford University

Marissa Mayer is President & CEO of Yahoo. Since joining Yahoo in 2012, Marissa has led Yahoo's focus as a guide to digital information discovery by informing, connecting, and entertaining users through search, communications, and digital content products. Marissa also helmed Yahoo's efforts across mobile, video, native, and social to transform Yahoo's digital advertising strategy. Under her leadership, Yahoo has grown to serve over 1 billion users worldwide, with over 600 million users now on mobile.

Prior to Yahoo, Marissa was Vice President of Local, Maps, and Location Services at Google. During her 13 years at Google, Marissa held numerous positions, including engineer, designer, product manager, and executive, and launched more than 100 well-known features and products. She played an instrumental role in Google search, leading the product management effort for more than 10 years. Previously, Marissa worked at the UBS research lab in Zurich, Switzerland and at SRI International in Menlo Park, California.

She graduated with honors from Stanford University with a BS in Symbolic Systems and a MS in Computer Science.

Marissa serves on the board of directors of Walmart. She is also on the board of the San Francisco Museum of Modern Art and the San Francisco Ballet.
Vishal Sikka's focus is on Human-Computer Interaction (HCI) design and the design of technologies for development. He founded and directed the teaching programs and HCI research in the Stanford Human-Computer Interaction Group. He was a founding faculty member of the Hasso Plattner Institute of Design at Stanford (the “d.school”) and on the faculty of the Center on Democracy, Development, and the Rule of Law (CDDRL).

Winograd was a founding member and past president of Computer Professionals for Social Responsibility. He is on a number of journal editorial boards, including Human Computer Interaction, ACM Transactions on Computer Human Interaction, and Informatica. He has written or co-authored five books since 1972; his most recent: Bringing Design to Software. He has advised a number of companies started by his students, including Google. In 2011 he received the ACM SIGCHI Lifetime Research Award.

Thursday Morning Plenary

Thursday 12 May, 08:30 Room 220A

Alan Kay, Computing pioneer, Viewpoints Research Institute

in conversation with

Vishal Sikka, CEO Infosys

Alan Kay is best known for pioneering personal and laptop computers, and the inventions of the now ubiquitous overlapping-window interface (GUI), and modern object-oriented programming, as part of the larger Advanced Research Projects Agency and Xerox PARC research communities. He likes to say “No one owes more to his research community than I do.”

His deep interests in developing children’s learning and thinking were the catalysts for these ideas, and they continue to inspire his research.

He has intertwined “the Arts”—professional jazz musician in his early years, avid classical pipe organist to the present, deep involvements in theater and design)—and “the Sciences” (which are also “Arts”)—with a B.A. in Mathematics and Molecular Biology, with concentrations in Anthropology and English from the University of Colorado at Boulder, M.S. (1968) and Ph.D degrees in Computer Science from the University of Utah.

Recognition includes the ACM’s Turing Award and Software Systems Awards, National Academy of Engineering’s Draper Prize, the Kyoto Prize, and other awards and honorary degrees. He is a Fellow of the American Academy of Arts and Sciences, the National Academy of Engineering, the National Association for the Advancement of Science, Royal Society of Arts, and the Computer History Museum.

Vishal Sikka is Director of the Board, and Chief Executive Officer & Managing Director of Infosys. He is featured among the top 50 CEOs in Glassdoor’s annual Employees' Choice Awards for the Highest Rated CEOs in 2015. Prior to joining Infosys, Dr. Sikka was a member of the Executive Board of SAP AG, leading all products and technologies, and driving innovation globally. In his 12 years at SAP, Dr. Sikka was instrumental in defining the company’s technology and product strategy and architecture.

He is credited with creating the in-memory data platform, SAP HANA. He accelerated SAP’s development processes, bringing about a focus on design and user experience, transforming the company’s innovation culture, expanding engagement with startups and venture investing, and leading product incubation and co-creation with customers.

He is also the creator of the concept of ‘timeless software’, which articulates the principles for the renewal of products without disruption to customer environments. He is especially known for his championship of technology as an amplifier of human potential, and his passion for applying software in purposeful ways to address some of the biggest global challenges.

His experience includes research in artificial intelligence, intelligent systems, programming languages and models, and information management – at Stanford University, at Xerox Palo Alto Labs, and as founder of two startup companies.

Dr. Sikka received his BS in Computer Science from Syracuse University. He holds a Ph.D. in Computer Science from Stanford University.

Closing Keynote

Thursday 12 May, 16:30 Room 220A

Salman “Sal” Khan is the founder and Chief Executive Officer of Khan Academy, a not-for-profit with the mission of providing a free, world-class education for anyone, anywhere. Khan Academy is a learning platform which is comprised of instructional videos, practice exercises, dashboard analytics and teacher tools which empower learners in and outside of the classroom to study at their own pace. Khan Academy currently reaches over 37 million registered students in 190 countries, features a library of over 7,000 video lessons in more than 36 languages and covers a variety of subjects from math to science, history, economics, computer science and more.

Khan holds three degrees from MIT and a MBA from Harvard Business School. Khan has been profiled by 60 Minutes, featured on the cover of Forbes Magazine, and recognized as one of TIME Magazine’s “100 Most Influential People in the World”. In late 2012, Khan released his book The One World Schoolhouse: Education Reimagined.

“Education Reimagined”

Join Salman “Sal” Khan as he tells the inspiring story of how he founded the not-for-profit Khan Academy and how the organization is educating millions of people worldwide. Sal will also share his thoughts on what education reimagined could look like and how his dream of “providing a free, world-class education for anyone, anywhere” could become a reality.
MONDAY 11:30 AM - 12:50 PM

210D  Course: C01
Research Methods for Child Computer Interaction (1/2)
Janet C Read, Shuli Gilutz

210H  Course: C03
Designing with the Mind in Mind: The Psychological Basis for UI Design Guidelines (1/2)
Jeff A Johnson

210C  Course: C05
Introduction To Human Computer Interaction (1/2)
Jonathan Lazar, Simone D J Barbosa

210G  Course: C06
Personal Fabrication: State of the Art and Future Research
Stefanie Mueller, Patrick Baudisch

210BF  Papers: Supporting Vulnerable Populations
Chair: Lynn S Dombrowski
Designing for Transient Use: A Human-in-the-loop Translation Platform for Refugees
Deana Brown, Rebecca E Grinter
Syrian Refugees and Digital Health in Lebanon: Opportunities for Improving Antenatal Health
Reem Talhouk, Sandra Mesmar, Anja Thierme, Madeline Balaam, Patrick Olivier, Chaza Akik, Hala Ghassas
A Real-Time IVR Platform for Community Radio
Konstantinos Kazakos, Siddhartha Asthana, Madeline Balaam, Mona Duggal, Amey Elizabeth Holden, Limameyla Jamir, Saurabh Kumar, Papreen Nahar, Peter Phillimore, Shreyaswi Sathyamath, Pushpendra Singh, Meenu Singh, Pete Wright, Deepika Yodav, Patrick Olivier
Contextualizing Intermediated Use in the Developing World: Findings from India & Ghana
Ishita Ghosh

210AE  Papers: Online Behaviors
Chair: Henriette Cramer
Deterring Cheating in Online Environments
Henry Corrigan-Gibbs, Nakull Gupta, Curtis Northcutt, Edward Cutrell, William Thies
Could This Be True? I Think So! Expressed Uncertainty in Online Rumoring
Kate Starbird, Emma S Spira, Isabelle Edwards, Kaitlyn Zhou, Jim Maddock, Sindhuja Narasimhan
Order in the Warez Scene - Explaining an Underground Virtual Community with the CPR Framework
Priyank Chandra
Internet Censorship in China: Examining User Awareness and Attitudes
Dakuo Wang, Gloria Mark

112 SIG: Multiple Views on Safety-Critical Automation
Multiple Views on Safety-Critical Automation: Aircrafts, Autonomous Vehicles, Air Traffic Management and Satellite Ground Segments Perspectives
Michael Feary, Célia Martinie, Philippe Palanque, Manfred Tscheligi

114 Case Studies: Education
Chair: Eunice Sari
The Panda Hat of Doom
Andrew J Hunsucker, Daniela Gobbo, Michael Stallings, Martin A Siegel
Beyond the Lab: Using Technology Toys to Engage South African Youth in Computational Thinking
Veronica J Lin, Ort Shoer
Dear Diary: Student Meets World
Megan K McCracken
Diversity by Design: Female Students’ Perception of a Spanish Language Learning Game
Yolanda A Rankin

LL21C Papers: Families and Assistive Technology
Chair: Erin L Brady
Designing Smart Objects with Autistic Children - Four Design Exposes
Christopher Frauenberger, Julia Makkaeva, Katharina Spiel
Investigating the Influence of Avatar Facial Characteristics on the Social Behaviors of Children with Autism
Elizabeth J Carter, Jennifer Hyde, Diane L Williams, Jessica Hodgin
Changing Family Practices with Assistive Technology: MOBERO Improves Morning and Bedtime Routines for Children with ADHD
Tobias Sonne, Jorg Muller, Paul Marshall, Carsten Obel, Kaj Grambaek
Incloodle: Evaluating an Interactive Application for Young Children with Mixed Abilities
Kiley Sabel, Kyle Rector, Susan Evans, Julie A Kientz

LL21D Papers: 3D Virtual Space
Chair: Matt Jones
Dynamic Stereoscopic 3D Parameter Adjustment for Enhanced Depth Discrimination
Arun Kulshreshth, Joseph J LaViola Jr.
Modeling the Impact of Depth on Pointing Performance
Izabelle F Janzen, Vasanth Kumar Rajendran, Kellogg S Booth
Compensating for Distance Compression in Audiovisual Virtual Environments Using Incongruence
Daniel J Finnegann, Emmaon J O’Neill, Michael J Proulx
miniStudio: Designers’ Tool for Prototyping Ubicomp Space with Interactive Miniature
Han-Jong Kim, Ju-Whan Kim, Tek-Jin Nam

LL21E Papers: Mining Human Behaviors
Chair: Brian C Keegan
Unsupervised Clickstream Clustering for User Behavior Analysis
Gang Wang, Xinyi Zhang, Shiliang Tang, Haitao Zheng, Ben Y Zhao
Augur: Mining Human Behaviors from Fiction to Power Interactive Systems  
Ethan Fast, William McGrath, Pranav Rajpurkar, Michael S Bernstein

Modeling and Understanding Human Routine Behavior  
Nikola Banovic, Tofi Buzali, Fangyi Chevalier, Jennifer Markoff, Anind Dey

Setwise Comparison: Consistent, Scalable, Continuum Labels for Computer Vision  

LL21F Papers: Social Media and Location Data

I Know Where You Live: Inferring Details of People’s Lives by Visualizing Publicly Shared Location Data  
Ilaria Liccardi, Alifie Abdul-Rahman, Min Chen

Not at Home on the Range: Peer Production and the Urban/Rural Divide  
Isaac L. Johnson, Yilun Lin, Toby Jia-Jun Li, Andrew Hall, Aaron Halfaker, Johannes Schöning, Brent Hecht

App Movement: A Platform for Community Commissioning of Mobile Applications  
Andrew Garbett, Rob Comber, Edward Ian Jenkins, Patrick Olivier

Generating Personalized Spatial Analogies for Distances and Areas  
Yea-Seul Kim, Jessica Hullman, Maneesh Agrawala

LL20A Papers: Front Stage on Social Media

The Social Media Ecology: User Perceptions, Strategies and Challenges  
Xuan Zhao, Cliff Lampe, Nicole B Ellison

Sharing Personal Content Online: Exploring Channel Choice and Multi-Channel Behaviors  
Manja Sleeper, William Melcher, Hana Habib, Lujo Bauer, Lorrie Faith Cranor, Michelle L Mazurek

Snap Decisions? How Users, Content, and Aesthetics Interact to Shape Photo Sharing Behaviors  
Sanjay Kairam, Joseph ‘Jofish’ Kaye, John Alexis Guerra-Gomez, David A Shamma

Does Saying This Make Me Look Good? How Posters and Outsiders Evaluate Facebook Updates  
Yi-Chia Wang, Hayley Marie Hinsberger, Robert E Kraut

LL20D Papers: Behavioral Change

TimeAware: Leveraging Framing Effects to Enhance Personal Productivity  
Young-Ho Kim, Joe Ho Jean, Eun Kyoung Choe, Bongshin Lee, KwonHyun Kim, Jinwook Seo

Personal Tracking of Screen Time on Digital Devices  
John Roosby, Parvin Asadzadeh, Mattias Rost, Alistair Morrison, Matthew Chalmers

MONDAY 11:30 AM - 12:50 PM

Crowd-Designed Motivation: Motivational Messages for Exercise Adherence Based on Behavior Change Theory  
Roelof AJ de Vries, Khiet P Truong, Signid JM Kwint, Constance HC Drossaert, Vanessa Evers

Hanna Schneider, Kilian Moser, Andreas Butz, Florian Alt

LL20B Papers: Collaborative Fabrication

Understanding Newcomers to 3D Printing: Motivations, Workflows, and Barriers of Casual Makers  
Nathaniel Hudson, Celena Alcock, Parmit K Chilana

How Novices Sketch and Prototype Hand-Fabricated Objects  
Adrien Bousseau, Theophrans Tsanidias, Lora Oehlberg, Wendy E Mackay

RetroFab: A Design Tool for Retrofitting Physical Interfaces using Actuators, Sensors and 3D Printing  
Raf Ramakers, Fraser Anderson, Tovi Grossman, George Fitzmaurice

HotFlex: Post-print Customization of 3D Prints Using Embedded State Change  
Daniel Groeger, Elena Chong Loo, Jürgen Steimle

LL20C Papers: Learning Feedback

Effects of Pedagogical Agent’s Personality and Emotional Feedback Strategy on Chinese Students’ Learning Experiences and Performance: A Study Based on Virtual Tai Chi Training Studio  
Yulong Bian, Chenglei Yang, Dongdong Guan, Sa Xiao, Fengqiang Gao, Chia Shen, Xianggu Meng

MapSense: Multi-Sensory Interactive Maps for Children Living with Visual Impairments  
Emeline Brule, Giles Bailly, Anke Marei Brock, Frederic Valentin, Grégoire Denis, Christophe Jouffrais

Framing Feedback: Choosing Review Environment Features that Support High Quality Peer Assessment  
Catherine M Hicks, Vineet Pandey, C Ailie Fraser, Scott R Klemmer

Revising Learner Misconceptions Without Feedback: Prompting for Reflection on Anomalous Facts  
Joseph Jay Williams, Tania Lombrozo, Anne Hsu, Bernd Huber, Juho Kim

LL21B Papers: How Fast Can You Type on Your Phone?

IJQwerty: What Difference Does One Key Change Make? Gesture Typing Keyboard Optimization Bounded by One Key Position Change from Qwerty  
Xiaojun Bi, Shumin Zhai

DualKey: Miniature Screen Text Entry via Finger Identification  
Aakar Gupta, Ravin Balakrishnan

One-Dimensional Handwriting: Inputting Letters and Words on Smart Glasses  
Chun Yu, Ke Sun, Mingquan Zhong, Xincheng Li, Peijun Zhao, Yuanchun Shi

A Cost-Benefit Study of Text Entry Suggestion Interaction  
Philip Quinn, Shumin Zhai
MONDAY 14:30 PM - 15:50 PM

220A Panel: User Experience (UX) in India

User Experience (UX) in India - 'We are Not Like This Only' - We are World Class and Much More!
Apala Lahiri Chavan, Girish Prabhu, Sanit Arora, Janaki Kumar, Sudhindra V

220B alt.chi: Critical Theory and Pedagogy

Chair: Silvia Lindtner
The User Experience in Zen and the Art of Motorcycle Maintenance
Simon Harper
Meaning Reconstruction as an Approach to Analyze Critical Dimensions of HCI Research
Colin M Gray, Austin L Toombs, Christian McKay
Critical Realist HCI
Christopher Frauenberger
Making the Case for an Existential Perspective in HCI Research on Mortality and Death
Victor Kapteinlin

210D Course: C01
Research Methods for Child Computer Interaction (2/2)
Janet C Read, Shuli Gilutz

210H Course: C03
Designing with the Mind in Mind: The Psychological Basis for UI Design Guidelines (2/2)
Jeff A Johnson

210C Course: C05
Introduction To Human Computer Interaction (2/2)
Jonathan Lazar, Simone D J Barbosa

210G Course: C08
Game User Experience Evaluation (1/2)
Regina Bernhaupt, Florian Mueller

210BF Papers: Sociotechnical Assemblages

Chair: Jed Brubaker
The Ethics of Unaware Participation in Public Interventions
Annika Waern
The Poetics of Socio-Technical Space: Evaluating the Internet of Things Through Craft
Jessica Lingel
Object-Oriented Publics
Tom Jenkins, Christopher A Le Dantec, Carl DiSalva, Thomas James Lodato, Mariam Asad
Repurposing Bits and Pieces of the Digital
Vygandas Simbelis, Pedro Ferreira, Elsa Vaara, Jarmo Laakso, Kristiina Hork

210AE Papers: Thinking Critically

Chair: Beki Grinter
Sustainable Making? Balancing Optimism and Criticism in HCI Discourse
David Reedl, Shaowen Bardzell, Jeffrey Bardzell

Faceless Interaction - A Conceptual Examination of the Notion of Interface: Past, Present, and Future
Lars-Erik Janlert, Erik Stolterman
Five Provocations for Ethical HCI Research
Barry Brown, Alexandra Weilennan, Donald McMillan, Airi Lampinen
Acting with Technology: Rehearsing for Mixed-Media Live Performances
Louise Barkhaus, Chiara Rrossito

112 SIG: Refugees and HCI
Refugees and HCI SIG: The Role of HCI in Responding To the Refugee Crisis
Reem Talhouk, Syed Ishiaque Ahmed, Volker Wolf, Clara Crivellaro, Vasilis Vlachokynakos, Patrick Olivier

114 Case Studies: Tools for Workers

Chair: Pernille Bjorn
Untethered Workspaces: A Zones Concept Towards Supporting Operator Movements in Control Rooms
Veronika Domnov, Saad Azhar, Maria Ralph, Jonas Brönmark
From Two CSCW Frameworks to User Requirements Definition for a Retail Planning Collaborative Software
Grégory Petit, Justin Soles
Interactive Colormapping: Enabling Multiple Data Range and Detailed Views of Ocean Salinity
Francesca Samnel, Sebastian Klaassen, Mark Petersen, Terece L Turton, Greg D Abram, David H Rogers, James Ahrens
Designing the Alarm Management User Experience for Patient Monitoring
Sharoda A Poul, Alexander K Carroll, Stephen Tracy

LL21C Papers: Computer Supported Parenting

Chair: Tejinder Judge
LGBT Parents and Social Media: Advocacy, Privacy, and Disclosure during Shifting Social Movements
Lindsay Blackwell, Jean Hardy, Tawfiq Ammar, Tiffany Veinot, Cliff Lampe, Santa Schoenebeck
Information Seeking Practices of Parents: Exploring Skills, Face Threats and Social Networks
Betsy DiSalva, Parisa Khapanpour Roshan, Briana Mannson
"Best of Both Worlds:" Opportunities for Technology in Cross-Cultural Parenting
Svetlana Yarosh, Santa Schoenebeck, Shreya Kothaneth, Elizabeth Bales
Screen Time Tantrums: How Families Manage Screen Media
Alexis Hinker, Kyewon Suh, Sabina Cao, Julie A Kentz

