

2007 Conference at a Glance

SUN	Course 1 Intro to HCI – 18:00–21:30 San Jose Ballroom IV		Course 2 Intro to CSCW – 18:00–21:30 San Jose Ballroom III		Course 3 HCI History – 18:00–19:30 Room A3		Course 4 Drawing Ideas – 18:00–21:30 Room A4 & A5		
	CIVIC AUDITORIUM	A1	A2	A3	A4 & A5	A8	B1–B4	C2	
MONDAY	8:30–10:30	Opening Plenary: Bill Moggridge – Reaching for the Intuitive CHI MADNESS							
	11:30–13:00	Interactive Session Usability from the CIO's Perspective	SIG Beyond Usability: Social, Situational, Cultural, & Contextual Factors	Papers Faces & Bodies in Interaction	Papers Attention & Interruption	Papers Capturing Life Experiences	Experience Reports On the Move	Papers: Large Displays	Interactivity Shake, Rattle, and Roll: New Forms of Input and Output
	14:30–16:00	Interactive Session Who Killed Design?	Papers UbiComp Tools	Papers Mobile Interaction	Papers Politics & Activism	Papers Navigation & Interaction	Papers Medical	SIG Challenges in International Usability	Papers Task & Attention
	16:30–18:00	Interactive Session Taking CHI for a Drive	Papers Expert/Novice	Papers Mobile Applications	Papers Navigation	Papers Photo Sharing	Experience Reports Qualitative Research Methods	Papers Empirical Studies of Web Interaction	ALT.CHI Evaluating Evaluation
TUESDAY	9:00–10:30	Social Impact Award: Gary Marsden – Doing HCI Differently – Stories from the Developing World CHI MADNESS							
	11:30–13:00	Interactive Session "Get Real!" What's Wrong with HCI Prototyping & How Can We Fix It?	SIG Sustainability & Interaction	Papers Gaze & Eye Tracking	Papers Online Representation of Self	Papers Innovative Interactions	Experience Reports Usability	Papers Programming by Professionals	Interactivity Play & Exercise
	14:30–16:00	Interactive Session Moving UX Into a Position of Corporate Influence	Experience Reports Education & Culture	Papers Tangibility	Papers Design Theory	Papers Web Usability	Papers Empirical Models	Papers Mobile Interaction Techniques I	ALT.CHI Re-Thinking Humans, Computers, Interaction, and Design
	16:30–18:00	Interactive Session Along the Path of Pervasive Computing	Papers Tasks	Papers Emergency Action	Papers Design Methods	Papers Mobile Interaction Techniques II	Papers Home Spirituality	Papers Games	SIG Capturing Longitudinal Usability
WEDNESDAY	9:00–10:30	Lifetime Achievement Award: Jim Foley – Past, Present, and Future of HCC Education: What We Teach, How We Teach CHI MADNESS							
	11:30–13:00	Interactive Session Web 2.0 & the Enterprise	Papers Video	Papers Security	Papers Emotion & Empathy	Papers Collaboration at Work	Competition Student Design Competition	Papers Tags, Tagging, & Notetaking	Interactivity Adaptation & Augmentation
	14:30–16:00	Interactive Session Industrial Design	Papers Multimodal Interactions	Papers Distributed Interaction	Papers Learning & Education	Papers Designing for Specific Cultures	Experience Reports Development Process	Papers Mobile Kits & Stuff	ALT.CHI Life on Mars: HCI in Space, Cyberspace, and Beyond
	16:30–18:00	Interactive Session Semantic Web HCI	Papers Novel Navigation	Papers People, Looking at People	Papers Input Techniques	Papers Location Aware Systems	Experience Reports Ethnography	Papers Social Network Sharing	Competition Student Research Competition
THURSDAY	8:30–9:00	CHI MADNESS							
	9:00–10:30	Interactive Session Recommendations on Recommendations	Papers Augmentation, Automation, & Agents	Papers Distributed Coordination	Papers Usability	Papers Kids & Family	Experience Reports Management	Papers Alternative Interaction	SIG Current Issues in Assessing & Improving Information Usability
	11:30–13:00	Social Impact Award Gregory D. Abowd Using Computing Technologies to Face Autism	Papers Usability Evaluation	Papers Programming By & With End-Users	Papers Trust & Engagement	Papers Models of Mobile Interaction	Experience Reports Research-ish	Interactive Session The I in CHI	Interactive Session User Interface Description Languages: XUL & XAML
	14:30–16:00		Papers Color/Blind	Papers Social Influence	Papers Learning	SIG UXD Business Models	SIG Technologies for Autism	Interactive Session Toward a Less WIMPY Web	ALT.CHI Ideas Lab: Inspirations, Innovations, and Insights
16:30–18:00	Closing Plenary: Niti Bhan – The Mobile as a Post-Industrial Platform for Socio-Economic Development								

