Posters will be spotlighted in the Concourse according to the groupings listed below. Poster authors are scheduled to stand by their posters during the coffee breaks each day.

Doctoral Consortium, Student Design Competition, Student Research Competition, and Workshops posters will be on display throughout the conference. Work-in-Progress posters will only be on display according to their respective groupings on Tuesday and Wednesday (see page 94-98). Thursday is reserved to spotlight the People's Choice Work-in-Progress posters: vote for your top choices during the spotlight sessions from 10:30–11:30 on Tuesday and Wednesday!

Monday (9:00–18:00)
- Doctoral Consortium: posters 1-15
- Student Design Competition: posters 16-27
- Student Research Competition: posters 28-42
- Workshops: posters 43-60

Tuesday (9:00–18:00)
- Work-In-Progress 1: posters 61-104

Wednesday (9:00–18:00)
- Work-In-Progress 2: posters 105-156

Thursday (9:00–16:30)
- People's Choice Work-In-Progress

■ DOCTORAL CONSORTIUM

01 Decision-Making Strategies in Design Meetings
Erin Friess, *Carnegie Mellon University,* USA

02 Authorable Virtual Peers for Children with Autism
Andrea Tartaro, *Northwestern University,* USA

03 Incentive Design for Home Computer Security
Rick Wash, *University of Michigan,* USA

04 Observation-Based Design Methods for Gestural User Interfaces
David Akers, *Stanford University,* USA

05 Bridging the Social-Technical Gap in Location-Aware Computing
Fabien Girardin, *Pompeu Fabra University,* Spain

06 Design and Evaluation of Reduced-Functionality Interfaces
Leah Findlater, *University of British Columbia,* Canada

07 GazeTop: Interaction Techniques for Gaze-Aware Tabletops
David Holman, *RWTH Aachen University,* Germany

08 Connectedness: Support to Communities in Diaspora via ICT
Luis A. Castro, *The University of Manchester,* UK

09 ears))) − A Methodological Framework for Auditory Display Design
Christopher Frauenberger, *Queen Mary College, University of London,* UK

10 Scaffolding Cooperative Multi-Device Activities in an Informal Learning Environment
Leilah Lyons, *University of Michigan,* USA

11 Playing with Fire: Participatory Design of Wearable Computing for Fire Fighters
Markus Klann, *Fraunhofer Institute for Applied Information Technology,* Germany

12 Interaction with User-Adaptive Information Filters. Trust, Transparency, and Acceptance.
Henriette Cramer, *University of Amsterdam,* the Netherlands

13 Evaluating Experience-Focused HCI
Joseph 'Jofish' Kaye, *Cornell University,* USA

14 Supporting Proactive Planning of Multiple Activities
Leonardo Galicia, *CICESE Research Center,* Mexico

15 Sensemaking Handoff: Theory and Recommendations
Nikhil Sharma, *University of Michigan,* USA

■ STUDENT DESIGN COMPETITION

16 THE VVIP SYSTEM − Created to Encourage and Promote the Use of Public Transport in Edinburgh
Darren Thomson, Marius Gylseth, Robert McGarry, Carmen Garcia, *Heriot-Watt University,* UK

17 altVerto: Using Intervention and Community to Promote Alternative Transportation
Martha Gukeisen, David Hutchful, Pieter Kleymeer, Sean Munson, *University of Michigan,* USA

18 Senior Travel Buddies: Sustainable Ride-Sharing & Socialization
William Odom, Meng Li, Scott Jensen, *Indiana University,* USA

19 Facebook Ride Connect
John Booher, Balakrishna Chennupati, Nina Onesti, David Royer, *Indiana University,* USA

20 txt bus: Wait Time Information On Demand
Robert Thompson, Amy Grude, Matthew Scholl, Carl Collins, *University of Michigan,* USA

21 Carpool.UMD − Community Carpooling
John Dobrosielski, Tiffany Gray, Anna Nhan, Martin Stolen, *University of Maryland, College Park,* USA

22 EventStream: Integrated Transit Information System

Aaron Houssian, Pin Sym Foong, Vincent Diaz, Adam Huse, Pornsuree Jamsri, *Indiana University,* USA

23 CarLoop: Leveraging Common Ground to Develop Long-Term Carpools

Joshua Morse, Joshua Palay, Yarun Luon, Satyendra Nainwal, *University of Michigan,* USA

24 EMI: A System to Improve and Promote the Use of Public Transportation

Tonatzin Y. Baños Castellanos, Emmanuel Aquino Pérez, Fernando David Sernas Mora, Yazmín R. López Hernández, Roberto Mendoza Manuel, *Universidad Tecnológica de la Mixteca,* Mexico