LL21D Papers: Real Reality Interfaces

Chair: Jessica Cauchard
The Augmented Climbing Wall: High-Exertion Proximity Interaction on a Wall-Sized Interactive Surface
Raine Kajastila, Leo Holsti, Perttu Harmaainen
BitDrones: Towards Using 3D Nanocopter Displays as Interactive Self-Levering Programmable Matter
Antonio Gomes, Calvin Rubens, Sean Braley, Roel Vertegaal
Pmomo: Projection Mapping on Movable 3D Object
Yi Zhou, Shuangjiu Xiao, Ning Tang, Zhi Yong Wei, Xu Chen
Combining Shape-Changing Interfaces and Spatial Augmented Reality Enables Extended Object Appearance
David Lindlbauer, Jens Emil Griebsbaek, Morten Henriksen Birk, Kim Halskov, Marc Alexa, Joerg Mueller

LL21E Papers: Privacy - Social and Geolocated
Chair: Munmun De Choudhury
The Geography and Importance of Localness in Geotagged Social Media
Isaac L Johnson, Subhasree Sengupta, Johannes Schöning, Brent Hecht
Usability and Security of Text Passwords on Mobile Devices
William Melicher, Darya Kurniwa, Sean Segreti, Pranshu Onel Kalvani, Richard Shoy, Blaze Ur, Lujo Bauer, Nicolas Christin, Lorrie Faeth Cranor, Michelle L Mazurek
Evaluation of Personalized Security Indicators as an Anti-Phishing Mechanism for Smartphone Applications
Claudio Mataro, Ramya Jayaram Masti, Claudio Soriente, Kari Kostiainen, Srdjan Capkun
Computationally Mediated Pro-Social Deception
Max Van Kleek, Dave Murray-Rust, Amy Guy, Kieron O’Hara, Nigel R Shadbolt

LL21F Papers: Personal informatics: Dear Data
Chair: Jason Wiese
GenomiX: A Novel Interaction Tool for Self-Exploration of Personal Genomic Data
Orit Shaer, Oded Nov, Johanna Okerlund, Martina Balestra, Elizabeth Stowell, Lauren Westendorf, Christina Pollalis, Jasmine Davis, Liliana Westort, Madeleine Ball
Taking 5: Work-Breaks, Productivity, and Opportunities for Personal Informatics for Knowledge Workers
Daniel A Epstein, Daniel Avrahami, Jacob T Biehl
Metadating: Exploring the Romance and Future of Personal Data
Chris Elsdon, Bettina Nissen, Andrew Garbett, David Chatting, David S Kirk, John Vines
Design Opportunities in Three Stages of Relationship Development between Users and Self-Tracking Devices
Da-jung Kim, Yeoreum Lee, Sae-young Rha, Youn-kyung Lim

LL20A Papers: Social Media Engagement
Chair: Parmit K Chahana
Changes in Engagement Before and After Posting to Facebook
Nir Grinberg, P Alex Dow, Lada A Adamic, Mar Noaman
Fast, Cheap, and Good: Why Animated GIFs Engage Us
Saideh Bakhshi, David A Shamra, Lyndon Kennedy, Yale Song, Paloma de Juan, Joseph ‘Jofish’ Kaye
Engineering Information Disclosure: Norm Shaping Designs
Daphne Chang, Erin L Krupka, Eytan Adar, Alessandro Acquisti
A Market in Your Social Network: The Effects of Extrinsic Rewards on Friendsourcing and Relationships
Haoyi Zhu, Sauvik Das, Yiqun Cao, Shuang Yu, Aniket Kittur, Robert E Kraut

MONDAY 14:30 PM - 15:50 PM

LL20D Papers: Older Adult Support
Chair: Anne Marie Piper
Designing for the Other ‘Hereafter’: When Older Adults Remember about Forgetting
Laura Ramos, Elise van den Hoven, Laurie Miller
Typing Tutor: Individualized Tutoring in Text Entry for Older Adults Based on Input Stumble Detection
Toshiyuki Hagiya, Toshiharu Horiuchi, Tomonori Yazaki
Not For Me: Older Adults Choosing Not to Participate in a Social Isolation Intervention
Jenny Waycott, Frank Vetere, Sonja Pedell, Ameed Morgan, Elizabeth Oxanne, Lars Kulik
Placing in Age: Transitioning to a New Home in Later Life
Sdn E Lindley, Joyce Wallace

LL20B Papers: 3D Designing, Modelling & Printing
Chair: Patrick Baudisch
What you Sculpt is What you Get: Modeling Physical Interactive Devices with Clay and 3D Printed Widgets
Michael D Jones, Kevin Seppi, Dan R Olsen
On-The-Fly Print: Incremental Printing While Modelling
Huashu Peng, Rundong Wu, Steve Marschner, François Guimbretière
CardBoardiZer: Creatively Customize, Articulate and Fold 3D Mesh Models
Yunbo Zhang, Wei Gao, Luis Paredes, Karthik Ramani
ChronoFab: Fabricating Motion
Rubaiat Habib Kazi, Tovi Grossman, Cory Mogk, Ryan Schmidt, George Fitzmaurice

LL20C Papers: Learning @ School
Chair: Chris Quintana
Lessons Learned from In-School Use of rTAG: a Robo-Tangible Learning Environment
Victor Giratto, Cecil Lozano, Kasia Muldner, Winslow Burleson, Erin Walker
Human Proxies for Remote University Classroom Attendance
Clarissa Ishok, Carman Neustaedter, Dan Hawkins, Jason Procyk, Michael Massimi
Ingenium: Engaging Novice Students with Latin Grammar
Sharon Zhou, Ivy J Livingston, Mark Schiefsky, Stuart Sheber, Krzysztof Z Gajos
Teaching and Developing Social and Emotional Skills with Technology
Petr Slovák, Geraldine Fitzpatrick

LL21B Papers: Visual Design for Unconventional Displays
Chair: Karrie Karahalios
Designing Visual Complexity for Dual-screen Media
Timothy Neate, Michael Evans, Matt Jones
Hidden in Plain Sight: an Exploration of a Visual Language for Near-Eye Out-of-Focus Displays in the Peripheral View
Kris Lugten, Donald Degenaen, Gustavo Alberto Rovelo Ruiz, Sven Coppers, Davy Vanacken
Investigating Text Legibility on Non-Rectangular Displays
Marcos Serrano, Anne Roudaut, Pourang P Irani
The Effect of Focus Cues on Separation of Information Layers
Patrick Bader, Niels Henze, Nora Broy, Katrin Wolf
220A  alt.chi: Food Fictions
Chair: Luigina Ciolfi
Data Edibilization: Representing Data with Food
Yun Wang, Xiaojuan Ma, Qiang Luo, Huamin Qu
Computational Agroecology: Sustainable Food Ecosystem Design
Barath Raghavan, Bonnie Nardi, Sarah T Lovell, Juliet Norton, Bill Tomlinson, Donald J Patterson
Deciphering a Meal through Open Source Standards: Soylent and the Rise of Diet Hackers
Marketa Dolejsova
Printable Hydroponic Gardens: Initial Explorations and Considerations
Yuichiro Takeuchi

230C  alt.chi: Confronting Power in HCI
Chair: Morgan Ames
Discussing about Sexual Harassment (Breaking Silence): The Role of Technology
Nova Ahmed
Does Technology Have Race?
David Hankerson, Imani Walker, Andrea R Marshall, Jennifer Booker, Houda El Mmoumi, Jennifer A Rode
Impromptu Crowd Science and the Mystery of the Bechdel-Wallace Test Movement
Cosima Rughinis, Razvan Rughinis, Bogdania Huma
The Smartphone: A Laconian Stain, A Tech Killer, and an Embodiment of Radical Individualism
Matthew P Agilett, Shaun Lawosn
Designing for Others, and the Trap of HCI Methods & Practices
Bert Vandenburghe, Karin Slegers

220B  Panel: On the Future of Personal Assistants
On the Future of Personal Assistants
Phil Cohen, Adam Cheyer, Eric Horvitz, Rana El Kaliouby, Steve Whittaker

210D  Course: C02
Hands-on introduction to interactive electric muscle stimulation
Pedro Lopes, Max Pfieffer, Michael Rohe, Patrick Baudisch

210H  Course: C04
Visual Facilitation for Design Groups
Eileen M Clegg

210C  Course: C07
An Introduction to Cognitive Aging and Dementia: A Clinical Neuropsychologist’s Perspective
Allyson Rosen

210G  Course: C08
Game User Experience Evaluation (2/2)
Regina Bernhaupt, Florian Mueller

210BF  Papers: Sustainability, Design and the Environment
Chair: Rob Comber
Challenging the Car Norm: Opportunities for ICT to Support Sustainable Transportation Practices
Hanna Hasselqvist, Mia Hesselgren, Cristian Bogdan

210AE  Papers: Interaction Design for Audio Interfaces
Chair: Youn-kyung Lim
Voices from the War: Design as a Means of Understanding the Experience of Visiting Heritage
Daniela Petrelli, Nick Dulake, Mark T Marshall, Anna Pisetti, Elena Not
Simplified Audio Production in Asynchronous Voice-Based Discussions
Venkatesh Sivaravanan, Dongwook Yoon, Piotr Mitros
Tap the ShapeTones: Exploring the effects of crossmodal congruence in an audio-visual interface
Oussama Metallia, Nuno N Correia, Fiore Marin, Nick Bryan-Kinns, Tony Stockman
Maps and Location: Acceptance of Modern Interaction Techniques for Audio Guides
Philipp Wacker, Kerstin Kreutz, Florian Heller, Jan Barchers

112  SIG: Diversity in High Tech
Diversity In High Tech: Retaining Employees Once They’re In the Door
Karen Holtzblatt, Carol Farnsworth

114  Course: C29
So, You Want To Be A CHI AC
Julie A Kientz, Hilary B Hutchinson

LL21C  Papers: Physical and Digital Collections
Chair: Carman Neustaedter
Accountable Artefacts: The Case of the Carolan Guitar
Steve Benford, Adrian Hazzard, Alan Chamberlain, Kevin Glover, Chris Greenhalgh, Liming Xu, Michaela Hoare, Dimitros Darzentas
Things We Own Together: Sharing Possessions at Home
Jane Gruning, Siôn E Lindley
Mailing Archived Emails As Postcards: Probing the Value of Virtual Collections
David Gerritsen, Dan Tasse, Jennifer K Olsen, Tatiana A Vlahovic, Rebecca Gulotta, William Odom, Jason Weise, John Zimmerman
Finding Email in a Multi-Account, Multi-Device World
Marta Elizabeth Cechinata, Abigail Sellen, Milad Shokouhi, Gavin Smyth

LL21D  Papers: Augmented AR and VR Experiences
Chair: Alex Thayer, Therese Dugan
Robert Konrad, Emily Cooper, Gordon Wetzstein
Augmenting the Field-of-View of Head-Mounted Displays with Sparse Peripheral Displays
Robert Xiao, Hrvoje Benko
SnapToReality: Aligning Augmented Reality to the Real World
Benjamin Nueenberger, Eyal Ofek, Hrvoje Benko, Andrew D Wilson
Virtual Objects as Spatial Cues in Collaborative Mixed Reality Environments: How They Shape Communication Behavior and User Task Load
Jens Müller, Roman Radlje, Harold Reiterer
VR-STEP: Walking-in-Place using Inertial Sensing for Hands Free Navigation in Mobile VR Environments
Sam Tregillus, Eelke Folmer

LL21E Papers: Living Healthy
Chair: Eun Kyoung Choe
Staying the Course: System-Driven Lapse Management for Supporting Behavior Change
Elena Agapie, Daniel Avrahami, Jennifer Marlow
Designing for Future Behaviors: Understanding the Effect of Temporal Distance on Planned Behaviors
Minhyang (Mia) Suh, Gary Hsieh
ClimbAware - Investigating Perception and Acceptance of Wearables in Rock Climbing
Felix Kosmalla, Frederik Wiehr, Florian Daiber, Antonio Krüger, Markus Lochtefeld
Beyond Abandonment to Next Steps: Understanding and Designing for Life after Personal Informatics Tool Use
Daniel A Epstein, Monica Caraway, Chuck Johnston, An Ping, James Fogarty, Sean A Munson

LL21F Papers: Paying Attention to Smartphones
Chair: Duncan P Brumby
Lock n' LoL: Group-based Limiting Assistance App to Mitigate Smartphone Distractions in Group Activities
Minsam Ko, Seungwoo Choi, Koji Yatani, Uichin Lee
"Silence Your Phones": Smartphone Notifications Increase Inattentiveness and Hyperactivity Symptoms
Kostadin Kushlev, Jason Proulx, Elizabeth W Dunn
My Phone and Me Understanding People's Receptivity to Mobile Notifications
Abhinav Mehrotra, Veljko Pejovic, Jo Vermeulen, Robert J Hendley, Mirco Musolesi
Examining Factors Influencing the Disruptiveness of Notifications in a Mobile Museum Context
Ido Beja, Joel Lanir, Tsvi Kuflik

LL20A Papers: Designing Quality in Social Media
Chair: Patrick Shih
Supporting Comment Moderators in Identifying High Quality
Deokgun Park, Simranjit Singh Sachar, Nicholas Diakopoulos, Niklas Elmqvist
"Popcorn Tastes Good": Participatory Policymaking and Reddit's "AMAgeddon"
Alissa Centivany, Bobby Glushko
Going Dark: Social Factors in Collective Action Against Platform Operators in the Reddit Blackout
J Nathan Matias
Surviving an "Eternal September": How an Online Community Managed a Surge of Newcomers
Charles Kiene, André Monroy-Hernández, Benjamin Mako Hill
"This Post Will Just Get Taken Down": Characterizing Removed Pro-Eating Disorder Social Media Content
Stevie Chancellor, Zhijuan Lin, Munmun De Choudhury

LL20B Papers: (Re)understanding Making
Chair: John Vines
Reconstituting the Utopian Vision of Making: HCI After Technosolutionism
Silvia Lindtner, Shaowen Bardzell, Jeffrey Bardzell
Values in Repair
Lara Houston, Steven J Jackson, Daniela K Rosner, Syed Ishtiaque Ahmed, Meg Young, Laewoo Kang
Making Community: The Wider Role of Makerspaces in Public Life
Nick Taylor, Ursula Hurley, Philip Connolly
Continuing the Dialogue: Bringing Research Accounts Back into the Field
Sarah Fox, Daniela K Rosner

LL20C Papers: Learning Facilitation
Chair: Jason C Yip
Social Situational Language Learning through an Online 3D Game
Gabriel Culbertson, Shiyu Wang, Malte F Jung, Erik L Andersen
Using Gamification to Motivate Students with Dyslexia
Daniel J Gooch, Asimina Vasalou, Laura Jane Benton, Rilla Khaled
Local Standards for Sample Size at CHI
Kelly Caine
A Comparative Evaluation on Online Learning Approaches using Parallel Coordinate Visualization
Bum Chul Kwon, Bongshin Lee

LL21B Papers: Authentication and Privacy
Chair: Janice Tsai
Evaluating the Influence of Targets and Hand Postures on Touch-based Behavioural Biometrics
Daniel Buschek, Alexander De Luca, Florian Alt
Enhancing Mobile Content Privacy with Proxemics Aware Notifications and Protection
Huiyuan Zhou, Khalid Tearo, Aniruddha Waje, Elham Alghamdi, Thamara Alves, Vinicius Ferreira, Kirstie Hawkey, Derek Reilly
CalendarCast: Setup-Free, Privacy-Preserving, Localized Sharing of Appointment Data
Florian Echtler
SkullConduct: Biometric User Identification on Eyewear Computers Using Bone Conduction Through the Skull
Stefan Schneegass, Tousif Oualil, Andreas Bulling
Use Your Words: Designing One-time Pairing Codes to Improve User Experience
Sarah Wiseman, Gustavo Soto Mina, Anna L Cox, Sandy J J Gould, Joanne Moore, Chris Needham
TUESDAY 9:30 AM - 10:50 AM

220A  SIGCHI Social Impact Award
Having a Social Impact by Getting Outside of Your Comfort Zone
Jonathan Lazar

230C  SIG: Technology for disabled and older people
Technology for disabled and older people: what have we achieved, where are we going?
Helen Petrie, Gerhard Weber

220B  Panel: The Future of Robotic Telepresence
The Future of Robotic Telepresence: Visions, Opportunities and Challenges
Susan Herring, Susan R Fussell, Anna Kristoffersson, Bilge Mutlu, Carman Neustaedter, Katherine Tsui

210D  Course: C09
Interaction Design for Online Video and Television (1/2)
David Geerts, Pablo Cesar, Marianna Obrist

210H  Course: C11
Visual Analytics 101 (1/2)
Russ Burtner, Kris Cook, Jean Scholtz

210C  Course: C13
Introduction to Creating Musical Interfaces (1/2)
Michael J Lyons, Sidney S Fels

210G  Course: C15
An Introduction to Automotive User Interfaces (1/2)
Bastian Pfleging, Nora Broy, Andrew L Kun

210BF  Papers: Citizenry and the Sciences
Chair: Carl DiSalvo
Everyday food science as a design space for community literacy and habitual sustainable practice
Stacey Kuznetsov, Christina Jean Santana, Elenore Long
You Put What, Where? Hobbyist Use of Insertable Devices
Kayla J Heffernan, Frank Vetere, Shanton Chang

On Looking at the Vagina through Labella
Teresa Almeida, Rob Comber, Gavin Wood, Dean Saraf, Madeline Baloam

Citizens for Science and Citizen for Citizens: The View from Participatory Design
Daniel Qaurooni, Ali Ghazinejad, Inna Kouper, Hamid Eckbia
To Sign Up, or not to Sign Up? Maximizing Citizen Science Contribution Rates through Optional Registration
Caroline Joy, Robert Dunne, David Gelsthorpe, Markel Vigo

210AE  Papers: Evaluating Educational Technology
Chair: Betsy DiSalvo
Teaching Recommender Systems at Large Scale: Evaluation and Lessons Learned from a Hybrid MOOC
Joseph A Konstan, JD Walker, D Christopher Brooks, Keith Brown, Michael D Ekstrand

Evaluating Peripheral Interaction Design
Saskia Bakker, Elise van den Hoven, Berry Eggen
Facilitator, Functionary, Friend or Foe? Studying the Role of iPads within Learning Activities Across a School Year
Anne-Marie Mann, Uta Hinrichs, Janet C Read, Aaron Quigley

112  SIG: Transparent Statistics in HCI
Special Interest Group on Transparent Statistics in HCI
Matthew Kay, Steve Haraz, Shion Guha, Pierre Dragicevic

114  Case Studies: New Markets and Localization
Chair: Edward Cutrell
Mobile Seva-Enabling mGovernance in India
Kapil Kant Kalari, Manish Kumar, Sourya Shrivastava, Priyesh C Pawel Wozniak hourasia
What Makes a Successful Localized App? An International Case Study
Stephanie Rosenbaum, Jennifer Lee Carlson
Breaking the UCD process: The case study of a failed Mexican Government project
Mano A Morena-Rocha, Carlos Alberto Martinez, Abril Inés Rodríguez López, Jorge Andrés De la Cruz Pineda, Fernando Macias
Exploring Regional User Experience for Designing Ultra Low Cost Smart Phones
Sanjay Ghosh, Sarita Seshagiri, Aditya Ponnada

LL21C  Papers: Work, Multitasking, and Distraction
Chair: Steven P Dow
Influence of Display Transparency on Background Awareness and Task Performance
David Lindlbauer, Klemen Lilija, Robert Walter, Joerg Mueller
Email Duration, Batching and Self-interuption: Patterns of Email Use on Productivity and Stress
Gloria Mark, Shamsi T Iqbal, Mary P Czerwinski, Paul R Johns, Akane Sano
‘Don’t Waste My Time’: Use of Time Information Improves Focus
Steve Whittaker, Vaiva Kalnikaite, Victoria Hollis, Andrew Guydish
Neurotics Can’t Focus: An in situ Study of Online Multitasking in the Workplace
Gloria Mark, Shamsi T Iqbal, Mary P Czerwinski, Paul R Johns, Akane Sano

