## Table of Contents - Part III

## Long and Short Papers

Novel User Interfaces and Interaction Techniques I	
A Framework to Develop VR Interaction Techniques Based on OpenInterface and AFreeCA  Diego Martínez, J-Y. Lionel Lawson, José P. Molina, Arturo S. García, Pascual González, Jean Vanderdonckt, and Benoit Macq	1
Exploring Interaction Strategies in the Context of Sleep	19
FeetUp: A Playful Accessory to Practice Social Skills through Free-Play Experiences	37
Designing Snakey: A Tangible User Interface Supporting Well Path Planning	45
Novel User Interfaces and Interaction Techniques II	
OP: A Novel Programming Model for Integrated Design and Prototyping of Mixed Objects	54
A Personal Approach: The Persona Technique in a Companion's  Design Lifecycle	73
Emotive Expression through the Movement of Interactive Robotic  Vehicles	91
Paper 2.0	
Evaluation of an Integrated Paper and Digital Document Management System	100

BendFlip: Examining Input Techniques for Electronic Book Readers with Flexible Form Factors	117
Doug Wightman, Tim Ginn, and Roel Vertegaal	
Who's That Girl? Handheld Augmented Reality for Printed Photo Books	13
Niets Henze and Susanne Bott	
Recommender Systems	
Looking for "Good" Recommendations: A Comparative Evaluation of Recommender Systems	15
All the News That's Fit to Read: Finding and Recommending News Online	16
Helping Users Sort Faster with Adaptive Machine Learning Recommendations	18
Social Media and Privacy	
Sharing Ephemeral Information in Online Social Networks: Privacy Perceptions and Behaviours	20-
An Investigation into Facebook Friend Grouping	21
Privacy Concern and Trust in Using Social Network Sites:  A Comparison between French and Chinese Users	23
Privacy Concerns in Enterprise Social Travel: Attitudes and Actions  Netta Aizenbud-Reshef, Artem Barger, Yael Dubinsky, Ido Guy, and Shiri Kremer-Davidson	24
Social Networks	
Online Games and Family Ties: Influences of Social Networking Game on Family Relationship	25

The Influence of Customer Familiarity and Personal Innovativeness toward Information Technologies on the Sense of Virtual Community and Participation	265
Manuel J. Sánchez-Franco, José Antonio Carballar-Falcón, Francisco J. Martínez-López, and Juan Carlos Gázquez-Abad	200
Characterizing Interactions among Members of Deaf Communities in Orkut	280
Sound and Smell	
The Role of Music in the Design Process with Children	288
ToCoPlay: Graphical Multi-touch Interaction for Composing and Playing Music	306
Presentation Technique of Scents Using Mobile Olfactory Display for Digital Signage	323
Touch Interfaces	
"Oh Snap" – Helping Users Align Digital Objects on Touch Interfaces	338
The Link-Offset-Scale Mechanism for Improving the Usability of Touch Screen Displays on the Web	356
The Effects of Personal Displays and Transfer Techniques on Collaboration Strategies in Multi-touch Based Multi-Display Environments  Stefan Bachl, Martin Tomitsch, Karin Kappel, and Thomas Grechenig	373
Tabletops I	
Evaluating Physical/Virtual Occlusion Management Techniques for Horizontal Displays	391

Usage and Recognition of Finger Orientation for Multi-Touch Tabletop Interaction	409
Chi Tai Dang and Elisabeth André	
Tangoscope: A Tangible Audio Device for Tabletop Interaction	427
Supporting Social Protocols in Tabletop Interaction through Visual Cues	435
Tabletops II	
Effects of a Tabletop Interface on the Co-construction of Concept Maps	443
The Continuous Interaction Space: Interaction Techniques Unifying Touch and Gesture on and above a Digital Surface	461
AffinityTable - A Hybrid Surface for Supporting Affinity  Diagramming	477
Ubiquitous and Context-Aware Computing	
Design as Intercultural Dialogue: Coupling Human-Centered Design with Requirement Engineering Methods	485
Predicting Selective Availability for Instant Messaging	503
Testing the Usability of a Platform for Rapid Development of Mobile Context-Aware Applications	521
UI Modeling I	
Hammering Models: Designing Usable Modeling Tools	537

Table of Contents – Part III	XXIX
Task Descriptions Using Academic Oriented Modelling Languages: A Survey of Actual Practices across the SIGCHI Community	555
Selective Modeling to Support Task Migratability of Interactive Artifacts	571
UI Modelling II	
Structuring and Composition Mechanisms to Address Scalability Issues in Task Models	589
User Driven Evolution of User Interface Models – The FLEPR Approach	610
Adapting Desktop Web Pages for Vocal Browsing	628
Using the Journalistic Metaphor to Design User Interfaces That Explain Sensor Data	636
Usability	
Domain Experts Tailoring Interaction to Users – An Evaluation Study	644
Identifying Relationships between Physiological Measures and Evaluation Metrics for 3D Interaction Techniques	662
Comparing User Experience and Performance in SecondLife and Blackboard	680
Author Index	697