25 Ri-Ri: Assisting Bus Conductors in Madras (Chennai)

Arvind Ashok, Christian Beck, Nick Quagliara, *Indiana University,* USA

26 Celerometer and Idling Reminder: Persuasive Technology for School Bus Eco-Driving

Tyler Pace, Shruti Ramalingam, David Roedl, *Indiana University,* USA

27 Journey Planning Based on User Needs

Paul André, Max Wilson, Alisdair Owens, Daniel Smith, *University of Southampton,* UK

■ STUDENT RESEARCH COMPETITION

28 Speed Sonic Across the Span: Building a Platform Audio Game

Michael Oren, *Iowa State University & DePauw University,* USA
Chris Harding, *Iowa State University, University of Houston, & Free University, Berlin,* USA & Germany
Terri Bonebright, *DePauw University & University of Nebraska,* USA

29 The Role of Paralinguistic Voice-Control of Interactive Media in Augmenting Awareness of Voice Characteristics in the Hearing-Impaired

Sama'a Al Hashimi, *Middlesex University,* UK

30 Social Impacts of a Video Blogging System for Clinical Instruction

Amaya Becvar, *University of California, San Diego,* USA

31 An Interface to Aid Rural Health Workers in the Preliminary Diagnosis of Cataract at the Slit Lamp Using LOCS III

Satyendra Nainwal, *University of Michigan,* USA
Pradeep Yammiyavar, *Indian Institute of Technology, Guwahati,* India

32 Visualizing an Enterprise Wiki

Xianghua Ding, *Univercity of California, Irvine,* USA
Catalina Danis, Thomas Erickson, *IBM,* USA

33 Distributed Tabletops: Territoriality and Orientation in Distributed Collaboration

Philip Tuddenham, Peter Robinson, *University of Cambridge,* UK

34 "Let Me Show You What I Want": Engaging Individuals with Cognitive Disabilities and their Families in Design

Melissa Dawe, Gerhard Fischer, *University of Colorado,* USA

35 SciNews Online: Scaffolding the Construction of Scientific Explanations

Sebastian de la Chica, Tamara Sumner, *University of Colorado,* USA

36 Children Distinguish Conventional from Moral Violations in Interactions with a Personified Agent

Nathan Freier, *University of Washington,* USA

37 Towards a New Method of Evaluation for Reality-Based Interaction Styles

Georgios Christou, *Cyprus College,* Cyprus
Frank E. Ritter, *The Pennsylvania State University,* USA
Robert J. K. Jacob, *Tufts University,* USA

38 Providing Affective Information to Family and Friends Based on Social Networks

Wendy Moncur, Ehud Reiter, *University of Aberdeen,* UK

39 Defining High-Throughput Email Users

Joshua Gross, Mary Beth Rosson, *The Pennsylvania State University,* USA

40 The Impact of Digital Iconic Realism on Anonymous Interactants' Mobile Phone Communication

Sin-Hwa Kang, James Watt, Sasi Kanth Ala, *Rensselaer Polytechnic Institute,* USA

41 Towards a Quantitative Analysis of Audio Scrolling Techniques

Eric Lee, Henning Kiel, Jan Borchers, *RWTH Aachen University,* Germany

42 Exploring Tabletop File System Interaction

Trent Apted, Anthony Collins, Judy Kay, *University of Sydney,* Australia

■ WORKSHOPS

43 Culture and Collaborative Technology
Susan Fussell, *Carnegie Mellon University,* USA
Qiping Zhang, *Long Island University,* USA

44 Exploring Design as a Research Activity
Matthew R. Peters, Helena M. Mentis, Steven R. Haynes, *The Pennsylvania State University,* USA
Abigail Durrant, *University of Surrey,* UK
David J. Saab, *The Pennsylvania State University,* USA

45 Tangible User Interfaces in Context and Theory
Alan Blackwell, *University of Cambridge,* UK
George Fitzmaurice, *University of Toronto,* Canada
Lars Erik Holmquist, *Viktoria Institute,* Sweden
Hiroshi Ishii, *MIT,* USA
Brygg Ullmer, *Louisiana State University,* USA

46 Security User Studies: Methodologies and Best Practices
Serge Egelman, *Carnegie Mellon University,* USA
Jen King, *University of California, Berkeley,* USA
Robert C. Miller, *MIT,* USA
Nick Ragouzis, *Enosis Group LLC,* USA
Erika Shehan, *Georgia Institute of Technology,* USA