LL21D  Papers: VR for Collaboration
Chair: Jeff Huang
Head Mounted Projection Display & Visual Attention: Visual attentional processing of head referenced static and dynamic displays while in motion and standing
Çağlar Genç, Shoaib Soomra, Yalçın Duyan, Selim Olçer, Fuat Balci, Hakan Urey, Oguzhan Ozcan
Stabilized Annotations for Mobile Remote Assistance
Omid Fakourfar, Kevin Ta, Richard Tang, Scott Bateman, Anthony Tang
Parallel Eyes: Exploring Human Capability and Behaviors with Parallel LED First Person View Sharing
Shunichi Kasahara, Mitsuho Ando, Kyoshi Suganuma, Jun Rekimoto
Gaze Augmentation in Egocentric Video Improves Awareness of Intention
Deepak Akkil, Poika Isokoski
LL21E Papers: Quantifying Efficiency of Input Methods
Chair: Daniel Widgor
- Modeling the Steering Time Difference between Narrowing and Widening Tunnels
  Shota Yamanaka, Honei Miyashita
- Modelling Error Rates in Temporal Pointing
  Byungloo Lee, Anssi Oulasvirta
- A Mouse With Two Optical Sensors That Eliminates Coordinate Disturbance During Skilled Strokes
  Byungloo Lee, Hyunwoo Bang
- Differences and Similarities between Finger and Pen Stroke Gestures on Stationary and Mobile devices
  Huawei Tu, Xiangshi Ren, Shumin Zhai

LL21F Papers: Democratizing and Opening Data
Chair: William Odom
- Open Data in Scientific Settings: From Policy to Practice
  Irene V Pasquetto, Ashley E Sands, Peter T Darch, Christine L. Borgman
- The Datacatcher: Batch Deployment and Documentation of 130 Location-Aware, Mobile Devices That Put Sociopolitically-Relevant Big Data in People’s Hands: Polyphonic Interpretation at Scale
  William W Gaver, Andy Boucher, Nadine Jarvis, David W T Cameron, Mark Hauenstein, Sarah Pennington, John Bowers, James Pike, Robin Beitra
- Physikit: Data Engagement Through Physical Ambient Visualizations in the Home
  Steven Houben, Connie Golsteijn, Sarah Gallacher, Rose Johnson, Saskia Bakker, Nicolai Marquardt, Licia Capra, Yvonne Rogers
- Accountable: Exploring the Inadequacies of Transparent Financial Practice in the Non-Profit Sector
  Matthew Marshall, David S Kirk, John Vines

LL20A Papers: The Economics of Being Online
Chair: Lilly C Irani
- Designing for Labour: Uber and the On-Demand Mobile Workforce
  Mareike Gross, Moira McGregor, Barry Brown
- ‘MASTerful’ Matchmaking in Service Transactions: Inferred Abilities, Needs and Interests versus Activity Histories
  Hyungju Jung, Victoria M E Bellotti, Afshan Dorgay, Dean Leitersdorf, Jiawei Chen, Benjamin V Hanrahan, Sooyeon Lee, Dan Turner, Anind K Dey, John M Carroll
- Of Two Minds, Multiple Addresses, and One Ledger: Characterizing Opinions, Knowledge, and Perceptions of Bitcoin Across Users and Non-Users
  Xianyi Gao, Gradeogh D Clark, Janne Lindqvist
- Hosting via Airbnb: Motivations and Financial Assurances in Monetized Network Hospitality
  Aiir Lampinen, Coghe Cheshire

LL20B Papers: Designing Physical Games
Chair: Derek Hansen
  David Altimira, Florian Mueller, Jenny Clarke, Gun Lee, Mark Billinghurst, Christoph Bartneck
- SwimTrain: Exploring Exergame Design for Group Fitness Swimming
  Woohyeok Choi, Jeongmin Oh, Darren Edge, Joohyun Kim, Uichin Lee
- From England to Uganda: Children Designing and Evaluating Serious Games
  Gavin Sim, Janet Read, Peggy Gregory, Diana Xu
- Guidelines for the Design of Movement-Based Games and Their Relevance to HCI
  Katherine Isbister, Florian Mueller

LL20C Papers: Learning Programming
Chair: Svetlana Yarosh
- Programming, Problem Solving, and Self-Awareness: Effects of Explicit Guidance
  Dastyni Loksa, Andrew J Ka, William Jernigan, Alannah Oleson, Christopher J Mendez, Margaret M Burnett
- Understanding Conversational Programmers: A Perspective from the Software Industry
  Parmit K Chilana, Rishabh Singh, Philip J Guo
- Blind Spots in Youth DIY Programming: Examining Diversity in Creators, Content, and Comments within the Scratch Online Community
  Gabriela T Richard, Yasmin B Kafai
- Skill Progression in Scratch Revisited
  Jorge Nathan Matias, Sayamindu Dasgupta, Benjamin Mako Hill

LL21B Papers: Tracking Fingers
Chair: Simon T Perrault
- SkinTrack: Using the Body as an Electrical Waveguide for Continuous Finger Tracking on the Skin
  Yang Zhang, Junhan Zhou, Gierad Laput, Chris Harrison
- Finexus: Tracking Precise Motions of Multiple Fingertips Using Magnetic Sensing
  Ke-Yu Chen, Shwetak N Patel, Sean Keller
- FingerIO: Using Active Sonar for Fine-Grained Finger Tracking
  Rajalakshmi Nandakumar, Vikram Iyer, Desney Tan, Shyamnath Gollakota
- DigitSpace: Designing Thumb-to-Fingers Touch Interfaces for One-Handed and Eyes-Free Interactions
  Da-Yuan Huang, Liwei Chen, Shuo Yang, Fan Wang, Rong-Hao Liang, De-Nian Yang, Yi-ping Hung, Bing-Yu Chen
### TUESDAY 11:30 AM - 12:50 PM

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David Geerts, Pablo Cesar, Marianna Obrist |
| **Course: C11** | **Visual Analytics 101 (2/2)** | Russ Burtner, Kris Cook, Jean Scholtz |
| **Course: C13** | **Introduction to Creating Musical Interfaces (2/2)** | Michael J Lyons, Sidney S Fels |
| **Course: C15** | **An Introduction to Automotive User Interfaces (2/2)** | Bastian Pfleging, Nora Broy, Andrew L Kun |
| **Papers: Infrastructure through a Critical Lens** | Chair: Michael Prilla | **Breaking Down While Building Up: Design and Decline in Emerging Infrastructures**
Stephanie B Steinhardt |
| **Papers: Displays and Shared Interactions** | Chair: Ali Israr | **Annexing Reality: Enabling Opportunistic Use of Everyday Objects as Tangible Proxies in Augmented Reality**
Anuruddha Lakmal Hettiarachchi, Daniel Wigdor |
| **Papers: VR & Feedback** | Chair: Jeff Nichols | **Evaluation of a Smart-Restorable Backspace Technique to Facilitate Text Entry Error Correction**
Ahmed Sattar Afif, Sunjun Kim, Wolfgang Stuerzlinger, Geethuak Lee, Ali Mazalek |
| **Papers: Shortcuts for More Efficient Input** | | **Living In A Prototype: A Reconfigured Space**
Audrey Desjardins, Ron Wakkaray |
| **Papers: HCI and Physiological Interactions** | Chair: Daniel A Afergan | **Adding Human Learning in Brain-Computer Interfaces (BCIs): Towards a Practical Control Modality**
Nataliya Kosmyna, Franck Tarpin-Bernard, Bertrand Rivet |

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**Practical Usability Rating by Experts (PURE): A Pragmatic Approach for Scoring Product Usability**
Christian P Rohrer, James Wendt, Jeff Sauro, Frederick Boyle, Sara M Cole
Tackling User Research Challenges within the Finance Industry
Rina R Wehbe, Shahroob Wahid, Siddharth Gupta, Edward W Ishak
Lessons Learned from Conducting Group-Based Research on Facebook
Halley MacLeod, Ben Jelen, Annu Prabhakar, Lora Oehlberg, Katie A Siek, Kay Connelly

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**SIGCHI Games**
SIGCHI Games: The Scope of Games Research at CHI
Lennart E Nacke, Anna L Cox, Regan L Mandryk, Paul Cairns
**Case Studies: User Research**
Chair: Ben Steichen
Capturing & Measuring Emotions in UX
Sarah E Garcia, Laura Hammond
Framework for Electroencephalography-based Evaluation of User Experience  
Jérémy Frey, Maxime Daniel, Julien Castet, Martin Hachet, Fabien Lotte
Intelligent Agents and Networked Buttons Improve Free-Improvised Ensemble Music-Making on Touch-Screens  
Charles Martin, Henry Gardner, Michael Martin, Ben Swift

LL21F Papers: Mobile Behaviors  
Chair: Kelly Caine

Monetary Assessment of Battery Life on Smartphones  
Simo Johannes Hosio, Denizl ST Ferreira, Jorge Goncalves, Niels van Berkel, Chu Luo, Muzamil Ahmed, Huber Flores, Vassilis Kostakos
Technology at the Table: Attitudes about Mobile Phone Use at Mealtimes  
Carol Moser, Santa Schoenebeck, Katharina Reinecke
"I thought she would like to read it": Exploring Sharing Behaviors in the Context of Declining Mobile Web Use  
Frank R Bentley, S Tejaswi Peesapati, Karen Church
Forget-me-not: History-less Mobile Messaging  
Mattias Rost, Christos Kitsos, Alexander Morgan, Martin Podlubny, Pietro Romeo, Edobaoa Russa, Matthew Chalmers

LL20A Papers: Visual Impairment and Technology  
Chair: Amy Hurst

Haptic Wave: A Cross-Modal Interface for Visually Impaired Audio Producers  
Atau Tanaka, Adam Parkinson
"I Always Wanted to See the Night Sky": Blind User Preferences for Sensory Substitution Devices  
Giles Hamilton-Fletcher, Marrianna Obirist, Phil Watten, Michele Menguacci, Jame Ward
Linespace: A Sensenaking Platform for the Blind  
Saiganesh Swaminathan, Thjis Jan Roumen, Robert Kovacs, David Stangl, Stefanie Mueller, Patrick Baudisch
Tangible Reels: Construction and Exploration of Tangible Maps by Visually Impaired Users  
Julie Ducasse, Marc J-M Macé, Marcos Serrana, Christophe Jouffrais

LL21B Papers: Touchscreen Interactions  
Chair: Luis A Leiva

Detecting Swipe Errors on Touchscreens using Grip Modulation  
Mohammad Fazuddin Mohd Noor, Simon Rogers, John Williamson
Characterizing How Interface Complexity Affects Children's Touchscreen Interactions  
Julia Woodward, Alex Shaw, Annie Luc, Brittany Craig, Juthika Das, Philip Hall, Akshay Holla, Germaine Irwin, Daniele Sikich, Quincy Brown, Lisa Anthony
Smart Touch: Improving Touch Accuracy for People with Motor Impairments with Template Matching  
Martez E Mort, Radu-Daniel Vatavu, Shaun K Kane, Jacob O Wobbrock
Indirect 2D Touch Panning: How Does It Affect Spatial Memory and Navigation Performance?  
Henri Palleis, Heinrich Hussmann
EyeSwipe: Dwell-free Text Entry Using Gaze Paths  
Andrew T N Kurauchi, Wenxin Feng, Ajjen D Joshi, Carlos H Morimoto, Margrit Betke
TUESDAY 14:30 PM - 15:50 PM

220A  Panel: Ask Me Anything: CHI Chairs
Ask Me Anything: CHI Chairs
Jofish Kaye, Allison Drum, Cliff Lampe, Gloria Mark, Susan Fussell, Regan Mandryk

230C  SIG: Digital Civics
Digital Civics: Citizen empowerment with and through technology
Vasillis Vlachokyriakos, Clara Crivellaro, Christopher A Le Dantec, Eric Gordon, Pete Wright, Patrick Olivier

210H  Course: C12
Designing Technology to Foster Psychological Wellbeing (1/2)
Rafael A Calva, Dorian Peters

210C  Course: C14
User Story Mapping: The Hands-on Course (1/2)
Stephanie Foehrenbach, Christian Heldstab

210G  Course: C16
Designing and Assessing Interactive Systems Using Task Models (1/2)
Philippe Palanque, Celia Marine

210BF  Papers: HCI and Gender
Chair: Neha Kumar
An Archive of Their Own: A Case Study of Feminist HCI and Values in Design
Casey Fiesler, Shannahon Morrison, Amy S Bruckman
Finding Gender-Inclusiveness Software Issues with GenderMag: A Field Investigation
Margaret M Burnett, Anicia N Peters, Charles Hill, Noha Elarief
HCI and Intimate Care as an Agenda for Change in Women’s Health
Teresa Almeida, Rob Comber, Madeline Balaam
A Feminist HCI Approach to Designing Postpartum Technologies: “When I first saw a breast pump I was wondering if it was a joke.”
Catherine D'Ignazio, Alexis Hope, Becky Michelson, Robyn Churchill, Ethan Zuckerman

210AE  Papers: Game and Design
Chair: Lennart E Nacke
Game-play Breakdowns and Breakthroughs: Exploring the Relationship Between Action, Understanding and Involvement
Ioanna Iacovides, Anna L Cox, Patrick McAndrew, James Aczel, Eileen Scanlon
Designing Brutal Multiplayer Video Games
Joe Marshall, Conor Linehan, Adrian Hazzard
Thighrim and Calf-Life: A Study of the Conversion of Off-the-Shelf Video Games into Exergames
Mallory Ketcheson, Luke Walker, Nicholas Graham
The Lens of Intrinsic Skill Atoms: A Method for Gameful Design
Sebastian Deterding

114  Case Studies: Organizational Change for Better UX
Chair: Steven Drucker
UX Strategy as a Kick-starter for Design Transformation in an Engineering Company
Lassi A Liikkanen
Embedding User Understanding in the Corporate Culture: UX Research and Accessibility at Yahoo
Maria Stone, Frank R Bentley, Brooke White, Mike Shebanek
UX Expeditions in Business-to-Business Heavy Industry—Lessons Learned
Virpi Rota, Eija Kaasinen, Maaria Nurtinen, Marko Seppanen
Why Designers Might Want to Redesign Company Processes to Get to Better UX Design - A Case Study
Meghan Ede, Garett Dworman

LL21C  Papers: Distance Still Matters
Chair: Helena M Mentis
RAMPARTS: Supporting Sensemaking with Spatially-Aware Mobile Interactions
Powel Woźniak, Nitesh Goyal, Przemyslaw Kucharski, Lars Lischke, Sven Mayer, Morten Fjeld
Far but Near or Near but Far?: The Effects of Perceived Distance on the Relationship between Geographic Dispersion and Perceived Diversity
Lionel P Robert
Ritual Machines I & II: Making Technology at Home
David S Kirk, David John Chatting, Paulina Yurman, Jo-Anne Bichard
Office Social: Presentation Interactivity for Nearby Devices
Debaleena Chattopadhyay, Kenton P O’Hara, Roman Radel
Gazed and Confused: Understanding and Designing Shared Gaze for Remote Collaboration
Sarah D’Angelo, Darren Gergle

LL21D  Papers: Enabling End-Users and Designers
Chair: Sven Kratz
Using and Exploring Hierarchical Data in Spreadsheets
Kerry Shih-Ping Chang, Brad A Myers
Airways: Optimization-Based Planning of Quadrotor Trajectories according to High-Level User Goals
Christoph Gebhardt, Benjamin Hepp, Tobias Nageli, Stefan Stevsic, Omar Hilliges
SeIPh: Progressive Learning and Support of Manual Photo Color Enhancement
Yuki Koyama, Daisuke Sakamoto, Takeo Igarashi
A Live, Multiple-Representation Probabilistic Programming Environment for Novices
Maria Ivanova Gorinova, Adwait Sarkar, Alan F Blackwell, Don Syme

LL21E  Papers: Embodied Interaction
Chair: Audrey Girouard
Sketching Shape-changing Interfaces: Exploring Vocabulary, Metaphors Use, and Affordances
Majken Kirkegaard Rasmussen, Giovanni Troiano

112  SIG: Mind the Gap
Mind the Gap: A SIG on bridging the gap in research on body sensing, body perception and multisensory feedback
Aneesha Singh, Ana Tujadura-Jiménez, Nadia Bianchi-Berthouze,
Marianne Graves Petersen, Jakob Grue Simonsen, Kasper Hornbæk
Understanding Affordance, System State, and Feedback in Shape-Changing Buttons
John Tiab, Kasper Hornbæk

Materiable: Rendering Dynamic Material Properties in Response to Direct Physical Touch with Shape Changing Interfaces

High-Low Split: Divergent Cognitive Construal Levels Triggered by Digital and Non-digital Platforms
Geoff Kaufman, Mary Flanagan

ShapeCanvas: An Exploration of Shape-Changing Content Generation by Members of the Public
Aluna Everitt, Faisal Taher, Jason Alexander

TUESDAY 14:30 PM - 15:50 PM

Bart J Hengeveld, Richard Banks
Designing Media Architecture: Tools and Approaches for Addressing the Main Design Challenges
Peter Dalsgaard, Kim Halskov, Alexander Wietlof
An Inclusive, Value Sensitive Design Perspective on Future Identity Technologies
Pam Briggs, Lisa Thomas

LL20B Papers: Crowdsourcing and Creation
Chair: Elizabeth Gerber

Enabling Designers to Foresee Which Colors Users Cannot See
Katharina Reinecke, David R Flati, Christopher Brooks
Scaffolding Community Documentary Film Making using Commissioning Templates
Tom Bartindale, Guy Schofield, Peter Wright
Comparing Different Sensemaking Approaches for Large-Scale Ideation
Joel Chan, Steven Dong, Steven P Dow
Improving Comprehension of Numbers in the News
Pablo J Barrio, Daniel G Goldstein, Jake M Hofman

LL20C Papers: Complexity and Learning in Crowdsourcing
Chair: Kurt Luther

Toward a Learning Science for Complex Crowdsourcing Tasks
Shayan Doroudi, Ece Kamar, Emma Brunskill, Eric Horvitz
Learning From the Crowd: Observational Learning in Crowdsourcing Communities
Lena Mamykina, Thomas N Smyth, Jill P. Dimond, Krzysztof Z Gajos
Atelier: Repurposing Expert Crowdsourcing Tasks as Micro-internships
Ryo Suzuki, Niloufar Salehi, Michelle S Lam, Juan C. Marroquin, Michael S Bernsten
Supporting Collaborative Writing with Microtasks
Jaime Teevan, Shamsh T Iqbal, Curtis von Veh

LL20A Papers: Curation and Algorithms
Chair: Alyson Young
First I “like” it, then I hide it: Folk Theories of Social Feeds
Motahhare Eslami, Karrie G Karahalios, Christian Sandvig, Kristen Vaccara, Aimee N Rickman, Kevin Hamilton, Alex Kirlik
Accounting for Taste: Ranking Curators and Content in Social Networks
Haizi Yu, Biplab Deka, Jerry O Talton, Ranjitha Kumar
How Much Information?: Effects of Transparency on Trust in an Algorithmic Interface
René F Kizilcec
Communities Found by Users - not Algorithms: Comparing Human and Algorithmically Generated Communities
Alexandra Lee, Daniel Archambault
Hashtag Drift: Tracing the Evolving Uses of Political Hashtags Over Time
Kyle Booten

