

# Table of Contents – Part I

## Keynote Speakers

Natural User Interfaces .....	1
<i>António Câmara</i>	
The Future of Distributed Groups and Their Use of Social Media .....	2
<i>Mary Czerwinski</i>	
Opportunities for Proxemic Interactions in Ubicomp (Keynote) .....	3
<i>Saul Greenberg</i>	

## Long and Short Papers

### Accessibility I

Voice Games: Investigation Into the Use of Non-speech Voice Input for Making Computer Games More Accessible .....	11
<i>Susumu Harada, Jacob O. Wobbrock, and James A. Landay</i>	
GraVVITAS: Generic Multi-touch Presentation of Accessible Graphics .....	30
<i>Cagatay Goncu and Kim Marriott</i>	
Designing a Playful Communication Support Tool for Persons with Aphasia .....	49
<i>Abdullah Al Mahmud, Idowu I.B.I. Ayoola, and Jean-Bernard Martens</i>	
How to Make Numerical Information Accessible: Experimental Identification of Simplification Strategies .....	57
<i>Susana Bautista, Raquel Hervás, Pablo Gervás, Richard Power, and Sandra Williams</i>	

### Accessibility II

Blind People and Mobile Keypads: Accounting for Individual Differences .....	65
<i>Tiago Guerreiro, João Oliveira, João Benedito, Hugo Nicolau, Joaquim Jorge, and Daniel Gonçalves</i>	
Elderly User Evaluation of Mobile Touchscreen Interactions .....	83
<i>Masatomo Kobayashi, Atsushi Hiyama, Takahiro Miura, Chieko Asakawa, Michitaka Hirose, and Tohru Ifukube</i>	

BrailleType: Unleashing Braille over Touch Screen Mobile Phones . . . . .	100
<i>João Oliveira, Tiago Guerreiro, Hugo Nicolau, Joaquim Jorge, and Daniel Gonçalves</i>	
Potential Pricing Discrimination Due to Inaccessible Web Sites . . . . .	108
<i>Jonathan Lazar, Brian Wentz, Matthew Bogdan, Edrick Clowney, Matthew Davis, Joseph Guiffo, Danial Gunnarsson, Dustin Hanks, John Harris, Behnjay Holt, Mark Kitchin, Mark Motayne, Roslin Nzokou, Leela Sedaghat, and Kathryn Stern</i>	

## Affective HCI

Measuring Immersion and Affect in a Brain-Computer Interface Game . . . . .	115
<i>Gido Hakvoort, Hayrettin Gürkök, Danny Plass-Oude Bos, Michel Obbink, and Mannes Poel</i>	
Understanding Goal Setting Behavior in the Context of Energy Consumption Reduction . . . . .	129
<i>Michelle Scott, Mary Barreto, Filipe Quintal, and Ian Oakley</i>	
Designing a Context-Aware Architecture for Emotionally Engaging Mobile Storytelling . . . . .	144
<i>Fabio Pittarello</i>	
Towards Emotional Interaction: Using Movies to Automatically Learn Users' Emotional States . . . . .	152
<i>Eva Oliveira, Mitchel Benovoy, Nuno Ribeiro, and Teresa Chambel</i>	

## Computer-Mediated Communication

Motion and Attention in a Kinetic Videoconferencing Proxy . . . . .	162
<i>David Sirkin, Gina Venolia, John Tang, George Robertson, Taemie Kim, Kori Inkpen, Mara Sedlins, Bongshin Lee, and Mike Sinclair</i>	
Making Sense of Communication Associated with Artifacts during Early Design Activity . . . . .	181
<i>Moushumi Sharmin and Brian P. Bailey</i>	
Children's Interactions in an Asynchronous Video Mediated Communication Environment . . . . .	199
<i>Michail N. Giannakos, Konstantinos Chorianopoulos, Paul Johns, Kori Inkpen, and Honglu Du</i>	
Effects of Automated Transcription Delay on Non-native Speakers' Comprehension in Real-Time Computer-Mediated Communication . . . . .	207
<i>Lin Yao, Ying-xin Pan, and Dan-ning Jiang</i>	

## Computer-Supported Cooperative Work I

Redundancy and Collaboration in Wikibooks .....	215
<i>Ilaria Liccardi, Olivier Chapuis, Ching-Man Au Yeung, and Wendy Mackay</i>	
Towards Interoperability in Municipal Government: A Study of Information Sharing Practices .....	233
<i>Stacy F. Hobson, Rangachari Anand, Jeaha Yang, and Juhnnyoung Lee</i>	
An Integrated Communication and Collaboration Platform for Distributed Scientific Workgroups .....	248
<i>Christian Müller-Tomfelde, Jane Li, and Alex Hyatt</i>	

## Computer-Supported Cooperative Work II

IdeaTracker: An Interactive Visualization Supporting Collaboration and Consensus Building in Online Interface Design Discussions .....	259
<i>Roshanak Zilouchian Moghaddam, Brian P. Bailey, and Christina Poon</i>	
What You See Is What You (Can) Get? Designing for Process Transparency in Financial Advisory Encounters .....	277
<i>Philipp Nussbaumer and Inu Matter</i>	
A Framework for Supporting Joint Interpersonal Attention in Distributed Groups .....	295
<i>Jeremy Birnholtz, Johnathon Schultz, Matthew Lepage, and Carl Gutwin</i>	