47 User Centered Design and International Development
Andy Dearden, *Sheffield Hallam University,* UK
Susan M. Dray, *Dray & Associates, Inc.,* USA
Ann Light, *Queen Mary College, University of London,* UK
John C. Thomas, *IBM,* USA
Michael Best, Celeste Buckhalter, Dan Greenblatt, Gaurishankar Krishnan, Nithya Sambasivan, *Georgia Institute of Technology,* USA

48 HCI and New Media Arts: Methodology and Evaluation
Piotr D. Adamczyk, Michael B. Twidale, Kevin Hamilton, Brian P. Bailey, *University of Illinois, Urbana-Champaign,* USA

49 Imaging The City: Exploring the Practices and Technologies of Representing the Urban Environment in HCI
Carl DiSalvo, *Carnegie Mellon University,* USA
Janet Vertesi, *Cornell University,* USA

50 Supporting Design Studio Culture in HCI
Eli Blevis, *Indiana University,* USA
Tracee Vetting Wolf, *IBM,* USA
Youn-kyung Lim, *Indiana University,* USA
Keichi Sato, *Illinois Institute of Technology,* USA
Erik Stolterman, *Indiana University,* USA

51 Striking a c[h]ord: Vocal Interaction in Assistive Technologies, Games, and More
Adam J. Sporka, *Czech Technical University in Prague,* Czech Republic
Susumu Harada, *University of Washington,* USA
Sri H. Kurniawan, *University of Manchester,* UK

52 Mobile Spatial Interaction
Peter Froëhlich, Rainer Simon, Lynne Baillie, *Telecommunications Research Center Vienna,* Austria
Joi Roberts, *Motorola,* USA
Roderick Murray-Smith, *University of Glasgow,* UK
Matt Jones, *Swansea University,* UK
Rahul Nair, *Yahoo!,* USA

53 Supple Interfaces: Designing and Evaluating for Richer Human Connections and Experiences
Katherine Isbister, *Rensselaer Polytechnic Institute,* USA
Kristina Höök, *Swedish Institue of Computer Science,* Sweden

54 Increasing the Impact of Usability Work in Software Development
Tobias Uldall-Espersen, *University of Copenhagen,* Denmark
Ann Blandford, *University of College London,* UK
Timo Jokela, *University of Oulu,* Finland
Erik Frøkjær, *University of Copenhagen,* Denmark

55 Supporting Non-Professional Users in the New Media Landscape
David Geerts, *CUO—K.U.Leuven, the Netherlands*
Petter Bae Brandtzæg, *SINTEF ICT,* Norway
Marianna Obrist, Manfred Tscheligi, *University of Salzburg,* Germany

56 Exertion Interfaces
Florian 'Floyd' Mueller, *The University of Melbourne,* Australia
Stefan Agamanolis, *Distance Lab,* UK

57 Exploratory Search and HCI
Ryen W. White, *Microsoft,* USA
Marti A. Hearst, *University of California, Berkeley,* USA
Steven M. Drucker, *Microsoft,* USA
m c schraefel, *University of Southampton,* UK
Gary Marchionini, *University of North Carolina,* USA

58 Shared Encounters
Katharine S. Willis, Konstantinos Chorianopoulos, *Bauhaus University of Weimar,* Germany
Mirjam Struppek, *Interactionfield,* Germany
George Roussos, *Birkbeck College, University of London,* UK

59 Beyond Current User Research: Designing Methods for New Users, Technologies, and Design Processes
Judith Ramey, Elisabeth Cuddihy, *University of Washington,* USA
Stephanie Rosenbaum, *Tec-Ed, Inc.,* USA
Emma Rose, *Anthro-tech, Inc.,* USA
Zhiwei Guan, *University of Washington,* USA

60 Converging on a Science of Design through the Synthesis of Design Methodologies
Gerhard Fischer, Elisa Giaccardi, *University of Colorado,* USA
Yunwen Ye, *SRA Key Technology Lab,* Japan
Kumiyo Nakakoji, *University of Tokyo,* Japan
Chris DiGiano, *SRI International,* USA

■ INPUT & INTERACTION

81 Look There or "Are Six Keys Enough?"
Regina Bernhaupt, David Wilfinger, Thomas Mirlacher, Manfred Tscheligi, *Salzburg University,* Germany

82 Game Controller Text Entry with Alphabetic and Multi-Tap Selection Keyboards
Thomas Költringer, Michaela Ngo Van, Thomas Grechenig, *Vienna University of Technology,* Austria