LL21B Papers: In-Air Gesture
Chair: James Fogarty
M.Gesture: An Acceleration-Based Gesture Authoring System on Multiple Handheld and Wearable Devices
Ju-Whan Kim, Han-Jong Kim, Tek-Jin Nam
Do That, There: An Interaction Technique for Addressing In-Air Gesture Systems
Euan Freeman, Stephen A Brewster, Vuokko T Lantz
EMPress: Practical Hand Gesture Classification with Wrist-Mounted EMG and Pressure Sensing
Jess McIntosh, Charlie McNeill, Mike Fraser, Frederic Kerber, Markus Lachefeld, Antonio Krüger
Skeletons and Silhouettes: Comparing User Representations at a Gesture-based Large Display
Christopher James Ackad, Martin Tomitsch, Judy Kay
Proactive Sensing for Improving Hand Pose Estimation
Dun-Yu Hsiao, Min Sun, Christy Ballweber, Seth Cooper, Zoran Popovic

TUESDAY 16:30 PM - 17:50 PM

230C SIG: State of Accessibility at CHI
SIG on the State of Accessibility at CHI
Jennifer A Rode, Erin L Brady, Erin Buehler, Shaun K Kane, Richard Ladner, Kathryn E Ringland, Jennifer Mankoff
Make This! Introduction to Electronics Prototyping Using Arduino (2/2)
David Sirkin, Nikolas Martelaro, Wendy Ju

Designing Technology to Foster Psychological Wellbeing (2/2)
Rafael A Calva, Dorian Peters

User Story Mapping: The Hands-on Course (2/2)
Stephanie Foehrenbach, Christian Heldstab

Designing and Assessing Interactive Systems Using Task Models (2/2)
Philippe Palanque, Celia Manrie

API Design Reviews at Scale
Andrew Peter Macvean, Martin Maly, John M Daughtrey

Adapting Design Thinking and Cultural Probes to the Experiences of Immigrant Youth: Uncovering the Roles of Visual Media and Music in ICT Wayfaring
Karen E Fisher, Katya Yefimova, Ann Peterson Bishop

User Research to Inform Product Design: Turning Failure into Small Successes
Joan Morris DiMicco, Nancy Mann

Lightweight Journey Mapping: The Integration of Marketing and User Experience through Customer Driven Narratives
Laura Dove, Stephen Reinach, Irwin Kwan

What is Your Organization ‘Like’? A Study of Liking Activity in the Enterprise
Ido Guy, Inbal Ronen, Naama Zwerdling, Irena Zuyev-Grabovitch, Michal Jacovi

Find an Expert: Designing Expert Selection Interfaces for Formal Help-Giving
Sharoda A Paul

The Role of ICT in Office Work Breaks
Anya Skatova, Ben Bedwell, Victoria E Shipp, Yitong Huang, Alexandra Young, Tom Rodden, Emma Bertenshaw

Let’s Stitch Me and You Together! Designing a Photo Co-creation Activity to Stimulate Playfulness in the Workplace
Di Lu, Casey Dugan, Rosta Farzan, Werner Geyer

Towards Providing On-Demand Expert Support for Software Developers
Yan Chen, Steve Oney, Walter S Lasecki

The Social Side of Software Platform Ecosystems
Cleidson R B de Souza, Fernando Figueira Filho, Müller Miranda, Renato Pina Ferreira, Christoph Treude, Leif Singer

Tales of Software Updates: The process of updating software
Kami Vanee, Yasmeen Rashidi

Trigger-Action Programming in the Wild: An Analysis of 200,000 IFTTT Recipes
Blase Ur, Melwyn Pak Yong Ho, Stephen Browner, Jyun Lee, Sarah Menicken, Noah Picard, Diane Schulze, Michael L Littman

Using Runtime Traces to Improve Documentation and Unit Test Authoring for Dynamic Languages
Jan-Peter Kramer, Joel R Brandt, Jon Borchers

Cross-Field Aerial Haptics: Rendering Haptic Feedback in Air with Light and Acoustic Fields
Yachi Ochiai, Kota Kumagai, Takayuki Hoshi, Satoshi Hasegawa, Yoshio Hayasaka
HapTurk: Crowdsourcing Affective Ratings of Vibrotactile Icons
Oliver S Schneider, Hasti Seifi, Salma Kashani, Matthew Chun, Karon E MacLean

AmbiVibe: Design and Evaluation of Vibrations for Progress Monitoring
Jessica R Coughard, Janette L Cheng, Thomas Pietrzak, James A Landay

Motion Guidance Sleeve: Guiding the Forearm Rotation through External Artificial Muscles
Chia-Yu Chen, Yen-Yu Chen, Yi-Ju Chung, Neng-Hao Yu

GauntLev: A Wearable to Manipulate Free-floating Objects
Asier Marzo

“Not Just a Receiver”: Understanding Patient Behavior in the Hospital Environment
Sonal R Mishra, Shefali Haldar, Ari H Pollack, Logan Kendall, Andrew D Miller, Maher Khelfifi, Wanda Pratt

LL20B Papers: Microtasks and Crowdsourcing
Chair: Rajan Vaish

Chain Reactions: The Impact of Order on Microtask Chains
Carrie J Cai, Sharmi T Iqbal, Jaime Tevean

How One Microtask Affects Another
Edward D Newell, Derek Ruths

Embracing Error to Enable Rapid Crowdsourcing
Ranjay A Krishna, Keny Hata, Stephanie Chen, Joshua Kravitz, David A Shamna, Li Fei-Fei, Michael S Bernstein

Allloy: Clustering with Crowds and Computation
Joseph Chee Chang, Anket Kittur, Nathan Hahn

LL20C Papers: Players’ Motivations in Games
Chair: Seth Cooper

Fostering Intrinsic Motivation through Avatar Identification in Digital Games
Max V Birk, Cheralyn Atkins, Jason T Bowey, Regan L Mandryk

Negative Emotion, Positive Experience? Emotionally Moving Moments in Digital Games
Julia Ayumi Bopp, Elisa D Melek, Klaus Opwis

The Effects of Social Exclusion on Experience and Hostile Cognitions in Digital Games
Max V Birk, Benjamin Buttlar, Jason T Bowey, Susanne Poller, Shelby Thomson, Nicola Baumann, Regan L Mandryk

Designing Closeness to Increase Gamers’ Performance
Lucas Colussi, Sean A Munson, Gary Hsieh

LL21B Papers: Touch Interaction
Chair: Caroline Appert

Expressy: Using a Wrist-worn Inertial Measurement Unit to Add Expressiveness to Touch-based Interactions

Partially-indirect Bimanual Input with Gaze, Pen, and Touch for Pan, Zoom, and Ink Interaction
Ken Pfeuffer, Jason Alexander, Hans Gellersen

Hammer Time! A Low-Cost, High Precision, High Accuracy Tool to Measure the Latency of Touchscreen Devices
Jonathan Deber, Bruno De Araujo, Ricardo Jota, Clifton Forlines, Darren Leigh, Steven Sanders, Daniel Wigdor

Pre-Touch Sensing for Mobile Interaction

LL21D Papers: Patients’ Participation in Mixed Settings
Chair: Myriam Lewkowicz

The Quantified Patient in the Doctor’s Office: Challenges & Opportunities
Peter West, Richard Giordano, Max G Van Kleek, Nigel R Shadbolt

Breaking the Sound Barrier: Designing for Patient Participation in Audiological Consultations
Yngve Dah, Geir Kjetil Hanssen

Who’s the Doctor? Physicians’ Perception of Internet Informed Patients in India
Rajesh Chandwani, Vaibhavi Kulkarni
**SIGCHI Lifetime Research Award**

Chair: Steve Feiner

**SIGCHI Lifetime Research Award - Online Communication and Psychological Well-Being**

Robert Kraut

**alt.chi: Authorship and Reviews**

Chair: Janet Vertesi

Peer Review and Design Fiction: “Honestly, they’re not just made up”

Joseph Lindley, Pacll Caulton

Alt.CHI: What Do Authors Value in the Reviews They Receive?

Yvonne Jansen, Kasper Hornbaek, Pierre Dragicevic

Solving the Battle of First-Authorship: Using Interactive Technology to Highlight Contributions

AC BQ, Afsoon Doryab, Christine Bauer

An Uninteresting Tour Through Why Our Research Papers Aren’t Accessible

Jeffrey P Bigham, Erin L Brady, Cole Gleason, Anhong Guo, David A Shamma

**Panel: Boundary Troubles**

Boundary Troubles: Here, There, Design, Make, Research

Jeffrey Bardzell, Shaowen Bardzell, Lilly Irani, Silvia Lindtner, Kaiton Williams, John Zimmerman

**Course: C17**

Advances in Participatory Design (1/2)

Susanne Badker, Christian Dindler, Ole Sejer Iversen, Kim Halskov

**Course: C21**

Empirical Research Methods for Human-Computer Interaction (1/2)

I Scott MacKenzie, Steven J Castellucci

**Course: C23**

Speech-based Interaction: Myths, Challenges, and Opportunities (1/2)

Cosmin Munteanu, Gerald Penn

**Papers: Participating in Well-Being and Family**

Chair: Gilly Leshed

Shared Language and the Design of Home Healthcare Technology

Alison Burrows, Rachael Gooberman-Hill, David Coyle

Children’s Perspectives on Ethical Issues Surrounding Their Parent Involvement on a Participatory Design Team

Brenna McNally, Mona Leigh Guha, Matthew Louis Mauriello, Allison Druin

The Evolution of Engagements and Social Bonds During Child-Parent Co-design

Jason C Yip, Tamara Lynnette Clegg, June Ahn, Judith Odii Uchidiuna, Elizabeth Bonsignore, Austin Beck, Daniel Pauk, Kelly Mills

ThoughtCloud: Exploring the Role of Feedback Technologies in Care Organisations

Andy Dow, John Vines, Rob Comber, Rob Wilson

**Papers: Input Technology**

Chair: Katie Panciera

SonicAIR: Supporting Independent Living with Reciprocal Ambient Audio Awareness

Harif Baharin, Stephen A Viller, Sean Rintel

Interactivity Improves Usability of Geographic Maps for Visually Impaired People

Anke M Brock, Philippe Truillet, Bernard Oriola, Delphine Picard, Christophe Jaffrais

Make It Big! The Effect of Font Size and Line Spacing on Online Readability

Lucy Reiso, Martin Pietot, Mari-Carmen Marcos

Fitts’ Law and the Effects of Input Mapping and Stiffness on Flexible Display Interactions

Jesse Burstin, Juan Pablo Carrascal, Roel Vergeer

**Leading Design Teams and Organizations**

Leading Design Teams and Organizations

Carola F Thompson, Jonice Rohn

**Case Studies: Gaming, Gamifications and Arts**

Chair: Mark Hancock

beEco – co-designing a game with children to promote environmental awareness - a Case Study

Nuno Jardim Nunes, Valentina Nisi, Kala Rennert

The Salome Experience: Opera Live Streaming and Beyond

Peter Reichl, Christian Loew, Svenja Schroeder, Thomas Schmidt, Bernhard Schätzl, Valon Lustaj, Oliver Hoedl, Florian Guldengrenning, Christopher Widauer

nDiVE: Gamified virtual reality environment for Logistics and Supply Chain Management training

Marka Teras, Torsten Reiners, George Coldham, Lincoln C Wood

**Papers: Comprehension through Visualization**

Chair: Jessica Hullman

Towards Understanding Human Similarity Perception in the Analysis of Large Sets of Scatter Plots

Anshul Vikram Pandey, Josua Krause, Cristian Felix, Jeremy Bay, Enrico Bertini

Telling Stories about Dynamic Networks with Graph Comics

Benjamin Bach, Natalie Kerracher, Kyle William Hall, Sheelagh Carpendale, Jessie Kennedy, Nathalie Henry

The Design and Evaluation of Interfaces for Navigating Gigapixel Images in Digital Pathology

Roy A Ruddle, Rhys G Thomas, Rebecca Randell, Philip Quirke, Darren Treanor

Visualizing Sets with Linear Diagrams

Peter Rodgers, Gem Stapleton, Peter Chapman

**Papers: End-User Programming**

Chair: Michael Nebeling

Crossed Wires: Investigating the Problems of End-User Developers in a Physical Computing Task

Tracey K Booth, Simone C Stumpf, Jon Bird, Sara V Jones

LondonTube: Overcoming Hidden Dependencies in Cloud-Mobile-Web Programming

Christopher Scaffidi, Andrew Dove, Tahmid Nabi

Foraging among an Overabundance of Similar Variants

Sruti Srinivasa Ragavan, Sandeep Kaur Kuttal, Charles Hill, Anita Sarma, David J Piorkowski, Margaret M Burnett

Chronicler: Interactive Exploration of Source Code History
LL21E  Papers: Haptic Sensation Meets Screens

Chair: Jaime Ruiz

Direct Manipulation in Tactile Displays
Aakar Gupta, Thomas Pietrzak, Nicolas Roussel, Ravin Balakrishnan

HapThimble: A Wearable Haptic Device towards Usable Virtual Touch Screen
Hwan Kim, Minhwan Kim, Woohun Lee

Haptic Edge Display for Mobile Tactile Interaction
Sungjune Jang, Lawrence H Kim, Kesler Tanner, Hiroshi Ishii, Sean Fallmer

Tactile Presentation to the Back of a Smartphone with Simultaneous Screen Operation
Sugarragchaa Khurelbaatar, Yunika Nakai, Ryuta Okazaki, Viboil Yem, Hiroyuki Kajimoto

LL21F  Papers: Designing for Attention and Multitasking

Chair: Mary P Czerwinski

Spatio-Temporal Modeling and Prediction of Visual Attention in Graphical User Interfaces
Pingmei Xu, Yusuke Sugano, Andreas Bulling

Now Check Your Input: Brief Task Lockouts Encourage Checking, Longer Lockouts Encourage Task Switching
Sandy J J Gould, Anna L Cox, Duncan P Brumby, Alice Wickersham

Getting Users’ Attention in Web Apps in Likable, Minimally Annoying Ways
Dan Tasse, Anupriya Ankolekar, Joshua M Hailpern

Window Shopping: A Study of Desktop Window Switching
Andrew Wan, Ed H Chi, Helen Harris, Alexander Kuscher, Jenn Chen, Robert Flack, Nicholas Jitkoff

LL20A  Papers: Politics on Social Media

Chair: Scott Robertson

Constructing the Visual Online Political Self: An Analysis of Instagram Use by the Scottish Electorate
Jamie Mahoney, Tom Feltwell, Obinna Ajuruchi, Shaun Lawson

#Snowden: Understanding Biases Introduced by Behavioral Differences of Opinion Groups on Social Media
Q Vera Lia, Wai-Tat Fu, Markus Strohmaier

ICT Use by Prominent Activists in Republika Srpska
Borislav Tadic, Markus Rohde, Volker Wulf, David William Randall

Gender and Ideology in the Spread of Anti-Abortion Policy
Amy X Zhang, Scott Counts

LL20D  Papers: Health Support

Chair: Sean A Munson

AugKey: Increasing Foveal Throughput in Eye Typing with

Augmented Keys
Antonio Diaz-Tula, Carlos H Morimoto

“Counting on the Group” Reconciling Online and Offline Social Support among Older Informal Caregivers
Matthieu Tixier, Myriam Lewkowicz

A Sociotechnical Mechanism for Online Support Provision
Joshua Introne, Bryan C Semaan, Sean Goggins

HaptiColor: Interpolating Color Information as Haptic Feedback to Assist the Color Blind
Marta G Carcedo, Soon Hau Chua, Simon T Perraute, Pawel W Wozniak, Raj Joshi, Mohammad Obaid, Morten Field, Shengdong Zhao

LL20C  Papers: Supporting Player Performance

Chair: Zachary O Toups

The Mimesis Effect: The Effect of Roles on Player Choice in Interactive Narrative Role-Playing Games
Ignacio X Dominguez, Rogelio E Cardona-Rivera, James K Vance, David L Roberts

Scaffolding Player Location Awareness through Audio Cues in First-Person Shooters
Colby G Johanson, Regan L Mandryk

How Disclosing Skill Assistance Affects Play Experience in a Multiplayer First-Person Shooter Game
Ansar E Depping, Regan L Mandryk, Chengzhao Li, Carl Gutwin, Rodrigo Vicencio-Moreira

Using an International Gaming Tournament to Study Individual Differences in MOBA Expertise and Cognitive Skills
Justin W Bonny, Lisa M Castaneda, Tom Swanson

LL21B  Papers: Gesture Elicitation and Interaction

Chair: Andrés Lucero

Between-Subjects Elicitation Studies: Formalization and Tool Support
Radu-Daniel Vatavu, Jacob Wobbrock

User Elicitation on Single-hand Microgestures
Edwin Chan, Teddy Seyed, Wolfgang Stuerzinger, Xing-Dong Yang, Frank Monier

PathSync: Multi-User Gestural Interaction with Touchless Rhythmic Path Mimicry
Marcus Carter, Eduard Vellioso, John Downs, Abigail Sellen, Kenton O’Hara, Frank Vetere

Machine Learning of Personal Gesture Variation in Music Conducting
Alvaro Sarasua, Baptiste Caramiaux, Atau Tanaka

Fingers of a Hand Oscillate Together: Phase Synchronisation of Tremor in Hover Touch Sensing
John Williamson
Chairs: Jessica Hammer, Katherine Isbister, and Florian ‘Floyd’ Mueller

230C alt.chi: See this, hear this, touch this, keep this

Chair: Sean Follmer
From Inaction to Interaction: Concept and Application of the Null Gesture
Karsten Seipp, Katrien Verbert
You Can Touch This: Eleven Years and 258218 Images of Objects
Nina Runge, Johannes Schöning, Rainer Malaka, Alberto Frigo
A Remote Pointing Method with Dynamic C:D Ratio during a Pinching Gesture for Large Tabletop Systems
Naoya Tachihara, Toshiki Sato, Hideki Koike
From Ecological Sounding Artifacts Towards Sonic Artifact Ecologies
Cumhur Erkut, Stefania Serafin
Making It Real: Towards Practical Progress in the Management of Personal Information
William Jones, Caleb Thorsteinson, Brandon Thepvongsa, Tanner Garrett

220B Panel: Design Leadership for Business Innovation

Design Leadership for Business Innovation
Janaki Kumar, Irene Au, Margaret Stewart, Todd Lefelt, Katie Dill

210D Course: C17

Advances in Participatory Design (2/2)
Susanne Badker, Christian Dindler, Ole Sejer Iversen, Kim Halskov

210C Course: C21

Empirical Research Methods for Human-Computer Interaction (2/2)
I Scott MacKenzie, Steven J Castellucci

210G Course: C23

Speech-based Interaction: Myths, Challenges, and Opportunities (2/2)
Cosmin Munteanu, Gerald Penn

210BF Papers: Reflection on UX Design

Chair: Erik Stolterman
Stereotypes and Politics: Reflections on Personas
Nicola Marsden, Maren Haag
Pushing the Limits of Design Fiction: The Case For Fictional Research Papers
Joseph Lindley, Paul Coulton
'It's More of a Mindset Than a Method': UX Practitioners' Conception of Design Methods
Colin M Gray
Why Design Method Development is not always carried out as User-Centered Design
Gary S Dickson, Erik Stolterman

210AE Papers: Display and Visualizations

Chair: Niklas Elmqvist
The Effects of Changing Projection Geometry on Perception of 3D Objects on and around Tabletops
Miguel A Nacenta, Mark Hancock, Carl Gutwin, Sheelagh Carpendale