## Evaluation I

Do Teams Achieve Usability Goals? Evaluating Goal Achievement with Usability Goals Setting Tool .....	313
<i>Anirudha Joshi and N.L. Sarda</i>	
Supporting Window Switching with Spatially Consistent Thumbnail Zones: Design and Evaluation .....	331
<i>Susanne Tak, Joey Scarr, Carl Gutwin, and Andy Cockburn</i>	
Evaluating Commonsense Knowledge with a Computer Game .....	348
<i>Juan F. Mancilla-Caceres and Eyal Amir</i>	
Remote Usability Testing Using Eyetracking .....	356
<i>Piotr Chynał and Jerzy M. Szymański</i>	

Evaluation II

A Means-End Analysis of Consumers’ Perceptions of Virtual World  
Affordances for E-commerce ..... 362  
    *Minh Quang Tran, Shailey Minocha, Dave Roberts,*  
    *Angus Laing, and Darren Langdridge*

Improving Users’ Consistency When Recalling Location Sharing  
Preferences ..... 380  
    *Jayant Venkatanathan, Denzil Ferreira, Michael Benisch,*  
    *Jiali Lin, Evangelos Karapanos, Vassilis Kostakos,*  
    *Norman Sadeh, and Eran Toch*

Navigation Time Variability: Measuring Menu Navigation Errors ..... 388  
    *Krystian Samp and Stefan Decker*

Challenges in Designing Inter-usable Systems ..... 396  
    *Ville Antila and Alfred Lui*

Directed Cultural Probes: Detecting Barriers in the Usage of Public  
Transportation ..... 404  
    *Susanne Schmehl, Stephanie Deutsch, Johann Schrammel,*  
    *Lucas Paletta, and Manfred Tscheligi*

Finding and Retrieving

Image Retrieval with Semantic Sketches ..... 412  
    *David Engel, Christian Herdtweck, Björn Browatzki, and*  
    *Cristóbal Curio*

Mixer: Mixed-Initiative Data Retrieval and Integration by Example .... 426  
    *Steven Gardiner, Anthony Tomasic, John Zimmerman,*  
    *Rafae Aziz, and Kathryn Rivard*

Speaking to See: A Feasibility Study of Voice-Assisted Visual Search ... 444  
    *Victor Kaptelinin and Herje Wåhlen*

Fun / Aesthetic Design I

Analysing the Playground: Sensitizing Concepts to Inform Systems  
That Promote Playful Interaction ..... 452  
    *Stefan Rennick Egglestone, Brendan Walker, Joe Marshall,*  
    *Steve Benford, and Derek McAuley*

Comparative Feedback in the Street: Exposing Residential Energy Consumption on House Façades .....	470
<i>Andrew Vande Moere, Martin Tomitsch, Monika Hoinkis, Elmar Trefz, Silje Johansen, and Allison Jones</i>	
Are First Impressions about Websites Only Related to Visual Appeal? .....	489
<i>Eleftherios Papachristos and Nikolaos Avouris</i>	
You Can Wear It, But Do They Want to Share It or Stare at It? .....	497
<i>Arto Puikkonen, Anu Lehtiö, and Antti Virolainen</i>	

## Fun / Aesthetic Design II

Design and Evaluation of Interaction Technology for Medical Team Meetings .....	505
<i>Alex Olwal, Oscar Frykholm, Kristina Groth, and Jonas Moll</i>	
How Technology Influences the Therapeutic Process: A Comparative Field Evaluation of Augmented Reality and In Vivo Exposure Therapy for Phobia of Small Animals .....	523
<i>Maja Wrzesien, Jean-Marie Burkhardt, Mariano Alcañiz, and Cristina Botella</i>	
You've Covered: Designing for In-Shift Handoffs in Medical Practice ....	541
<i>Yunan Chen</i>	

## Gestures

A Taxonomy of Microinteractions: Defining Microgestures Based on Ergonomic and Scenario-Dependent Requirements .....	559
<i>Katrin Wolf, Anja Naumann, Michael Rohs, and Jörg Müller</i>	
Unifying Events from Multiple Devices for Interpreting User Intentions through Natural Gestures .....	576
<i>Pablo Llinás, Manuel García-Herranz, Pablo A. Haya, and Germán Montoro</i>	
SimpleFlow: Enhancing Gestural Interaction with Gesture Prediction, Abbreviation and Autocompletion .....	591
<i>Mike Bennett, Kevin McCarthy, Sile O'Modhrain, and Barry Smyth</i>	

## HCI in the Classroom

The Perception of Sound and Its Influence in the Classroom .....	609
<i>Sofia Reis and Nuno Correia</i>	

Encouraging Initiative in the Classroom with Anonymous Feedback .... 627  
    *Tony Bergstrom, Andrew Harris, and Karrie Karahalios*

U-Note: Capture the Class and Access It Everywhere ..... 643  
    *Sylvain Malacria, Thomas Pietrzak, Aurélien Tabard, and  
    Eric Lecolinet*

**Author Index** ..... 661