83 Comparing Two Methods for Gesture Based Short Text Input Using Chording
Hendrik Witt, Torben Janssen, *University of Bremen,* Germany

84 Gaze-Enhanced Scrolling Techniques
Manu Kumar, Terry Winograd, Andreas Paepcke, *Stanford University,* USA

85 Improving Disambiguation Accuracy for Dictionary-Based Disambiguation Text Entry Methods by Co-Occurrence Based Semantic Information
Jun Gong, Peter Tarasewich, Carole Hafner, *Northeastern University,* USA
Scott Mackenzie, *York University,* Canada

■ COMPUTER SUPPORTED COOPERATIVE WORK 1

86 A Study of Co-Worker Awareness in Remote Collaboration over a Shared Application
Julien Epps, *National ICT Australia LTD,* Australia
Benjamin Close, *University of South Australia,* Australia

87 An Initial Investigation into Non-Visual Computer Supported Collaboration
David McGookin, Stephen Brewster, *University of Glasgow,* UK

88 Mapmail: Restructuring an Email Client for Use in Distributed Teams
Les Nelson, *PARC,* USA
Elizabeth F. Churchill, *Yahoo!,* USA

89 Encouraging Contribution to Shared Sketches in Brainstorming Meetings
Marcello Bastéa-Forte, Corina Yen, *Stanford University,* USA

90 Pointer Delegation for Group Collaboration Using Telepointers
Noritaka Osawa, *National Institute of Multimedia Education,* Japan

■ HOME

91 On Nurturing Strong-Tie Distant Relationships: From Theory to Prototype
Cristina Hoffmann, Sylvie Jumptertz, Bernard Marquet, *France Telecom,* France

92 Analysis of Human Interruptibility in the Home Environment
Yoshinao Takemae, Shuichi Chaki, Takehiko Ohno, Ikuo Yoda, *NTT Corporation,* Japan
Shinji Ozawa, *Keio University,* Japan

93 SyncDecor: Appliances for Sharing Mutual Awareness between Lovers Separated by Distance
Hitomi Tsujita, *Ochanomizu University,* Japan
Koji Tsukada, *National Institute of Advanced Industrial Science and Technology,* Japan
Itiro Siio, *Ochanomizu University,* Japan

94 The Use of Aesthetics in HCI Systems
Jina Huh, Mark Ackerman, Robert Douglas, *University of Michigan,* USA

95 From Virtually Living Together to Actual Living Together
Marianne Graves Petersen, *University of Aarhus,* Germany

■ COMPUTER SUPPORTED COOPERATIVE WORK 2

96 Studying Activity Patterns in CSCW
Gregorio Convertino, *The Pennsylvania State University,* USA
Thomas P. Moran, Barton A. Smith, *IBM,* USA

97 Using Isovist Views to Study Placement of Large Displays in Natural Settings
Peter Scupelli, Sara Kiesler, Susan R. Fussell, *Carnegie Mellon University,* USA

98 CAWS: A Wiki System to Improve Workspace Awareness to Advance Effectiveness of Co-Authoring Activities
Ilaria Liccardi, Hugh Davis, Su White, *University of Southampton,* UK

99 Malibu Personal Productivity Assistant
Werner Geyer, Beth Brownholtz, Michael J. Muller, Casey Dugan, Eric Wilcox, David R. Millen, *IBM,* USA

100 Extending a Theory of Remote Scientific Collaboration to Corporate Contexts
Sajeev Cherian, Judith S. Olson, *University of Michigan,* USA

■ CHILDREN

101 Designing Tangibles for Children: What Designers Need to Know
Alissa Antle, *Simon Fraser University,* Canada

102 Designing Mobile Phone Interface with Children
Xiaowei Cao, Sri H. Kurniawan, *University of Manchester,* UK

103 Making Dead History Come Alive through Mobile Game-Play
Rosa Lanzilotti, Maria Francesca Costabile, Carmelo Ardito, Thomas Pederson, *University of Bari,* Italy

104 Vuelta: Creating Animated Characters and Props Using Real-World Objects
Juan Pablo Hourcade, Keith Perry, *University of Iowa,* USA

105 Continuing Motivation for Game Design
Sarah Walter, Karin Forssell, Brigid Barron, Caitlin Martin, *Stanford University,* USA

WORK-IN-PROGRESS (WIPS) Wednesday

■ PROTOTYPING

106 Integrating User Performance Time Models in the Design of Tangible UIs
Paul Holleis, *Research Group Embedded Interaction & University of Munich,* Germany
Dagmar Kern, Albrecht Schmidt, *Fraunhofer Gesellschaft – IAIS,* Germany