Mid-Air Pointing on Ultra-Walls
Mathieu Nacenta, Emmanuel Pietriga, Olivier Chapuis, Michel Beaudouin-Lafon
‘A bit like British Weather, I suppose’ Design and Evaluation of the Temperature Calendar
Enrico Costanzo, Ben Bedwell, Michael O Jewell, James A Colley, Tom Rodden
iVoLVER: Interactive Visual Language for Visualization Extraction and Reconstruction
Gonzalo Gabriel Méndez, Miguel A Nacenta, Sebastien Vandenheede

112 SIG: The Masters Degree in HCI at 20

The Master’s Degree in HCI at 20: Issues and Trends
Richard L Henneman, Laura Ballay, Linda Wagner

114 Case Studies: Activities and Health

Chair: Gabriela Marcu
Look! A Healthy Neighborhood: Means to Motivate Participants in Using an App for Monitoring Community Health
Nazli Cila, Guido Jansen, Maarten Groen, Wouter Mey, Lea den Broeder, Ben Kroze
How far in the future will we start from? Interacting with the Stakeholders of a Nation-wide Patient Portal
Inês Rodolfo, Nuno Correia, Marta Sousa, Paulo Sá, Carlos Duarte
How to Save a Life: Could Real-Time Sensor Data Have Saved Mrs Elle?
Dana Bradford, Qing Zhang
Designing Mobility Eco-Feedback for Elderly Users
Johanna Meurer, Dennis Lawa, Lukas Janßen, Volker Wulf

LL21C Papers: Usability and User Burden

Chair: Erin Solovey
Understanding the Relationship between Frustration and the Severity of Usability Problems: What can Psychophysiological Data (Not) Tell Us?
Anders Bruun, Effie Lai-Chong Law, Matthias Heintz, Lana HA Alkly
Developing and Validating the User Burden Scale: A Tool for Assessing User Burden in Computing Systems
Hyewon Suh, Nima Shariari, Eric Hekler, Julie A Kientz
COGCAM: Contact-free Measurement of Cognitive Stress During Computer Tasks with a Digital Camera
Daniel J McDuff, Javier Hernandez , Sarah Gontarek, Rosalind W Picard
When Bad Feels Good: Assistance Failures and Interface Preferences
Philip Quinn, Andy Cockburn
Using fNIRS in Usability Testing: Understanding the Effect of Web Form Layout on Mental Workload
Kristy Hanon, Horia A Maior, Max L Wilson

LL21D Papers: Making Interfaces Work for Each Individual

Chair: Marilyn Lennon
We Need Numbers! - Heuristic Evaluation during Demonstrations (HED) for Measuring Usability in IT System Procurement
Mon Tyllinen, Johanna Kaipia, Tiina Laavari, Marko HT Nieminen
Interface Design Optimization as a Multi-Armed Bandit Problem
Anchored Customization: Anchoring Settings to the Application Interface to Afford Customization
Antoine Pansard, Joanna McGreenere
Heterogeneity in Customization of Recommender Systems By Users with Homogenous Preferences
Jacob Solomon
LL21E  Papers: Shape Changing Displays
Chair: Joerg Mueller
TableHop: An Actuated Fabric Display Using Transparent Electrodes
Deepak Ranjan Sahoo, Kasper Hornbaek, Sriman Subramanian
An Evaluation of Shape Changes for Conveying Emotions
Paul Strohmeyer, Juan Pablo Carcasco, Bernard Cheng, Margaret Meban, Roel Vertegaal
Emergeables: Deformable Displays for Continuous Eyes-Free
Mobile Interaction
Simon Robinson, Celine Coutrix, Jennifer Pearson, Juan Rossa, Mathew Fernandes Torquato, Laurence Nigay, Matt Jones
DefSense: Computational Design of Customized Deformable Input Devices
Monitz Bacher, Benjamin Hepp, Fabrizio Pece, Paul Kry, Bernd Bickel, Bernhard Thomaszewski, Otmar Hilliges

LL21F  Papers: Smartphone Authentication
Chair: Serge Egelman
Free-Form Gesture Authentication in the Wild
Yulong Yang, Gradeigh D Clark, Janne Lindqvist, Antti Oulasvirta
SnapApp: Reducing Authentication Overhead with a Time-Constrained Fast Unlock Option
Daniel Buscheek, Fabian Hartmann, Emanuel von Zeeschwitz, Alexander De Luca, Florian Alt
Do Users’ Perceptions of Password Security Match Reality?
Blase Ur, Jonathan Bees, Sean Segreti, Lujo Bauer, Nicolas Christin, Lorrie Faith Cranor
On-Demand Biometrics: Fast Cross-Device Authentication
Christian Holz, Frank R Bentley

LL20A  Papers: Online Community Identity and Behavior
Chair: Amanda Lee Hughes
Anonymity, Intimacy and Self-Disclosure in Social Media
Xiao Ma, Jeff Hancock, Mor Naaman
Look Before You Leap: Improving the Users’ Ability to Detect Fraud in Electronic Marketplaces
Johannes Sanger, Norman Hansch, Brian Daniel Glass, Zinaida Benenson, Robert Landwirth, Angela Sasse
Voice in Virtual Worlds: The Design, Use and Influence of Voice Chat in Online Play
Greg Wadley, Marcus Carter, Martin R Gibbs
Action-Transferred Navigation Technique Design Approach
Supporting Human Spatial Learning
Ji Sun Kim, Denis Gracanin, Taeyoung Yang, Francis Quek

LL20B  Papers: Motivating and Incentivising Crowdsourcing
Chair: Walter S Lasecki
Novices Who Focused or Experts Who Didn’t? How Effort and Expertise Cues Affect Judgments of Crowd Work
Yu Wu, Brian P Bailey
Curiosity Killed the Cat, but Makes Crowdswork Better
Edith Low, Ming Yin, Joslin Goh, Kevin Chen, Michael A Terry, Krzysztof Z Gajos
Pay It Backward: Per-Task Payments on Crowdsourcing Platforms Reduce Productivity
Kazushi Ikeda, Michael S Bernstein
Investigating the Impact of ‘Emphasis Frames’ and Social Loafing on Player Motivation and Performance in a Crowdsourcing Game
Geoff Kaufman, Mary Flanagan, Sukdith Punjasthitlikul

LL20C  Papers: Designing New Player Experiences
Chair: Seth Cooper
Contextual Autonomy Support in Video Game Play: A Grounded Theory
Sebastian Deterding
Sensation: Measuring the Effects of a Human-to-Human Social Touch Based Controller on the Player Experience
Mert Canat, Mustafa Ozan Tuzcan, Celalettin Yurdakul, Eran Tza, Bugra Can Seferok, Ildi Bostan, Oguzhun Ocak, Oguzhan Ozcan
“I love all the bits”: the materiality of boardgames
Melissa J Rogerson, Martin Gibbs, Wally Smith
Destructive Games: Creating Value by Destroying Valuable Physical Objects
David Eickhoff, Stefanie Mueller, Patrick Baudisch

LL21B  Papers: Fat Fingers, Small Watches
Chair: Niels Henze
WatchWriter: Tap and Gesture Typing on a Smartwatch Miniature Keyboard with Statistical Decoding
Mitchell Gordon, Tom Yu Ouyang, Shumin Zhai
Exploring Non-touche scren Gestures for Smartwatches
Shaikh Shawon Arefin Shimon, Courtney Lutton, Zichun Xu, Sarah Morrison-Smith, Christina Boucher, Jaime Ruiz
WearWrite: Crow-Assisted Writing from Smartwatches
Michael Nebeling, Alexandra Ta, Anhong Guo, Adrian A de Freitas, Jaime Te van, Steven P Dow, Jeffrey P Bigham
Serendipity: Finger Gesture Recognition using an Off-the-Shelf Smartwatch
Hongyi Wen, Julian Andres Ramos Rojas, Anind K Dey
B2B-Swipe: Swipe Gesture for Rectangular Smartwatches from a Bezel to a Bezel
Yuki Kubo, Buntarou Shizuki, Jira Tanaka

WEDNESDAY 11:30 AM - 12:50 PM

Dear Diary: Teens Reflect on Their Weekly Online Risk Experiences
Pamela J Wisnewski, Heng Xu, Mary Beth Rosson, Daniel F Perkins, John M Carroll

WEDNESDAY 14:30 PM - 15:50 PM

220A  Student Design Competition Finals
Chairs: Anirudha Joshi, Scott Minneman
230C  alt.chi: Design Fictions and HCI
Chair: Austin Toombs
Resistance is Fertile: Design Fictions in Dystopian Worlds
Nicholas S Dalton, Rebecca Moreau, Ross K Adams
Design Fiction: How to Build a Voigt Kampff Machine
Miriam Sturdee, Paul Coulton, Joseph G Lindley, Mike Stead, Haider Ali, Andy HUDSON-Smith
The Solution Printer: Magic Realist Design Fiction
Enrique Encinas, Mark Blythe
After death: Big Data and the promise of Resurrection by Proxy
Muhammad Aurangzeb Ahmad

220B  Panel: Science and Service, Innovation and Inspiration
Science and Service, Innovation and Inspiration: Celebrating the Life of John Karat
Susan Dray, Clare-Marie Karat, John Carroll, Lorrie Cranor, Robin Jeffries, Zhengjie Liu, Arnold Lund, Ben Shneiderman, Gerrit van der Veer

210H  Course: C19
Interactive Biotechnology: Building your own Biotic Game Setup to Play with Living Microorganisms (1/2)
Honesty Kim, Lukas C Gerber, Ingmar H Riedel-Kruse

210C  Course: C22
Tools for Designing for Home Entertainment: Gesture Interfaces, Augmented Reality, and Smart Spaces (1/2)
Radu-Daniel VATAVU

210G  Course: C24
User Interface Design In Agile Projects (1/2)
Karri-Pekka Laaksa, Tuomas Husu, Mikko Romppainen, Janina Fagerlund, Marju Kettunen, Toni standell

114  Course: C125
Mobile UX Breaking the Glass to Richer User Experiences (1/2)
Matt Jones, Simon Robinson

210BF Papers: Participatory Design (PD) and Applications
Chair: Juan Pablo Hourcade
Multi-lifespan Design Thinking: Two Methods and a Case Study with the Rwandan Diaspora
Daisy Yao, Kate Derthick, Shaghayegh Ghasseman, Janina Hakizimana, Brian T Gill, Batya Friedman
Participation Gestalt: Analysing Participatory Qualities of Interaction in Public Space
Peter Dalsgaard, Kim Halskov, Ole Sejer Iversen
Designing Movement-based Play With Young People Using Powered Wheelchairs
Kathrin Gerling, Kieran Hicks, Michael Kelby, Adam Evans, Conor Linehan
Participatory Design through a Learning Science Lens
Betsy DiSalvo

210AE Papers: Legitimacy, Performance and the Crowd
Chair: Michael S Bernstein
The Power of Collective Endorsements: Credibility Factors in Medical Crowdfunding Campaigns
Jennifer G Kim, Ha Kyung Kang, Karrie Karahalios, Wai-Tat Fu, Hwajung Hong
Legitimacy Work: Invisible Work in Philanthropic Crowdfunding
Kate G Tanaka, Amy Voida
Extraction Heart Rate from Videos of Online Participants
Thomas Muender, Matthew Miller, Max Valentin Birk, Reagn L Mandryk
Highly Successful Projects Inhibit Coordination on Crowdfunding Sites
Jacob Solomon, Wenjuan M, Rick Wash
Stories We Tell About Labor: Turkopticon and the Trouble with “Design”
Lilly C. Irani, M Six Silberman

112  SIG: Design Thinking Beyond Post-It Notes
Design Thinking Beyond Post-It Notes
Carol Farnsworth, Sally Lawler Kennedy, Janaki Mythily Kumar

LL21C Papers: How Does It Look? Evaluating Visual Design
Chair: Hao-Hua Chu
An EEG-based Approach for Evaluating Graphic Icons from the Perspective of Semantic Distance
Fu-Yin Cherrng, Wen-Chieh Lin, Jong-Tai King, Yi-Chen Lee
Aesthetic Appeal and Visual Usability in Four Icon Design Eras
Johanna Maria Silvennoiinen, Jussi P. P. Jokinen
The Effect of Thermal Stimuli on the Emotional Perception of Images
Moses Babafojemi Akazue, Martin J Halvey, Lynne Baillie, Stephen A Brewster
Using Crowd Sourcing to Measure the Effects of System Response Delays on User Engagement
Brandon Thomas Taylor, Anind Dey, Dan Siewiorek, Asim Smailagic

LL21D Papers: Expressive HCI
Chair: Jonathan Hook
Storeoboard: Sketching Stereoscopic Storyboards
Ronik Henrikson, Bruno De Araujo, Fanny Chevalier, Karon Singh, Ramin Balakrishnan
Skuid: Sketching Dynamic Illustrations Using the Principles of 2D Animation
Rubaiat Habib Kazi, Tovi Grossman, Nobuyuki Umetani, George Fitzmaurice
Object-Oriented Drawing
Hajun Xia, Bruno De Araujo, Tovi Grossman, Daniel Wigdor
The Ethical Implications of HCI’s Turn to the Cultural
Steve Benford, Chris Greenhalgh, Bob Anderson, Rachel Jacobs, Michael Golembiewski, Marina Jiratka, Bernd Carsten Stahl, Job Timmermans, Gabriella Giannachi, Matt Adams, Ju Row Farr, Nicholas Tandavantij, Kirsty Jennings

LL21E Papers: Everyday Objects as Interaction Surfaces
Chair: Mark W Newman
TouchTokens: Guiding Touch Patterns with Passive Tokens
Rafael Morales Gonzalez, Caroline Appert, Gilles Bailly, Emmanuel Pietriga
Designing a Willing-to-Use-in-Public Hand Gestural Interaction Technique for Smart Glasses
Yi-Ta Hsieh, Anti Jylha, Valeria Orsa, Luciano Gamberini, Giulio Jacucci

Project Jacquard: Manufacturing Digital Textiles at Scale
Ivan Poupyrev, Nan-Wei Gong, Shina Fukuhara, Mustafa Emre Karagözler, Carsten Schwesig, Karen Robinson

GaussMarbles: Spherical Magnetic Tangibles for Interacting with Portable Physical Constraints
Han-Chih Kuo, Rong-Hao Liang, Long-Fei Lin, Bing-Yu Chen

GaussRFID: Reinventing Physical Toys Using Magnetic RFID Development Kits
Rong-Hao Liang, Han-Chih Kuo, Bing-Yu Chen

LL21F Papers: Privacy over Time and Relationships
Chair: Kirstie Hawkey
Autonomous and Interdependent: Collaborative Privacy Management on Social Networking Sites
Haiyan Jia, Heng Xu

"We're on the Same Page": A Usability Study of Secure Email Using Pairs of Novice Users
Scott Ruot, Jeff Andersen, Scott Heidbrink, Mark O'Neil, Elham Vaziripour, Justin Wu, Daniel Zappala, Kent Seams

Enhancing Lifelogging Privacy by Detecting Screens
Mohammed Karagem, Robert Templeman, Dennis Chen, David J Crandall, Apu Kapadia

Sharing Steps in the Workplace: Changing Privacy Concerns Over Time
Nanna Gorm, Irina Shklovski
You Can't Watch This! Privacy-Respectful Photo Browsing on Smartphones
Emanuel von Zezschwitz, Sigrid Ebbinghaus, Heinrich Hussmann, Alexander De Luca

LL20A Papers: UX and Usability Methods
Chair: Karin Slegers
Momentary Pleasure or Lasting Meaning? Distinguishing Eudaimonic and Hedonic User Experiences
Elisa D Mekler, Kasper Hornbæk

Researcher-Centered Design of Statistics: Why Bayesian Statistics Better Fit the Culture and Incentives of HCI
Matthew Kay, Gregory L Nelson, Eric B Hekler

Does Herzberg’s Notion of Hygienes and Motivators Apply to User Experience?
Alexandre N Tuch, Kasper Hornbæk

Utilizing Employees as Usability Participants: Exploring When and When Not to Leverage Your Coworkers
Joanne Locascio, Rushil Khurana, Yan He, Jofish Kaye

LL20D Papers: Health Support & Management
Chair: Enka Poole
Speaking: Mobile Crowdsourced Speech Assessment to support Self-Monitoring and management for People with Parkinson’s
Roisin McNaney, Mohammad Othman, Dan Richardson, Paul Dunphy, Telmo Amaral, Nick Miller, Helen Stringer, Patrick Olivier, John Vines
WEDNESDAY 16:30 PM - 17:50 PM

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<td>Tools for Designing for Home Entertainment: Gesture Interfaces, Augmented Reality, and Smart Spaces (2/2)</td>
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<td>Carl DiSola, Tom Jenkins, Thomas James Lodato</td>
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<td>Experimental Systems in Research through Design</td>
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<td>Social Inequality and HCI: The View from Political Economy</td>
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<td>Hamid Ekbia, Bonnie Nardi</td>
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<th>210AE</th>
<th>Papers: How can Smartphones Fit Our Lives?</th>
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<td>Chair: Matthew Lee</td>
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<td>A Systematic Analysis of Smartphone Usage Gaps</td>
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<td>Niels van Berkel, Chu Luo, Theodore Anagnostopoulos, Deniz Ferreira, Jorge Goncalves, Simo Hosio, Vassilis Kostakas</td>
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<td>Journeys &amp; Notes: Designing Social Computing for Non-Places</td>
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<td>Justin B Cranshaw, Andres Monroy-Hernandez, SA Needham</td>
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<td>PowerShake: Power Transfer Interactions for Mobile Devices</td>
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<td>Paul Worgan, Jarrod Knibbe, Mike Fraser, Diego Martinez Plasencia</td>
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<td>MyTime: Designing and Evaluating an Intervention for Targeted Smartphone Non-Use</td>
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<td>Alexis Hiniker, Sungsoo (Ray) Hong, Tadayoshi Kohno, Julie A Kientz</td>
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<td>AniSAM &amp; AniAvatar – Animated visualizations of affective states</td>
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<td>Andreas Sonderegger, Klaus Heyden, Alain Chavaillaz, Juergen Sauer</td>
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<td>Hot Under the Collar: Mapping Thermal Feedback to Dimensional Models of Emotion</td>
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<td>Graham Wilson, Dobromir Dobrev, Stephen A Brewster</td>
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<td>UX Heatmaps: Mapping User Experience on Visual Interfaces</td>
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<td>Vanessa Georges, François Courtemanche, Sylvain Senecal, Therry Baccino, Marc Fredette, Pierre-Majorique Leger</td>
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<td>Understanding Programming Expertise: An Empirical Study of Phasic Brain Wave Changes</td>
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<td>Igor Cik, Timothy Kluhe, Andreas Steflk</td>
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<td>The Effect of Displaying System Confidence Information on the Usage of Autonomous Systems for Non-specialist Applications: A Lab Study</td>
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<td>Why That Nao? How Humans Adapt to a Conversational Humanoid Robot in Taking Turns-at-Talk</td>
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<td>Hannah R M Pelikan, Mathias Broth</td>
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<td>ID-Match: A Hybrid Computer Vision and RFID System for Recognizing Individuals in Groups</td>
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<td>Hanchuan Li, Peijin Zhang, Samer Al Moubayed, Shwetak N Patel, Alanson P Sample</td>
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<td>Help Me Please: Robot Politeness Strategies for Soliciting Help From Humans</td>
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<td>Chris Elsdon, Sebastian Mellor, Patrick Olivier, Pete Wheldon, David S Kirk, Rob Comber</td>
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<td>Evaluating Information Visualization via the Interplay of Heuristic Evaluation and Question-Based Scoring</td>
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<td>Marti Hearst, Paul Laskowski, Luis Silva</td>
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<td>A Comparison of Cooperative and Competitive Visualizations for Co-located Collaboration</td>
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<td>Sarah Tausch, Stephanie Ta, Heinrich Hussmann</td>
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<td>The Effect of Richer Visualizations on Code Comprehension</td>
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<td>Dimitar Asenov, Otmar Hilliges, Peter Muller</td>
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**LL21F  Papers: Privacy and Security Interfaces**