107 WOZ Pro: A Pen-Based Low Fidelity Prototyping Environment to Support Wizard of Oz Studies
Christopher Hundhausen, Anzor Balkar, Mohamed Nuur, *Washington State University,* USA

108 iProCam: A Lens-Sharing Projector-Camera System for Augmented Reality Applications
Seyoung Pyo, Jaewon Shim, Geehyuk Lee, *Information and Communications University,* Republic of Korea

109 Prime III: A User Centered Voting System
Ernest Cross II, Yolanda McMillian, Priyanka Gupta, Philicity Williams, Kathryn Nobles, Juan Gilbert, *Auburn University,* USA

110 Range: Exploring Proxemics in Collaborative Whiteboard Interaction
Wendy Ju, Brian Lee, Scott R. Klemmer, *Stanford University,* USA

■ UI DESIGN

111 A Gestural Input through Finger Writing on a Textured Pad
Ji-Eun Kim, John Sunwoo, Yong-Ki Son, Dong-Woo Lee, Il-Yeon Cho, *Electronics and Telecommunications Research Institute,* Republic of Korea

112 Design and Comparison of Acceleration Methods for Touchpad
Sumi Yun, Geehyuk Lee, *Information and Communications University,* Republic of Korea

113 K-Menu: A Keyword-Based Dynamic Menu Interface for Small Computers
Seung Eun Lee, Geehyuk Lee, *Information and Communications University,* Republic of Korea

114 Rating, Voting, & Ranking: Designing for Collaboration & Consensus
Don Turnbull, *University of Texas, Austin,* USA

115 Human Guided Evolution of XUL User Interfaces
Juan Quiroz, Sergiu Dascalu, Sushil Louis, *University of Nevada, Reno,* USA

■ INPUT AND INTERACTION TECHNOLOGIES

116 2D Meets 3D: A Human-Centered Interface for Visual Data Exploration

Sebastian Baumgärtner, Achim Ebert, Matthias Deller, Stefan Agne, *DFKI GmbH,* Germany

117 Design and Evaluation of 3D Models for Electronic Dental Records

Michael Marotta, *Revolution Health & Carnegie Mellon University,* USA

Purin Phanichphant, *Microsoft & Carnegie Mellon University,* USA

Patrick Malatack, *Carnegie Mellon University,* USA

Tej Shah, *Carnegie Mellon University & Lockheed Martin,* USA

Greg Price, *Endeca & Carnegie Mellon University,* USA

Thankam Thyvalikakath, Titus Schleyer, *University of Pittsburgh,* USA

Jason I. Hong, *Carnegie Mellon University,* USA

118 Management of Personal Information Scraps

Michael Bernstein, Max Van Kleek, *MIT,* USA

m c schraefel, *University of Southampton,* UK

David Karger, *MIT,* USA

119 A Grid-Based Extension to an Assistive Multimodal Interface

Philip Strain, Graham McAllister, Emma Murphy, Ravi Kuber, Wai Yu, *Queens University, Belfast,* UK

120 A Research Agenda for Mobile Usability

Constantinos Coursaris, *Michigan State University,* USA

Dan Kim, *University of Houston, Clear Lake,* USA

■ DESIGN AND EVALUATION METHODS

121 An Extensible Platform for the Interactive Exploration of Fitts' Law and Related Movement Time Models

Martin Schedlbauer, *University of Massachusetts, Lowell,* USA

122 HCI4D: HCI Challenges in the Global South

Marshini Chetty, Rebecca E. Grinter, *Georgia Institute of Technology,* USA

123 aIRPLane: An Information Retrieval Pattern Language

Christine Wania, Michael Atwood, *Drexel University,* USA

124 Mapping Semantic Relevancy of Information Displays

Vladislav Veksler, Wayne Gray, *Rensselaer Polytechnic Institute,* USA

125 Using Activity Theory to Develop a Design Framework for Rural Development

Arvind Ashok, Christian Beck, *Indiana University, Bloomington,* USA

■ AUGMENTED REALITY AND TANGIBLE UIS

126 I/O Plant: A Tool Kit for Designing Augmented Human-Plant Interactions

Satoshi Kuribayashi, Yusuke Sakamoto, Hiroya Tanaka, *Keio University,* Japan

127 Reality-Based Interaction: Unifying the New Generation of Interaction Styles

Robert J. K. Jacob, Audrey Girouard, Leanne Hirshfield, Michael Horn, Orit Shaer, Erin Solovey, *Tufts University,* USA

Jamie Zigelbaum, *MIT,* USA

128 The Digital Music Box: Using Cultural and Critical Theory to Inform Design

Mark Blythe, *University of York,* UK

129 Jogging over a Distance – Supporting a "Jogging Together" Experience Although Being Apart

Florian 'Floyd' Mueller, *Exertion Interfaces,* Australia

Shannon O'Brien, Alex Thorogood, *Connecting People Group,* Australia

130 Tangible Avatar and Tangible Earth: A Novel Interface for Astronomy Education

Jun Yamashita, Hideaki Kuzuoka, *University of Tsukuba,* Japan

Michitaka Hirose, *The University of Tokyo,* Japan

131 Finding Communication Hot Spots of Location Based Postings

Saija-Maaria Lemmelä, Hannu J. Korhonen, *Nokia,* Finland

132 The Sound of Touch

David Merrill, Hayes Raffle, *MIT,* USA

■ ROBOTIC AGENTS

133 How do Robotic Agents' Appearances Affect Peoples' Interpretations of the Agents' Attitudes?

Takanori Komatsu, *Future University-Hakodate,* Japan

Seiji Yamada, *National Institute of Informatics,* Japan

134 Practical Approaches to Comforting Users with Relational Agents

Timothy Bickmore, Daniel Schulman, *Northeastern University,* USA

Addison-Wesley
Booth: 33

Addison-Wesley is the premier publisher of User Interface books. Recent publications include: *The Resonant Interface* by Steven Heim, *Web Usability: A User-Centered Design Approach* by Lazar, *DTUI* by Shneiderman/Plaisant and *Designing Interactive Systems* by Benyon/Turner/Turner.

Adobe
Booth: F
(CHI Contributor, Recruiting)

Adobe Systems Incorporated offers business, creative, and mobile software solutions that revolutionize how the world engages with ideas and information. If you are interested in joining a team of visual and interaction designers, user researchers, and UE Consultants come visit us at our booth.

Alucid Solution, Inc. / Usability Systems
Booth: 11
(Recruiting)

Alucid Solution, Inc., formerly Usability Systems, Inc. (USI), provides a unique blend of research, consultation and leading-edge testing tools and environments through its cross-functional usability software, systems and services. Alucid is celebrating its 20th year.

Aptima, Inc.
Booth: 35

Aptima, Inc. is a leader in the field of human-centered engineering, solving the problems of human performance in today's complex, sociotechnical systems. The company provides products and services focused on the design of organizations, user-centered technology, and training systems.

Autodesk, Inc.
Booth: 8
(CHI Contributor, Recruiting)

Realize your ideas. Autodesk is the world leader in 2D and 3D design software with the broadest portfolio of manufacturing, geospatial, building & construction, and media & entertainment solutions. Stop by to meet our designers, learn about solutions, and hear about our current openings.

Bentley College
Booth: S

The Master of Science in Human Factors in Information Design (MSHFID) at Bentley College prepares graduates for senior-level positions at leading companies by combining product design, usability engineering and human factors with a goal of enhancing the user experience.

Captology Forum (Stanford University Persuasive Technology Lab)
Booth: 16

Captology Forum is a monthly 30-minute voice chat online about how computers (including mobile phone apps) can motivate & persuade people. Dr. BJ Fogg of Stanford leads each Forum using YackPack Live Voice. The short events are free, fun & insightful. Join us.

Cooper
Booth: G
(CHI Champion, Recruiting)

Cooper helps industry-leading clients define, design and deliver inspiring products and services. We have positions in interaction design, visual design, and design communication. Design better products. Work in a better place. www.cooper.com

eBay, Inc.
Booth: 3
(CHI Contributor, Recruiting)

eBay's User Experience & Design group generates user insights, designs global products, and creates a long-term user experience vision to address current and future user needs and opportunities. UED plays an important role in fulfilling eBay's corporate charter of pioneering new communities around the world built on commerce, sustained by trust, and inspired by opportunity.

Ethnio
Booth: 22

Bolt | Peters User Experience presents Ethnio. The first remote usability testing web application that allows you to observe from anywhere, record video and audio, and recruit users live from the web. Moderated remote usability. Simplified.