Chair: Sameer Patil

The Anatomy of Smartphone Unlocking: A Field Study of Android Lock Screens  
Marian Harbach, Alexander De Luca, Serge Egelman

Mapping User Preference to Privacy Default Settings  
Jason S Watson, Heather Lipford, Andrew Besmer

On Multiple Password Interference of Touch Screen Patterns and Text Passwords  
Weizhi Meng, Wenjuan Li, Lijun Jiang, Liying Meng

Keep on Lockin’ in the Free World: A Multi-National Comparison of Smartphone Locking  
Marian Harbach, Alexander De Luca, Nathan Malkin, Serge Egelman

**LL20C  Papers: Search and Discovery**

Chair: Tejas Peesapati

Peek-a-View: Smartphone Cover Interaction for Multi-Tasking  
Koeun Choi, Hyunjoo Song, Kyle Koh, Jinwook Bok, Jinwook Seo

Pick me! Getting Noticed on Google Play  
Aliaksei Miniukovich, Antonella De Angeli

Diving in at the Deep End: The Value of Alternative In-Situ Approaches for Systematic Library Search  
Uta Hinrichs, Simon Butscher, Jens Muller, Harald Reiterer

Empath: Understanding Topic Signals in Large-Scale Text  
Ethan Fast, Binbin Chen, Michael S Bernstein

**LL20A  Papers: Video Sharing**

Chair: Susanne Badker

Motives and Concerns of Dashcam Video Sharing  
Sangkyun Park, Joohyun Kim, Rabeb Mizouni, Uichin Lee

Meerkat and Periscope: I Stream, You Stream, Apps Stream for Live Streams  
John C Tang, Gina Venolia, Kori M Inkpen

The Tyranny of the Everyday in Mobile Video Messaging  
Sean Rintel, Richard Harper, Kenton P O’Hara

Impact of Video Summary Viewing on Episodic Memory Recall – Design Guidelines for Video Summarizations  
Huy Viet Le, Sarah Clinch, Corina Sas, Tilman Dingler, Niels Henze, Nigel Davies

**LL20D  Papers: Diverse Disabilities and Support**

Chair: David R Flatla

Universal Design Ballot Interfaces on Voting Performance and Satisfaction of Voters with and without Vision Loss  
Seunghyun Tina Lee, Yilin Elaine Liu, Ljilja Ruzic Kascak, Jon Sanford

SayWAT: Augmenting Face-to-Face Conversations for Adults with Autism  
LouAnne E Boyd, Alejandro Rangel, Helen M Tomimbang, Andrea Conejo-Toledo, Konkha Patel, Monica E Tenenti, Gillian R Hayes

The AT Effect: How Disability Affects the Perceived Social Acceptability of Head-Mounted Displays  
Halley P Profita, Reem Albaghi, Leah Findlater, Paul Jaeger, Shawn K Kane

Tickers and Talker: An Accessible Labeling Toolkit for 3D Printed Models  
Lei Shi, Idan Zelzer, Catherine Feng, Shiri Azenkot
### Thursday 9:30 AM - 10:50 AM

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<td>A Dummy’s Guide to your Next EXPeriment: Experimental Design and Analysis Made Easy (1/3)</td>
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<td>Peer-to-peer in the workplace: A view from the road</td>
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<td>A Design Space to Support the Development of Windshield Applications for the Car</td>
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<td>Renate Haeuslschmid, Bastian Pfleging, Florian Alt</td>
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<td>When (ish) is My Bus? User-centered Visualizations of Uncertainty in Everyday, Mobile Predictive Systems</td>
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<td>Matthew Kay, Tara Kola, Jessica R Hullman, Sean A Munson</td>
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<td>Error Recovery in Multitasking While Driving</td>
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<td>Sriram Karthik Badam, Jieqiong Zhao, Shivalik Sen, Niklas Elmqvist, David Ebert</td>
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<td>The Effect of Visual Appearance on the Performance of Continuous Sliders and Visual Analogue Scales</td>
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<td>Justin Mateja, Michael Glueck, Tovi Grossman, George Fitzmaurice</td>
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<td>Making Sense of Temporal Queries with Interactive Visualization</td>
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<td>Leilani Battle, Danyel Fisher, Robert DeLine, Mike Barnett, Badrish Chandramouli, Jonathan Goldstein</td>
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<td>Investigating Time Series Visualisations to Improve the User Experience</td>
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<td>Building a Personalized, Auto-Calibrating Eye Tracker from User Interactions</td>
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<td>Michael Xuelin Huang, Tiffany CK Kwok, Grace Ngai, Stephen CF Chan, Hong Vo Leong</td>
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<td>Can Eye Help You?: Effects of Visualizing Eye Fixations on Remote Collaboration Scenarios for Physical Tasks</td>
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<td>Keita Higuchi, Ryo Yonetani, Yachi Sato</td>
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<td>Gaze-contingent Manipulation of Color Perception</td>
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<td>Michael Mauderer, David R Flati, Miguel A Nacenta</td>
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<td>Spotlights: Attention-Optimized Highlights for Skim Reading</td>
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LL21F  Papers: Mental Models of Privacy

Chair: Florian Schaub

“If You Put All The Pieces Together...” - Attitudes Towards Data Combination and Sharing Across Services and Companies
Igor Bilogrevic, Martin Ortlieb

Privacy Personas: Clustering Users via Attitudes and Behaviors toward Security Practices
Janna-Lynn M Dupree, Richard Devries, Daniel M Berry, Edward Lank

It’s Creepy, But It Doesn’t Bother Me
Chanda Phelan, Cliff Lampe, Paul Resnick

Make it Simple, or Force Users to Read? Paraphrased Design Improves Comprehension of End User License Agreements
Thomas F Waddell, Joshua Aurenemma, S Shyam Sundar

Behavior Ever Follows Intention? A Validation of the Security Behavior Intentions Scale (SeBIS)
Serge Egelman, Marian Harbach, Eyal Peer

LL20A  Papers: Making Music on the Brain

Chair: David England

Learn Piano with BACH: An Adaptive Learning Interface that Adjusts Task Difficulty Based on Brain State
Beste F Yuksel, Kurt B Oleson, Lane Harrison, Evan M Peck, Daniel A Afergan, Remco Chang, Robert JK Jacob

#Scanners: Exploring the Control of Adaptive Films using Brain-Computer Interaction
Matthew Pike, Richard Ramchurn, Steve Benford, Max L Wilson

Inspect, Embody, Invent: A Design Framework for Music Learning and Beyond
Xiao Xiao, Hiroshi Ishii

Physiopucks: Increasing User Motivation by Combining Tangible and Implicit Physiological Interaction
Sebastian Mealla Cincuegrani, Sergi Jorda, Aleksander Valjamae

LL20C Papers: Living in Smart Environments

Chair: Jesper Kjeldskov

It is too Hot: An In-Situ Study of Three Designs for Heating
Alper Turan Alan, Mike Shann, Enrico Costanza, Sarvapali D Ramchurn, Sven Seuken

"Like Having a Really bad PA": The Gulf between User Expectation and Experience of Conversational Agents
Ewa A Luger, Abigail Sellen

LivingDesktop: Augmenting Desktop Workstation with Actuated Devices
Gilles Bailly, Sidharth Sahdev, Sylvain Malacria, Thomas Pietrzak

LL21B Papers: Interaction Techniques for Mobile Interfaces

Chair: Christian Holz

Personalized Compass: A Compact Visualization for Direction and Location
Daniel Miau, Steven K Feiner

SymmetriSense: Enabling Near-Surface Interactivity on Glossy Surfaces using a Single Commodity Smartphone
Chungkuk Yoo, Insoon Hwang, Eric Rozner, Yu Gu, Robert F Dickerson

FlexCase: Enhancing Mobile Interaction with a Flexible Sensing and Display Cover
Christian Rendl, David Kim, Patrick Parzer, Sean Fanello, Martin Zirkl, Gregor Scheipl, Michael Haller, Shahram Izadi

TapBoard 2: Simple and Effective Touchpad-like Interaction on a Multi-Touch Surface Keyboard
Sunjun Kim, Geeyuk Lee

THURSDAY 9:30 AM - 10:50 AM
THURSDAY 11:30 AM - 12:50 PM

220B  Panel: Algorithmic Authority

Algorithmic Authority: the Ethics, Politics, and Economics of Algorithms that Interpret, Decide, and Manage
Caitlin Lustig, Katie Pine, Bonnie Nardi, Lilly Irani, Min Kyung Lee, Down Nafus, Christian Sandvig

210D  Course: C25

Presumptive Design: Design Thinking In Service of Research (2/3)
Leo Frishberg, Charles Lambdin

210H  Course: C26

Creative Worthwhile Interaction Design (2/3)
Gilbert Cockton

210C  Course: C27

A Dummy’s Guide to your Next EXPERiment: Experimental Design and Analysis Made Easy (2/3)
Shengdong Zhao, Xiaojun Meng, Pin Sym Foong, Simon T Perrault

210G  Course: C28

Practical UX Research Methodologies (2/3)
Sarah E Garcia, Laura Hammond

210BF  Papers: Social Media and Health

Chair: Paul Resnick

‘With most of it being pictures now, I rarely use it’: Understanding Twitter’s Evolving Accessibility to Blind Users
Meredith Ringel Morris, Annuska Perkins, Catherine Yao, Sina Bahram, Jeffrey P Bigham, Shaun K Kane

Sleep Debt in Student Life: Online Attention Focus, Facebook, and Mood
Gloria Mark, Yiran Wang, Melissa Niiya, Stephanie M Reich

“Tell It Like It Really Is”: A Case of Online Content Creation and Sharing Among Older Adult Bloggers
Robin Brewer, Anne Marie Piper

Social Media Image Analysis for Public Health
Venkata Rama Kiran Garmella, Abdulrahman Alfayad, Ingmar Weber

It Matters If My Friends Stop Smoking: Social Support for Behavior Change in Social Media
Corbin Reno, Erika S Poole

210AE  Papers: New Materials and Manufacturing Skills

Chair: Stefanie Mueller

Steel-Sense: Integrating Machine Elements with Sensors by Additive Manufacturing
Tatyana Vasilevsky, Amit Zoran

xPrint: A Modularized Liquid Printer for Smart Materials Deposition
Guanyun Wang, Lining Yao, Wen Wang, Jifei Ou, Chin-Yi Cheng, Hiroshi Ishii

Cillia - 3D Printed Micro-Pillar Structures for Surface Texture, Actuation and Sensing
Jifei Ou, Gershon Dublon, Chin-Yi Cheng, Felix Heibeck, Karl DD Willis, Hiroshi Ishii

Foldem: Heterogeneous Object Fabrication via Selective Ablation of Multi-Material Sheets
Varun Perumal C, Daniel Wgdor

112  SIG: Conflict & HCI

Conflict & HCI: Preventing, De-Escalating and Recovering
Juan Pablo Hourcade, Lisa P Nathan, Panayiotis Zaphiris, Yoram I Chisik, Cuauhtémoc Rivera-Looiza, Jason C Yip

LL21D  Papers: Eye Tracking Applications

Chair: Saleema Amershi

A Model Relating Pupil Diameter to Mental Workload and Lighting Conditions
Bastian Pfleging, Drea K Fekety, Albrecht Schmidt, Andrew L. Kun

Bans Serim, Giulio Jacucci

EyeGrip: Detecting Targets in a Series of Uni-directional Moving Objects Using Optokinetic Nystagmus Eye Movements
Shahram Jalaliniya, Diako Mardanbegi

Eye-Trace: Segmentation of Volumetric Microscopy Images with Eyegaze
Thomas J. Templier, Kenan Bektas, Richard HR Hahnloser

LL21F  Papers: Food as Method and Inquiry

Chair: Andrea Parker

‘My Doctor is Keeping an Eye on Me!’: Exploring the Clinical Applicability of a Mobile Food Logger
Yoojung Kim, Sooyoung Ji, Hyunjung Kang, Jeong-Whun Kim, Sooyoung Yoo, Joongseek Lee

Crumbs: Lightweight Daily Food Challenges to Promote Engagement and Mindfulness
Daniel A Epstein, Felicia Cordeiro, James Fogarty, Gary Hsieh, Sean A Munson

Evaluation of a Food Portion Size Estimation Interface for a Varying Literacy Population
Beenish M Chaudhry, Christopher Schoebauer, Ben Jelen, Katie A Siek, Kay Connelly

Examining Unlock Journaling with Diaries and Reminders for In Situ Self-Report in Health and Wellness
Xiaoyi Zhang, Laura R Pina, James Fogarty

LL20A  Papers: Supporting Information Seeking

Chair: Max L Wilson

Age-related Differences in the Content of Search Queries when Reformulating
Saraschandra Karanam, Herre van Oostendorp

Automatic internationalization for Just In Time Localization of Web-based User Interfaces
Luis A Leiva, Vicent Alabau

The 32 Days Of Christmas: Understanding Temporal Intent in Image Search Queries
Frank R Bentley, Joseph ‘Jofish’ Kaye, David A Shamma, John Alexis Guerra-Gomez

Influence of Content Layout and Motivation on Users’ Herd Behavior in Social Discovery
Yanzhen Yue, Xiaojian Ma, Zhenhui Jiang
LL20D  Papers: Medical Device Sensing

Chair: Cosmin Munteanu
Delineating the Operational Envelope of Mobile and Conventional EDA Sensing on Key Body Locations
Panagiotis Tsiamyrtzis, Malcolm Dcosta, Dvijesh J Shastri, Eswar Prasad, Ioannis T Pavlidis

SpiroCall: Measuring Lung Function over a Phone Call
Mayank Goel, Elliot Soba, Maia Sibire, Eric Whitmire, Josh Fromm, Eric C Larson, Gaetano Boniello, Shwetak N Patel
Interacting with Predictions: Visual Inspection of Black-box Machine Learning Models
Josua Krause, Adam Perer, Kenney Ng
Musically Informed Sonification for Chronic Pain Rehabilitation: Facilitating Progress & Avoiding Over-Doing
Joseph W Newbold, Nadia Berthouze, Nicolas E Gold, Ana Tajadura-Jiménez, Amanda Williams
KeDiary: Using Mobile Phones to Assist Patients in Recovering from Drug Addiction
Chuang-wen You, Ya-Fang Lin, Cheng-Yuan Kelvin Li, Yu-Lun Tsai, Ming-Chyi Huang, Chao-Hui Lee, Hao-Chuan Wang, Hao-Hua Chu

LL20C  Papers: Engaging Players in Games

Chair: Sebastian Deterding
Designing Engaging Games Using Bayesian Optimization
Mohammad M Khajah, Brett D Roads, Robert V Lindsey, Yun-En Liu, Michael C Mazer
Operationalising and Evaluating Sub-Optimal and Optimal Play Experiences through Challenge-Skill Manipulation
Madison Klarkowski, Daniel Johnson, Peta Wyeth, Mitchell McEwan, Cody Phillips, Simon Smith
How to Present Game Difficulty Choices? Exploring the Impact on Player Experience
Jan David Smeddinck, Regan L Mandryk, Max Valentin Birk, Kathrin M Gerling, Dietrich Barsilowski, Rainer Malaka
Peak-End Effects on Player Experience in Casual Games
Carl Gutwin, Christianne Rooke, Andy Cockburn, Regan L Mandryk, Benjamin Lu fremiere

LL21B  Papers: Multi-Device Interaction

Chair: Daniel Avrahami
Smartwatch in vivo
Stefania Pizza, Barry Brown, Donald McMillan, Ari Lampinen
When Tablets meet Tabletops: The Effect of Tabletop Size on Around-the-Table Collaboration with Personal Tablets
Johannes Zagermann, Ulrike Pfeil, Roman Radle, Hans-Christian Jetter, Clemens Klokmose, Harald Reiterer
Enhancing Cross-Device Interaction Scripting with Interactive Illustrations
Pei-Yu (Peggy) Chi, Yang Li, Björn Hartmann
XDBrowser: User-Defined Cross-Device Web Page Designs
Michael Nebeling, Anind K Dey
THURSDAY 14:30 PM - 15:50 PM

210D  Course: C25
Presumptive Design: Design Thinking In Service of Research (3/3)
Leo Frishberg, Charles Lambdin

210H  Course: C26
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Gilbert Cockton

210C  Course: C27
A Dummy’s Guide to your Next EXPERiment: Experimental Design and Analysis Made Easy (3/3)
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210G  Course: C28
Practical UX Research Methodologies (3/3)
Sarah E Garcia, Laura Hammond

210AE  Papers: Seams of Craft, Design and Fabrication
Chair: Ian Oakley
Expanding on Wabi-Sabi as a Design Resource in HCI
Vasiliki Tsaknakis, Ylva Fernaeus
The Hybrid Bricolage - Bridging Parametric Design With Craft through Algorithmic Modularity
Tamara Anna Efrat, Moran Mazrohi, Amit Zoran
ExoSkin: On-Body Fabrication
Madeline Gannon, Tovi Grossman, George Fitzmaurice
Mimetic Machines: Collaborative Interventions in Digital Fabrication with Arc
Hidekazu Saegusa, Thomas Tran, Daniela K Rosner

112  SIG: Rethinking Mobile Interfaces for Older Adults
Rethinking Mobile Interfaces for Older Adults
Neil Charness, Mark Dunlop, Cosmin Munteanu, Emma Nicol, Annti Oulasvirta, Xiangshi Ren, Sayan Sarcar, Chakram Silpasuwanchai

LL21D  Papers: Body and Fashion
Chair: Björn Hartmann
Embodied Sketching
Elena María Segura, Laia Turmo Vidal, Asreen Rostami, Annika Woern
‘I don’t want to wear a screen’: Probing perceptions of and possibilities for dynamic displays on clothing
Laura Devendorf, Joanne Lo, Nora Howell, Jung Lin Lee, Nan-Wei Gong, Mustafa Emre Karagozler, Shihan Fukushima, Ivan Poupyrev, Eric Paulos, Kimiko Ryokai
BeUpRight: Posture Correction Using Relational Norm Intervention
Jaemyung Shin, Bumsoo Kang, Taiwoo Park, Jina Huh, Jinhan Kim, Junehwa Song
Body Integrated Programmable Joints Interface
Sang-won Leigh, Pattie Maes
Mirror Mirror: An On-Body T-shirt Design System
Daniel P Saakes, Hui-Shyong Yeo, Seung-Tok Oh, Gyeol Han, Woontack Woo

LL21C  Papers: IoT and HCI ASAP!
Chair: Florian Mueller
Pressing Not Tapping: Comparing a Physical Button with a Smartphone App for Tagging Music in Radio Programmes
Lianne Kerlin, Jasmine Cox, Stephen Jolly, Michael Evans, George Green, David Regan
PaperID: A Technique for Drawing Functional Battery-Free Wireless Interfaces on Paper
Hanchuan Li, Eric Brockmeyer, Elizabeth J Carter, Josh Fromm, Scott E Hudson, Shwetak N Patel, Alanson P Sample
RapID: A Framework for Fabricating Low-Latency Interactive Objects with RFID Tags
Andrew Spielberg, Alanson P Sample, Scott E Hudson, Jennifer Mankoff, James McCann
Snap-To-It: A User-Inspired Platform for Opportunistic Device Interactions
Adrian A de Freitas, Michael Nebeling, Xiang ‘Anthony’ Chen, Junrui Yang, Akshaye Shreenihi Kirupa Karthikeyan Ranithangam, Anind K Dey