Eurotech Group
Booth: J

Zypad is a new family of wearable computers designed by Eurotech Group. It provides instant access to computing capabilities, while allowing users to carry out non-computer tasks across a variety of professional work applications, enabling hands-free operation, robust wireless capabilities and standard architecture.

eye square GmbH
Booth: 5

eye square is a leading offerer of usability research in Europe; our software eye square Visualizer is the most advanced tool for eye tracking analysis and visualization. Our clients include: eBay, Yahoo, Deutsche Bank, Ford, P&G, LG Electronics.

FILTER/TALENT
Booth: 6
(Recruiting)

FILTER/TALENT: a recruitment agency connecting UI and visual designers with hiring managers and HR departments, solving resource needs for web, software, and consumer product development. On-site/off-site or direct hire.

Google
Booth: R, 21
(CHI Champion, Recruiting)

Google's ease of use is the result of a continued focus on putting the user first. We have many exciting opportunities in UI, so if you're interested in the challenge of making information easily and freely accessible to a global audience please stop by our booth (R, 21). http://www.google.com/jobs/chi

Human Factors and Ergonomics Society

Booth: 34a

HFES is the largest scientific society for human factors /ergonomics researchers and practitioners, with over 4700 members worldwide, promoting the discovery and exchange of knowledge concerning the characteristics of human beings that are applicable to the design of systems and devices of all kinds.

Human Factors International

Booth: 9
(Recruiting)

HFI's pioneering leadership for improving customer experience includes recent advancements in contextual innovation, analysis of decision-making as it impacts conversion, customized UCD methodology, usability best practices, and Web 2.0 deployments.

Intel

Booth: C
(CHI Hero, Recruiting)

At Intel, we constantly push the boundaries of innovation in order to make people's lives more exciting, more fulfilling, and easier to manage. Our unwavering commitment to moving technology forward has transformed the world by leaps and bounds. Come see Intel's "Kitchen Window" demo – a vision for the central hub of family communications. Intel. Leap ahead.

Intranel.com

Booth: K

Get the insight you need, online and in real time with VisionsLive. com and VideoScribe G2 from Intranel - www.Intranel.com. Watch participants use any website from anywhere on the World Wide Web. See their reactions and hear their first thoughts.

Intuit

Booth: O, P
(CHI Champion, Recruiting)

Intuit's user experience team pushes the boundaries of traditional user centered design. We solve problems that make a difference in the lives of millions. And when one of our courageous ideas stick and customers break out in smiles using a product we invented, we know we're doing our jobs.

John Wiley & Sons

Booth: 23

John Wiley and Sons are proud to announce the publication of the 2nd edition of Interaction Design – the bestseller by Sharp, Rogers and Preece.This title joins our growing stable of new books on HCI subjects. Come take a look at them at our stand!

LC Technologies Eyegaze Systems

Booth: 18

A range of eye tracking technologies: The EyeFollower that provides automatic eye acquisition, binocular tracking, and 0.45-degree gazepoint tracking accuracy throughout 20x12x15 inch volume. Also, an inexpensive plug-and-play system and state-of-the art NYAN analysis software.

Microsoft

Booth: A, B
(CHI Champion, Recruiting)

At Microsoft we enable people and business throughout the world to realize their full potential through our products and services. Find out more about our software, the people who create it, and career opportunities in UX, research, and design.

Mobience

Booth: 13

If you use QWERTY, you will find you're already familiar with MobileQWERTY when you try it. If you don't use QWERTY, MobileQWERTY can surely help you learn or overcome it. MobileQWERTY writes a new history of QWERTY for ubiquitous mobile devices.

Morgan Kaufmann (an imprint of Elsevier)

Booth: 15

Morgan Kaufmann, an imprint of Elsevier, works with leading computer scientists to publish books for researchers, professionals and students in human-computer interaction, computer architecture, databases/networking, graphics/ gaming, and software engineering.

Noldus Information Technology, Inc.

Booth: E

Noldus offers computer software and integrated systems for HCI research and usability testing. The Observer XT is available for live observations, video analysis, eye-tracking, or mobile coding. Please visit Noldus for more detailed information.

Oracle USA

Booth: 1
(Recruiting)

Oracle is the world leader in enterprise-class user experiences. Come and see how our team of interaction design, usability engineering, ethnography, and cognitive engineering research professionals help make our customers more productive, everyday.

Oxford University Press

Booth: 4

Save 20% – Series in Human Technology Interaction: Pirolli: Information Foraging Theory, Parasuraman: Neuroergonomics, Kirlik: Adaptive Perspectives on Human-Technology Interaction; Kramer: Attention; and Kraut: Computers, Phones, and the Internet.