LL21B  Papers: Large Display Interaction
Chair: Aaron Quigley
The Bicycle Barometer: Design and Evaluation of Cyclist-Specific Interaction for a Public Display
Sandy Claes, Karin Slegers, Andrew Vande Moere
HandMark Menus: Rapid Command Selection and Large Command Sets on Multi-Touch Displays
Md. Sami Uddin, Carl Gutwin, Benjamin Lafreniere
Glowworms and Fireflies: Ambient Light on Large Interactive Surfaces
Florian Perteneder, Eva-Maria Beatrix Grossauer, Joanne Leong, Wolfgang Stuerzinger, Michael Haller
Off-Limits: Interacting Beyond the Boundaries of Large Displays
Anders Markussen, Sebastian Boring, Mikkel R Jakobsen, Kasper Hornbaek
Ambra Trotto, Jeroen Peeters, Staffel Kuenen
WORKSHOPS & SYMPOSIA

SATURDAY & SUNDAY WORKSHOPS

W01: Art.CHI II: Digital Art in a Post-Digital World
Room 210B
David England, Celine E Latulipe, Nick Bryan-Kinns, Ernest a Edmonds, Sean Clark

W03: For Richer, for Poorer, in Sickness or in Health... The Long-Term Management of Personal Information
Room 112
William Jones, Victoria Bellotti, Robert G. Capra, Gloria Mark, Catherine C. Marshall, Karyn A Moffatt, Jaime Teevan, Maximus Van Kleek, Jesse David Dinneen

W04: Design patterns, principles, and strategies for Sustainable HCI
Room 213
Bran Knowles, Adrian K Clear, Samuel Mann, Eli Blevis, Maria Håkansson

W05: Designing Speech and Multimodal Interactions for Mobile, Wearable, and Pervasive Applications
Room 214
Cosmin Munteanu, Pourang P Irani, Sharon L. Oviatt, Matthew P. Aylett, Gerald Penn, Shimei Pan, Nikhil Sharma, Frank Rudzicz, Randy Gomez, Keisuke Nakamura, Kazuhiro Nakadai

W06: Development Consortium: HCI Across Borders
Room LL20A
Neha Kumar, Susan Dray, Andy Dearden, Nicola Dell, Melissa Densmore, Rebecca E. Grinter, Zhengjie Liu, Mario A Moreno-Rocha, Anicia Peters, Eunice San, William Thies, Indran1 Medhi-Thies, William D Tucker, Elba Valderrama Bahamondez, Susan Wyche

W07: Workshop on Interactive Systems in Healthcare (WISH)
Room LL20D (Saturday), Room VIP 2, 3rd Floor (Sunday)
Lena Mamykina, Madhu Reddy, Katie A Siek, Gabriela Marcu, Leslie S. Liu

SATURDAY WORKSHOPS

W08: Touch, Taste, & Smell User Interfaces: The Future of Multisensory HCI
Room LL21C
Mariani Obrist, Carlos Velasco, Chi Thanh V, Nimesha Ranasinghe, Ali Israr, Adrian David Cheok, Charles Spence, Ponnampalam Gopalakrishnakone

W09: Exploring Social Justice, Design, and HCI
Room 230B
Sarah Fox, Mariam Asad, Katherine Lo, Lynn S Dombrowski, Jill P Dimond, Shaowen Bardzell

W10: Move to be Moved
Room LL21B
Kristina Hoek, Martin Jonsson, Anna Stahl, Jakob Thrander, Toni Robertson, Patrizia Mari, Dag Svanaes, Marianne Graves Petersen, Jodi L Forlizzi, Thecla Schiporst, Katherine Isbister, Caroline Hummels, Sietske Klooster, Lian Loke, George Porankh In Kath

W11: Proxemic Mobile Collocated Interactions
Room 230C
Martin Porcheron, André Lucera, Aaron Quigley, Nicolai Marquardt, James Clawson, Kenton P O’Hara

W12: Pervasive Play
Room 232
June Ahn, Elizabeth Bansignore, Derek L Hansen, Kari Kraus Kraus, Carman Neustaedter

W14: Sharing Methods for Involving People with Impairments in Design: Exploring the Method Story Approach
Room 210D
Karim Slegers, Niels Hendriks, Pieter Duysburgh, Rita Maldonado Branco, Bert Vandenberghe, Eva Brandt

W15: Music and HCI
Room 210A
Simon Holland, Andrew P McPherson, Wendy E. Mackay, Marcelo M Wanderley, Michael D Gurevich, Tam W Mudd, Sile O’Modhrain, Katie L Wilkie, Joseph W Malloch, Jerémie Garcia, Andrew Johnston

W16: Involving the Crowd in Future Museum Experience Design
Room 210G
Arnold R.O.S. Vermeeren, Licia Calvi, Amalia Sabiescu, Raffaella Turchianesi, Dagny Studahl, Elisa Giacci

W17: HCI Goes to the Zoo
Room LL21D
Sarah Webber, Marcus Carter, Jason Watters, Bethany Krebs, Sally Sherwen, Clara Mancini, Kenton P O’Hara

W18: Career Development Workshop for Recent PHDs
Room LL20B
Susan R. Fussell, Luigina Ciolfi

W19: Cross-Surface: Challenges and Opportunities for ‘bring your own device’ in the wild
Room LL20C
Steven Houben, Nicolai Marquardt, Jo Vermeulen, Johannes Schöning, Clemens Klokmose, Harald Reiterer, Henrik Korsgaard, Mario Schreiner

W20: Autism and Technology - Beyond Assistance & Intervention
Room 111
Christopher Frauenberger, Judith Good, Narcis Pares

W21: My Life On Film
Room LL21F
Matthew P. Aylett, Lisa Thomas, David Philip Green, David A Shammo, Pam Briggs, Finola Kerrigan

W22: Ethical Encounters in Human-Computer Interaction
Room 210H
Jenny Waycott, Casmin Munteanu, Hilary Davis, Anja Thieme, Wendy Moncur, Roisin C McNaney, John Vines, Stacy Bramham

W24: Following User Pathways: Cross Platform and Mixed Methods Analysis in Social Media Studies
VIP 2, 3rd Floor
Margaret Hall, Athanasios Mazarakis, Isabella Peters, Martin J Charley, Simon Caton, Jens-Erik Mai, Markus Strohmaier

W25: Future of Human-Building Interaction
Room 210E
Hamid S Alavi, Denis Lalanne, Julen Nembrini, Elizabeth F Churchill, David S Kirk, Wendy Moncur
W26: Bridging the Gap between Privacy by Design and Privacy in Practice  
Room 210C  
Luke Stark, Jennifer King, Xinru Page, Arii Lampinen, Jessica Vitak, Pamela J Wisniewski, Tara Whalen, Nathaniel Good

W27: Attending to Objects as Outcomes of Design Research  
Room 114  
Tom Jenkins, Kristina Andersen, William W Gaver, William Odom, James Pierce, Anna Vallgårdå

SATURDAY SYMPOSIUM

W13: Japanese HCI Symposium: Emerging Japanese HCI Research Collection  
Room LL21E  
Kohei Matsumura, Masa Ogata, Saki Sakaguchi, Takashi Ijiri, Takeshi Nishida, Jun Kota, Hiromi Nakamura, Daitsu Sakamoto, Yoshifumi Kitamura

W23: SEACHI 2016: Smart Cities for Better Living with HCI and UX  
VIP Lounge, 3rd Floor  
Eunice San, Adi Tedjasaputra, Masitah Ghazali, Ellen Yi-Luen Do, Henry Been-Lim Duh, Antur Lugmayr, Erica Hanson

SUNDAY WORKSHOPS

W02: Sharing Perspectives on the Design of Shape-Changing Interfaces  
Room 210C  
Paul Strahmeier, Antonio Gomes, Giovanna Maria Troina, Aske Mottelson, Timothy Merritt, Jason Alexander

W28: CrossFAB: Bridging the Gap between Personal Fabrication Research in HCI, Computer Graphics, Robotics, Art, Architecture, and Material Science  
Room 111  
Stefanie Mueller, Laura Devendorf, Stelian Coros, Yoichi Ochiai, Madeline Gannon, Patrick Baudisch

W29: Computing in Mental Health  
Room LL20D  
Rafael A Calva, Karthik Dinakar, Rosalind Picard, Pattie Maes

W30: Mid-Air Haptics and Displays: Systems for Un-instrumented Mid-air Interactions  
Room 230B  
Sriram Subramanian, Sue Ann Seah, Hiroyuki Shinoda, Eve E Hoggan, Loic Corthesy

W31: ACM SIGCHI Local Chapters Workshop 2016  
VIP Lounge, 3rd Floor  
Tuomo Kujala

W32: Advances in DIY Health and Wellbeing  
Room 230C  
Aisling O’Kane, Amy Hurst, Gerrit Niezen, Nicolai Marquardt, Jon Bird, Gregory D Abowd

W33: Tangibles for Health Workshop  
Room LL21F  
Audrey Girouard, David K McGookin, Peter D Bennett, Orit Shaer, Katie A Siek, Marilyn R Lennan

W34: Inviscid Text Entry and Beyond  
Room 210A  
Keith Vertanen, Mark Dunlop, James Clawson, Per Ola Kristensson, Ahmed Sibbir Anf

WORKSHOPS & SYMPOSIA

W36: Productivity Decomposed: Getting Big Things Done with Little Microtasks  
Room LL21B  
Jaime Teeean, Shamsi T Iqbal, Carrie J. Cai, Jeffrey P Bigham, Michael S. Bernstein, Elizabeth M Gerber

W37: The Art of Everyday Food Science: Foraging for Design Opportunities  
Room 210E  
Stacey Kuznetsov, Christina Jean Santana, Elenore Long, Rob Comber, Carl DiSalvo

W40: Connecting Online Work and Online Education at Scale  
Room 210F  
Markus Krause, Margeret Hall, Joseph Jay Williams, Simon Caton, John Prpić

W41: HCI and Autonomous Vehicles: Contextual Experience Informs Design  
Room LL21C  
Alexander Meschtscherjakov, Manfred Tscheligi, Dalila Szostak, Sven Krome, Bastian Pfeging, Rabindra Ratan, Ioannis Politis, Sonia Boltodano, Dave Miller, Wendy Ju

W42: Fabrication & HCI: Hobbyist Making, Industrial Production, and Beyond  
Room 210G  
Verena Fuchsberger, Martin Murer, Manfred Tscheligi, Silvia Lindtner, Shoowen Bardzell, Jeffrey Bardzell, Andreas Josef Reiter, Pernille Bjorn

W43: Human-Centred Machine Learning  
Room 210H  
Marco Gillies, Rebecca Fiebrink, Atau Tanaka, Baptiste Caramiaux, Jérémie Garcia, Frédéric Bevilacqua, Alexis Heloir, Fabrizio Nunnari, Wendy E. Mackay, Saleema Amershi, Bonshin Lee, Nicolas d’Alessandro, Joëlle Tilmanne, Todd Kulesza

W44: Everyday Surveillance  
Room LL20B  
Pam Briggs, Elizabeth F Churchill, Mark Levine, James Nicholson, Gary William Pritchard, Patrick Olivier

W45: NatureCHI - Unobtrusive User Experiences with Technology in Nature  
Room LL20C  
Jonna Häkkilä, Keith Cheverst, Johannes Schönig, Nicola J Bidwell, Simon Robinson, Ashley Colley

W47: Lightweight Games User Research for Indies and Non-Profit Organizations  
Room 114  
Lennart E. Nacke, Christiane Moser, Anders Drachen, Pejman Mirza-Babaei, Andrea M Abney, Zhu Zhenyu

W48: Crowd Dynamics: Exploring Conflicts and Contradictions in Crowdsourcing  
Room LL21D  
Karim Hansson, Michael Muller, Tanja Aitamurto, Lilly Irani, Athanasios Mazarakis, Neha Gupta, Thomas Ludwig

SUNDAY SYMPOSIUM

W39: Chinese CHI 2016 Symposium  
Room LL21E  
Xiaojun Bi, Lu Xiao, Feng Tian, Xianghua Ding, Yong Ming Kow
COURSES

SATURDAY
Room 210F
C00: Research Methods for HCI: Understanding People Using Interactive Technologies

MONDAY
C01: Research Methods for Child Computer Interaction
Room 210D
11:30 a.m. - 12:50 p.m., 2:30 p.m. - 3:50 p.m.
Janet C. Read, Shuli Gilutz
C03: Designing with the Mind in Mind: The Psychological Basis for UI Design Guidelines
Room 210H
11:30 a.m. - 12:50 p.m., 2:30 p.m. - 3:50 p.m.
Jeff A. Johnson
C05: Introduction To Human Computer Interaction
Room 210C
11:30 a.m. - 12:50 p.m., 2:30 p.m. - 3:50 p.m.
Jonathan Lazar, Simone D J Barbosa
C06: Personal Fabrication: State of the Art and Future Research
Room 210G
11:30 a.m. - 12:50 p.m.
Stefanie Mueller, Patrick Baudisch
C08: Game User Experience Evaluation
Room 210 G
2:30 p.m. - 3:50 p.m., 4:30 p.m. - 5:50 p.m.
Regina Bernhaupt, Florian Mueller
C02: Hands-on introduction to interactive electric muscle stimulation
Room 210D
4:30 p.m. - 5:50 p.m.
Pedro Lopes, Max Pfeiffer, Michael Rohs, Patrick Baudisch
C04: Visual Facilitation for Design Groups
Room 210H
4:30 p.m. - 5:50 p.m.
Eileen M. Clegg
C07: An Introduction to Cognitive Aging and Dementia: A Clinical Neuropsychologist’s Perspective
Room 210C
4:30 p.m. - 5:50 p.m.
Alyson Rosen
C29: So, You Want To Be A CHI AC
Room 114
4:30 p.m. - 5:50 p.m.
Julie A Kientz, Hilary B Hutchinson

TUESDAY
C09: Interaction Design for Online Video and Television
Room 210D
9:30 a.m. - 10:50 a.m., 11:30 a.m. - 12:50 p.m.
David Geerts, Pablo Cesar, Marianna Obrist
C11: Visual Analytics 101
Room 210H
9:30 a.m. - 10:50 a.m., 11:30 a.m. - 12:50 p.m.
Russ Burtner, Kris Cook, Jean Scholtz
C13: Introduction to Creating Musical Interfaces
Room 210C
9:30 a.m. - 10:50 a.m., 11:30 a.m. - 12:50 p.m.
Michael J Lyons, Sidney S Feit
C15: An Introduction to Automotive User Interfaces
Room 210G
9:30 a.m. - 10:50 a.m., 11:30 a.m. - 12:50 p.m.
Bastian Pfleging, Nora Bryg, Andrew L Kun
C10: Make This! Introduction to Electronics Prototyping Using Arduino
Room 210D
2:30 p.m. - 3:50 p.m., 4:30 p.m. - 5:50 p.m.
David Sirkin, Nikolas Martelaro, Wendy Ju
C12: Designing Technology to Foster Psychological Wellbeing
Room 210H
9:30 a.m. - 10:50 a.m., 11:30 a.m. - 12:50 p.m.
Rafael A. Calvo, Dorian Peters
C14: User Story Mapping: The Hands-on Course
Room 210C
2:30 p.m. - 3:50 p.m., 4:30 p.m. - 5:50 p.m.
Stephanie Foehrenbach, Christian Heldstab
C16: Designing and Assessing Interactive Systems Using Task Models
Room 210G
2:30 p.m. - 3:50 p.m., 4:30 p.m. - 5:50 p.m.
Philippe Palanque, Celia Marinie

WEDNESDAY
C17: Advances in Participatory Design
Room 210D
9:30 a.m. - 10:50 a.m., 11:30 a.m. - 12:50 p.m.
Susanne Badker, Christian Dindler, Ole Sejer Iversen, Kim Halskov
C21: Empirical Research Methods for Human-Computer Interaction
Room 210C
9:30 a.m. - 10:50 a.m., 11:30 a.m. - 12:50 p.m.
I. Scott MacKenzie, Steven J Castellucci
C20: Mobile UX: Breaking the Glass to Richer User Experiences
Room 114
2:30 p.m. - 3:50 p.m., 4:30 p.m. - 5:50 p.m.
Matt Jones, Simon Robinson
C23: Speech-based Interaction: Myths, Challenges, and Opportunities  
Room 210G  
9:30 a.m. - 10:50 a.m., 11:30 a.m. - 12:50 p.m.  
Cosmin Munteanu, Gerald Penn

C19: Interactive Biotechnology: Building your own Biotic Game Setup to Play with Living Microorganisms  
Room 210H  
2:30 PM - 3:50 PM  
Honesty Kim, Lukas C Gerber, Ingmar H Riedel-Kruse

C22: Tools for Designing for Home Entertainment: Gesture Interfaces, Augmented Reality, and Smart Spaces  
Room 210C  
2:30 p.m. - 3:50 p.m., 4:30 p.m. - 5:50 p.m.  
Radu-Daniel Vatavu

C24: User Interface Design In Agile Projects  
Room 120G  
2:30 p.m. - 3:50 p.m., 4:30 p.m. - 5:50 p.m.  
Karri-Pekka Laaksa, Tuomas Husu, Mikko Romppainen, Janina Fagerlund, Marju Kettunen, Toni Standell

C18: Designing for an Aging Population: Toward Universal Design  
Room 210D  
4:30 PM - 5:50 PM  
Jeff A Johnson, Kate Finn

THURSDAY

C25: Presumptive Design: Design Thinking In Service of Research  
Room 210D  
9:30 a.m. - 10:50 a.m., 11:30 a.m. - 12:50 p.m., 2:30 p.m. - 3:50 p.m.  
Leo Frishberg, Charles Lambdin

C26: Creative Worthwhile Interaction Design  
Room 210H  
9:30 a.m. - 10:50 a.m., 11:30 a.m. - 12:50 p.m., 2:30 p.m. - 3:50 p.m.  
Gilbert Cockton

C27: A Dummy's Guide to your Next EXPeriment: Experimental Design and Analysis Made Easy  
Room 210C  
9:30 a.m. - 10:50 a.m., 11:30 a.m. - 12:50 p.m., 2:30 p.m. - 3:50 p.m.  
Shengdong Zhao, Xiaojun Meng, Pin Sym Foong, Simon T Perrault

C28: Practical UX Research Methodologies  
9:30 a.m. - 10:50 a.m., 11:30 a.m. - 12:50 p.m., 2:30 p.m. - 3:50 p.m.  
Sarah E Garcia, Laura Hammond

VIDEO SHOWCASE

ID-Match: A Hybrid Computer Vision and RFID System for Recognizing Individuals in Groups  
Hanchuan Li, Peijin Zhang, Samer Al Moubarad, Shwetak N Patel, Alanson P Sample

Reality Editor  
Valentin Heun, Eva Stern-Rodriguez, Marc Teyssier, Patti Moes

Video Showcase: Using Expressy to Showcase Expressiveness in Touch-based Interactions  

SKUID: Sketching Stylized Animated Drawings with Motion Amplifiers  
Rubao Habib Kazi, Tovi Grossman, Nobuyuki Umetani, George Fitzmaurice

GaussRFID: Reinventing Physical Toys Using Magnetic RFID Development Kits  
Rong-Hao Liang, Han-Chih Kuo, Bing-Yu Chen

MirrorFugue for the Composer, Performer and Improviser  
Xiao Xiao, Lamptharn “Hanoi” Hantrakul, Hiroshi Ishii

SATURNO: a Shadow-Pushing Lamp for Better Focusing and Reading  
Yunwoo Jeong, Boram Noh, Young-Woo Park