RedWhale Software

Booth: 19

RedWhale is a leading provider of software tools, innovative technologies, and professional services for the design, development and run-time management of user interfaces.

salesforce.com

Booth: L
(Recruiting)

The success of salesforce.com is a testament to the commitment to our solution's ease of use, global adoption, and a loyal community of over 500,000 users. Contribute your talents to the User Experience team and help elevate our products and services to a whole new level.

Samsung Electronics Co., LTD.

Booth: 7

The Future Experience Part of Samsung Electronics presents its recent research results related to user experience and new interaction developments.

SAP

Booth: Q
(CHI Champion, Recruiting)

As the world's third-largest independent software provider, SAP delivers business solutions to more than 36,200 customers worldwide. Today, SAP employs more than 38,400 people in more than 50 countries. Connect with SAP usability professionals at our booth.

Savannah College of Art and Design

Booth: 10
(Recruiting)

The Savannah College of Art and Design exists to prepare talented students for careers in the visual and performing arts, design, the building arts, and the history of art and architecture. The college emphasizes learning through individual attention in a positively oriented environment.

Seeing Machines

Booth: 32

Seeing Machines is an award winning Technology Company focused on designing vision-based human machine interfaces. Our forerunner product called faceLAB™ provides head and face tracking, eye, eyelid and gaze tracking. For more information about faceLAB™ visit www.seeingmachines.com

SirValUse Consulting

Booth: 20

Customary methods for performance measurement and online survey don't provide insights about usage motivation, satisfaction and frequency. The new Remote-Testing-Tool LEOtrace® covers the whole user behaviour, including a freely definable number of competitor's websites.

Springer

Booth: 17

Take your research and skills to the next level with Springer. Stop by our booth to discover an authoritative range of books and journals in CHI. Save 20% on all titles.

Sun Microsystems

Booth: 12a
(CHI Champion, Recruiting)

At Sun "The Network is the Computer." We understand that technology is only part of a community. We connect people enabling them to interact, share, and solve problems. Meet the designers who create the products and online communities that make this happen.

Taylor & Francis Group

Booth: 34

With over 200 years publishing experience, international offices and over 1100 titles in print, Taylor & Francis is a world leading publisher of academic journals. All Taylor & Francis journals have their own web pages with full information – visit www.informaworld.com for a closer look.

TechSmith Corporation

Booth: 14
(Recruiting)

TechSmith Corporation, creator of Morae, UserVue, Camtasia Studio, and SnagIt, lets users capture, record and enhance digital content from their PCs so they can share information and allow others to observe, analyze and learn from their experiences.

The MIT Press, Cambridge, MA

Booth: 2

The MIT Press publishes extensively in computer-human interaction and related titles in technology, new media and gaming. Please visit our booth to browse our newest titles and receive a 20% discount on books and journals purchased.

Tobii Technology

Booth: I, 12
(Recruiting)

Tobii Technology manufactures eye tracking technology. Our hardware and software make usability studies much easier and give a powerful new stream of data. Use your eyes.

University of Washington Press/DUB

Booth: 12b

DUB is a University of Washington alliance exploring Human Computer Interaction and Design--Computer Science and Engineering, Technical Communication, Biomedical and Health Informatics, the School of Art and the Information School. UW Press will publish Personal Information Management in the fall of 2007.

UserZoom

Booth: D

UserZoom is an automated (non-moderated) remote usability testing tool. It can test large volumes of users in their natural context and quantify usability and UX of digital interfaces, both in the local and international marketplace.

UXalliance

Booth: 30
(Recruiting)

The User Experience Alliance (UXa) is a working network of the leading usability companies in Europe, the US and Asia. Together we offer international user experience research services providing clients with one point of contact and a global reach.

VMware, Inc.

Booth: H
(Recruiting)

VMware is the global leader in virtual infrastructure software for industry-standard systems. The world's largest companies use VMware solutions to simplify their IT, fully leverage their existing computing investments and respond faster to changing business demands.

Yahoo!

Booth: M, N
(CHI Champion, Recruiting)

How Big Can You Think? If you're up for creating products that bring half a billion people worldwide together, we're looking for you. Yahoo!'s User Experience and Design team is hiring big. Come discover how you can help change the face of one of the world's most trafficked Internet destinations.

YELLOWPAGES.COM

Booth: 31
(Recruiting)

Consumers have trusted Yellow Pages to deliver information for more than 125 years. Now, YELLOWPAGES.COM, a wholly owned subsidiary of AT&T, provides comprehensive Web advertising solutions for local businesses – Web sites, business listing advertising, search engine solutions and more.