Second Skin: Biological Garment Powered by and Adapting to Body in Motion  
Lining Yao, Helene Steiner, Wen Wang, Guanyun Wang, Chin-Yi Cheng, Jifei Ou, Hiroshi Ishii

TactileVR: Integrating Physical Toys into Learn and Play Virtual Reality Experiences  
Judith Amores, Xavier Benavides, Lior Shapira

MoCap Tango: Materialising Movement Qualities  
Ambra Trotta, Jeroen Peeters, Stoffel Kuenen

Access: A Mobile Application to Improve Accessibility  
Yi Yang, Yunqi Hu, Yidi Hong, Varun Joshi, Radhika Kolathumani

PsychicVR: Increasing mindfulness by using Virtual Reality and Brain Computer Interfaces  
Judith Amores, Xavier Benavides, Patti Moes

Haptic Retargeting Video Showcase: Dynamic Repurposing of Passive Haptics for Enhanced Virtual Reality Experience  
Mahdi Azmandian, Mark Hancock, Hrvoje Benko, Eyal Ofek, Andrew D. Wilson

VIDEO SHOWCASE
INTERACTIVITY EXHIBITS

Listings include numbers that correspond to the Exhibit Hall Map, pg. 74

Personalized Compass: A Demonstration of a Compact Visualization for Direction and Location
Daniel Miau, Steven Feiner
Booth 1

FlexTiles: A Flexible, Stretchable, Formable, Pressure-Sensitive, Tactile Input Sensor
Patrick Parzer, Kathrin Probst, Teo Babic, Christian Rendl, Anita Vogl, Alex Oliwal, Michael Haller
Booth 2

Dranimate: Paper Becomes Tablet, Drawing Becomes Animation
Ali Momenn, Zachary Rispal
Booth 3

bioSync: Synchronous Kinesthetic Experience among People
Jun Nishida, Kenji Suzuki
Booth 4

FaceTouch: Touch Interaction for Mobile Virtual Reality
Jon Gugenheimer, David Dobbelstein, Christian Winkler, Gabriel Haas, Enrico Rukzio
Booth 5

Constructing Interactive Visualizations with iVoLVER
Gonzalo Gabriel Méndez, Miguel A. Nacenta
Booth 6

A Demonstration of Haptic Retargeting: Dynamic Repurposing of Passive Haptics for Enhanced Virtual Reality Experience
Mahal Azmandian, Mark Hancock, Hrvoje Benko, Eyal Ofek, Andrew D Wilson
Booth 7

Trajectoires: A Mobile Application for Controlling Sound Spatialization
Jérémie Garcia, Xavier Favory, Jean Bresson
Booth 8

The Anonymous Audience Analyzer – Visualizing Audience Behavior in Public Space
Jiamin Shi, Florian Alt
Booth 9

HoloFlex: A Flexible Holographic Smartphone with Bend Input
Daniel Gotsch, XuJing Zhang, Jesse Burstyn, Roel Vertegaal
Booth 10

PicMemory: Enriching Intergenerational Family Interaction and Memory Collection
Hung-Chi Lee, Jane Yung-jen Hsu
Booth 11

MMM Ball: Showcasing the Massive Mobile Multiuser Framework
Tim Weißker, Andreas Berst, Johannes Hartmann, Florian Echtler
Booth 12

ReFabricator: Integrating Everyday Objects for Digital Fabrication
Suguru Yamada, Hironao Morishige, Hiroki Nozaki, Masaki Ogawa, Takuro Yonezawa, Hideyuki Tokuda
Booth 13

Interactivity: Using Expressy to Demonstrate Expressiveness in Touch-based Interactions
Booth 14

Body Integrated Programmable Joints Interface
Sang-won Leigh, Pottie Moes
Booth 15

GaussBox: Prototyping Movement Interaction with Interactive Visualizations of Machine Learning
Jules Françoise, Fredric Bevilacqua, Thecla Schiphorst
Booth 16

Philipp Wacker, Chat Wacharamanatham, Daniel Spelmezan, Jan Thor, David Antón Sánchez, René Bohne, Jan Borchers
Booth 17

Don’t Say Yes, Say Yes: Interacting with Synthetic Speech Using Tonetable
Matthew P. Aylett, Graham Pullin, David A Braude, Blaise Potard, Shannon Hennig, Marília Antunes Ferreira
Booth 18

Tango Apart: Moving Together
Ernest Edmonds, Sean Clark
Booth 19

Magnetio: Getting People Together Using Embodied Interaction Approach
Kamila Kozińska, Magdalena Kurowska, Wiesław Bartkowski
Booth 20

Sketchplore: Sketch and Explore Layout Designs with an Optimiser
Kashyap Todi, Daryl Weir, Antti Oulasvirta
Booth 21

AFFDEX SDK: A Cross-Platform Real-Time Multi-Face Expression Recognition Toolkit
Daniel McDuff, Abdelrahman Mahmoud, Mohammad Mavdadi, May Amr, Jay Turcot, Rana el Kaliouby
Booth 22

Zishi: a smart garment for posture monitoring
Qi Wang, Marina Toeters, Wei Chen, Annick Timmermans, Panos Markopoulos
Booth 23

ShareTable Application for HP Sprout
Baris Unver, Sarah A McRoberts, Sabarat Rubiya, Hoaiwei Ma, Zuoyi Zhang, Svetlana Yarosh
Booth 24

Tactile Presentation to the Back of a Smartphone with Simultaneous Screen Operation
Sugarragchaa Khurelbaatar, Yuriko Nakai, Ryuta Okazaki, Vibol Yem, Hiroyuki Kajimoto
Booth 25

Embodied Encounters Studio: a Tangible Platform for Sensemaking
Caroline Hummels
Booth 26

The Soma Mat and Breathing Light
Anna Stahl, Martin Jonsson, Johanna Mercurio, Anna Karlsson, Kristina Holm, Eva-Carin Banka Johnson
Booth 27

Maintaining Relationships With Our Devices
Sarah Homewood
Booth 29

What We Have Lost / What We Have Gained: Embodied Interfaces for Live Performance and Art Exhibitions
Matthew Mosher
Booth 31

New Scenic Subjects: Explorations of a System of Autonomous On-Stage Observers
Ludwig Elblaus, Åsa Unander-Scharin, Carl Unander-Scharin
Booth 32

Hotaru: The Lightning Bug Game
Kaho Abe, Katherine Isbister
Booth 33

What Have We Lost / What Have We Gained: Embodied Interfaces for Live Performance and Art Exhibitions
Matthew Mosher
Booth 31

Threadsteading: Playful Interaction for Textile Fabrication Devices
Lea Albaugh, April Grow, Chenxi Liu, James McCann, Gillian Smith, Jennifer Mankoff
Booth 34

Fear Division; Archiving the Intangible
Donen Neema, Franziska Maria Tachtler
Booth 35

#Scanners: A BCI Enhanced Cinematic Experience
Matthew Pike, Max L Wilson, Steve Benford, Richard Ramchurn
Booth 36

A Participatory Live Music Performance with the Open Symphony System
Kate Hayes, Mathieu Barthet, Yongmeng Wu, Leshao Zhang, Nick Bryan-Kinns
Booth 37
<table>
<thead>
<tr>
<th>Exhibit Title</th>
<th>Booth</th>
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</thead>
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<tr>
<td>A Theatrical Turing Test: An Encounter of Telematic Bodies</td>
<td>38, 41, 56, 61</td>
</tr>
<tr>
<td>Sahar Sajadieh, Nathan Weitzen</td>
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<tr>
<td>A Wearable Force Feedback Toolkit with Electrical Muscle Stimulation</td>
<td>39</td>
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<td>Max Pfeiffer, Tim Dunte, Michael Rohs</td>
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<tr>
<td>MagicWand: Exploring Physical Affordances with a Handheld Cylindrical</td>
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<td>Display Object</td>
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<tr>
<td>Lahiru Akmal Phyadarshana, Victoria Porter, Juan Pablo Carrascal, Aaron Visser, Roel Vertegaal</td>
<td></td>
</tr>
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Not All Who Wander Are Lost: Smart Tracker for People with Dementia
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SoundFORMS: Manipulating Sound Through Touch
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Smart Ubiquitous Projection: Discovering Surfaces for the Projection of Adaptive Content
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Accept the Banana: Exploring Incidental Cognitive Bias Modification Techniques on Smartphones
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Privacy-Enhancing of User’s Behaviour Toward Privacy Settings in Social Networking Sites
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  - Philipp Eichmann, Hyunchang Song, Emanuel Zgraggen
- **Confirmation Responses: In-context, Visible, & Predictable Design versus Popup Windows**
  - Evgeniy R Abdulin, Dorrit Billman
SIG MEETINGS

MONDAY
Room 112

Multiple Views on Safety-Critical Automation: Aircrafts, Autonomous Vehicles, Air Traffic Management and Satellite Ground Segments Perspectives
Michael Feary, Célia Martinie, Philippe Palanque, Manfred Tscheligi

Refugees and HCI SIG: The Role of HCI in Responding To the Refugee Crisis
Reem Talhouk, Syed Ishiaque Ahmed, Volker Wulf, Clara Crivellaro, Vasilis Vlachokyriakos, Patrick Olivier

Diversity In High Tech: Retaining Employees Once They're In the Door
Karen Holtzblatt, Carol Farnsworth

TUESDAY
Room 112

Special Interest Group on Transparent Statistics in HCI
Matthew Kay, Steve Hanaz, Shion Guha, Pierre Dragicevic

SIGCHI Games: The Scope of Games Research at CHI
Lennart E. Nacke, Anna L. Cox, Regan L. Mandyk, Paul Cairns

Mind the Gap: A SIG on Bridging the Gap in Research on Body Sensing, Body Perception and Multisensory Feedback
Aneesa Singh, Ana Tajadura-Jimez, Nadia Bianchi-Berthouze, Nicolai Marquardt, Monica Tentori, Roberto Bresin, Dana Kulic

Usability of Programming Languages
Brad A. Myers, Andreas Steflk, Stefan Hanenberg, Antti-Juhani Kajanaha, Margaret M Burnett, Franklin Turbak, Philip Wadler

TUESDAY
Room 230C

Technology for Disabled and Older People: What Have We Achieved, Where are We Going?
Helen Petrie, Gerhard Weber

Become a Volunteer at ACM SIGCHI
Loren G Terveen, Helena M. Menta, Susan R. Fussell, Regina Bernhaupt

Digital Civics: Citizen Empowerment With and Through Technology
Vasilis Vlachokyriakos, Clara Crivellaro, Christopher A Le Dantec, Eric Gordon, Pete Wright, Patrick Olivier

SIG on the State of Accessibility at CHI
Jennifer A Rode, Erin L Brady, Erin Buehler, Shaun K Kane, Richard Ladner, Kathryn E Ringland, Jennifer Mankoff

WEDNESDAY
Room 112

Leading Design Teams and Organizations
Carola F. Thompson, Janice Rohn

The Master’s Degree in HCI at 20: Issues and Trends
Richard L. Henneman, Laura Ballay, Linda Wagner

Design Thinking Beyond Post-Its Notes
Carol Farnsworth, Sally Lawler Kennedy, Janaki Mythily Kumar

Jogging at CHI
Florian Mueller, Joe Marshall, Rahit Ashok Khot, Stina Nylander, Jakob Tholander

THURSDAY
Room 112

Child-Computer Interaction SIG: New Challenges and Opportunities
Juan Pablo Hourcade, Glenda Revelle, Anja Zeising, Ole Sejer Iversen, Narcis Pares, Tilde Bekker, Janet C Read

Conflict & HCI: Preventing, De-Escalating and Recovering
Juan Pablo Hourcade, Lisa P Nathan, Panayotis Zaphiris, Yoram I Chisik, Cuauhtémoc Rivera-Loaaza, Jason C Yip

Rethinking Mobile Interfaces for Older Adults
Neil Charness, Mark Dunlop, Cosmin Munteanu, Emma Nicol, Antti Oulasvirta, Xiangshi Ren, Sayan Sarcar, Chaklam Silpasuwanchai

LAST-MINUTE SIGS
Want to organize a last-minute meeting? Reserve a timeslot at the Conference Office (Room 211A) and publicize using the hashtag #chi2016.
At Microsoft, we aim to empower every person and every organization on the planet to achieve more. We care deeply about having a global perspective and making a difference in all corners of the planet. This involves playing a small part in the most fundamental of human activities: Creating tools that enable each of us along our journey to become something more. Today, we live in a mobile-first, cloud-first world, and we aim to enable our customers to thrive in this world.

Yahoo

Yahoo is a guide focused on informing, connecting, and entertaining our users. The UXRA team helps our product teams create products that offer indispensable user experiences which are key to customer usage, retention and product success. We partner with teams to provide timely, believable and actionable insights into how users are using our products and services. Visit our booth to meet our researchers, discuss our current opportunities, and take home some fun swag!

IBM Research

We live in a moment of remarkable change and opportunity. Data and technology are transforming industries and societies, ushering in a new era of Cognitive Computing. IBM Research is a leader in this worldwide transformation, building on a long history of innovation. At IBM, you can achieve what others think is impossible. And in doing so, you’ll play a significant role in shaping the future. Join us and discover what you can make of this moment.

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ACM

The Association for Computing Machinery (ACM) is the world’s oldest scientific computing society, and publisher of computing’s most respected research publications. The ACM Digital Library contains more than 430,000 articles in all areas of computing, a comprehensive bibliometric index for the entire field of computing research, and unique and powerful tools for personalization and collaboration.

Alibaba Group

Alibaba Group’s mission is to make it easy to do business anywhere. The company is the largest online and mobile commerce company in the world. Alibaba UED (User Experience Design) committee is an internal organization to empower design and research teams on training, recruiting, and development to fulfill business needs. Come by our booth, meet our designers and researchers.

Microsoft

At Microsoft, we aim to empower every person and every organization on the planet to achieve more. We care deeply about having a global perspective and making a difference in all corners of the planet. This involves playing a small part in the most fundamental of human activities: Creating tools that enable each of us along our journey to become something more. Today, we live in a mobile-first, cloud-first world, and we aim to enable our customers to thrive in this world.
Elsevier

Elsevier is committed to making genuine contributions to science and health communities. We are proud to be part of these communities and to participate in the advancement of these fields. By delivering world-class information and innovative tools to researchers, students, educators and practitioners worldwide, we help them become increasingly more productive in their work.

EyeTracking, Inc.

EyeTracking, Inc. is the leading provider of eye tracking services, software and expertise. For over a decade we have been at the forefront of innovation in virtually every area of visual behavior and cognitive workload research. Visit our booth to learn about our software: EyeWorks for eye tracking, Quad Server for physiological sensor integration, Workload RT for cognitive workload measurement.

Fitbit

At Fitbit, we’re transforming the way the world sees health & fitness. Our mission is to help people lead healthier, more active lives by empowering them with data, inspiration and guidance to reach their goals. Come by our booth to meet the researchers and designers helping to create tomorrow’s devices and to chat with us about the exciting opportunities available at Fitbit.

Globalme

At Globalme, we test the newest speech and motion-enabled technologies and assist tech trendsetters in perfecting their users’ experience, both at home and across borders. Our NLP team collects and analyses speech data in more than twenty countries, including the diversified and culturally-rich city of Vancouver, BC (which we feel lucky to call home). Stop by our booth to see how we facilitate the tech leaders of today and experience the fastest evolving language around the world.

Human Factors International

Human Factors International is the world’s largest company specializing in UX design, since 1981. Our unique focus is helping clients develop mature and effective UX practices. We provide a complete and seamless suite of advisory, training, certification, methods, standards, and tools. HFI also applies persuasion methods to influence your customers to use digital channels, engage, and convert.

Iowa State University – HCI

The interdepartmental graduate major in Human Computer Interaction at Iowa State University provides advanced education and training while fostering research excellence. Students benefit from interaction with faculty from departments representing every college in the University as well as researchers at the Virtual Reality Applications Center.

Morgan & Claypool Publishers

Morgan & Claypool publishes the Synthesis Digital Library, including our HCI series and Assistive Technologies series. 30 day guest access to the site is provided to any attendee that signs up!

Oxford University Press


PLUX – Wireless Biosignals

Affordable wireless toolkits designed to enable students and researchers to collect and analyse reliable, high definition, biosignal data.

Samsung Electronics

MediaSquare is Samsung’s vision for how multiple people can share and experience media content in a connected environment, where smart phones and wearables can easily connect with TV. Family and friends can navigate a music playlist and enjoy DJ-ing together; share photos, videos, or even their favourite restaurant lists through a playful and interactive game-like user interface.

SensoMotoric Instruments, Inc.

SMI is a leading provider of eye and gaze tracking systems to a global market. Our advanced analysis software provides visualizations that simplify the interpretation of eye tracking data. Let us show you how to add an eye tracker to your existing set of tools: www.smivision.com/egts.

Smart Eye AB

SMART EYE provides robust 3D Binocular Eye Tracking systems for research in applications such as multiple screens, long range or measurements on tablets or single screens. The systems provide a person’s 3D information on gaze direction, head position and angles, eyelid opening, pupil size and many more – in real time! Welcome to our booth to find out more about our solutions!

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SR Research is known for outstanding technical specs, versatility, and rigor in eye tracking. The EyeLink 1000 Plus offers the highest spatial precision and accuracy of any eye tracker, and its ease of use and flexibility allow you to collect reliable data quickly and easily. New software tools enable study of user interfaces with several types of dynamic visualization and multiple analysis paths.

The MIT Press

The MIT Press publishes extensively in computer-human interaction and related disciplines. Please visit our booth to browse our newest and classic titles and receive a 30% discount.

Tobii Pro

Tobii Pro, being a world leader in eye tracking products and services, helps business and science professionals gain valuable insights into human behavior. Our innovative and high-quality eye tracking solutions capture human behavior in a natural way, ultimately affording users access to valuable, objective data about real responses to stimuli.

UEGroup

UEGroup is a full-service UX firm specializing in outsourced research and design as well as innovative research tools.
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PAPERS and NOTES

14 SEPTEMBER 2016
Title, abstract, authors, subcommittee choice

21 SEPTEMBER 2016
All materials

7 OCTOBER 2016
Workshops
Interactivity
Doctoral Consortium

9 OCTOBER 2016
Case Studies

12 OCTOBER 2016
Courses

11 JANUARY 2017
Late-Breaking Work
alt.chi
Panels
SIG Meetings
Video Showcase

13 JANUARY 2017
Student Research Competition
Student Design Competition
Student Game Competition

CHI STORIES
A new venue designed to make visible the deeper lives of people in our field through their personal stories of inspirations, challenges, breakthroughs, setbacks, twists and turns. CHI Stories are what come after “Really? I’d love to hear more about that.”

CHI ART PROGRAM
"Out of the Box; Into the Streets and Into the Clouds" will features interactive artworks that construct future visions of our lived world into the streets and into the clouds.
EXHIBIT HALL MAP

CONCOURSE

HALL 1 / HALL 2

EXHIBITORS
100/101: Microsoft
102/103: Tobii Pro
104/105: Facebook
200: HP
201: Morgan & Claypool Publishers
202: SR Research
203: The MIT Press
204/205: Samsung Electronics
300: Globalme
301: Elsevier
302: Fitbit
303: EyeTracking Inc.
304: Human Factors International
305: Iowa State University - HCI
305a: Apple, Inc.
306: Cambridge University Press
307: Smart Eye AB
309: Alibaba Group

400: IBM Research
401/402: Springer
403: PLUX – Wireless Biosignals
404: Oxford University Press
405: Yahoo

500: SensoMotoric Instruments, Inc.
501: UEGroup
502: now publishers
503: IUEditor
504/505: Google

601/602: Infosys
603: CHI 2016 Info Booth
603: ACM

For Interactivity Exhibits, see pg. 55
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