2007 Conference at a Glance

								SPECIAL EVENT: Networking Gathering 17:30-20:00 Concourse	SUN
	C4	A6	A7	C3	ALMADEN BALLROOM I	ALMADEN BALLROOM II	COMMONS	SPECIAL EVENTS	
8:30-10:30								Conference Reception & Exhibits Grand Opening 18:30-22:00	MONDAY
11:30-13:00	SIG Online Health Communities	Course 12 Usability Process Improvement-ISO Standards	Course 9 How to Collect Field Data & Produce a Tested Design in 1-8 Weeks	Course 7 Collaborative Behavior and Supporting Technologies	Course 5 Personal Information Management in Theory and Practice	Course 6 Usability and Product Development		Newcomers' Orientation 10:30-11:30 Civic Auditorium	
14:30-16:00	SIG Usability and Free/Libre/Open Source Software	Course 13 An Introduction to Human-Robot Interaction Design and Evaluation	Course 10 Top Field Interview Mistakes: Recognizing and Preventing Them					Spotlight on Doctoral Consortium, Workshop, & Competition Posters (#1-60) 10:30-11:30 Concourse	
16:30-18:00	SIG Let's Get Emotional: Emotion Research in HCI		Course 11 After the Interviews: Making Sense of Fieldwork Data	Course 8 Where Usability Meets Desirability: Visual Design with Personas & Goals					
9:00-10:30								Exhibits, Interactivity, & Info Booth 10:30-18:00	TUESDAY
11:30-13:00	SIG Beyond Usability for Safety Critical Systems	Course 21 Web Usability for Assistive Technology	Course 19 Information Foraging Theory	Course 16 Design of Spatial Applications	Course 14 Card Sorting & Cluster Analysis for Information Architecture Design	Course 15 Understanding Users in Context: An In-Depth Introduction to Fieldwork		Spotlight on Work-in-Progress Posters (#61-104) 10:30-11:30 Concourse	
14:30-16:00	SIG Trust 2.1 Advancing the Trust Debate	Course 22 Rapid Prototyping & Evaluation with Web Mashups	Course 17 An Introduction to Designing for the Scent of Information	Course 20 Building Affinity Diagrams to Reveal User Needs & Engage Developers				Job Fair 18:00-20:00 Commons	
16:30-18:00	SIG End User Software Engineering		Course 18 Designing for the Scent of Information: Advanced Concepts						
9:00-10:30								Exhibits, Interactivity, & Info Booth 10:30-18:00	WEDNESDAY
11:30-13:00	SIG Engineering Community	Course 28 Ajax - Design & Usability	Course 26 Faceted Metadata for Information Architecture & Search	Course 31 Expert Reviews - For Experts	Course 23 Analyzing Qualitative Data From Field Studies	Course 24 Understanding Mobile Interaction Design		Spotlight on Work-in-Progress Posters (#105-156) 10:30-11:30 Concourse	
14:30-16:00	SIG Research Community	Course 32 Avoiding "We Can't Change THAT!"	Course 27 Empirical Research Methods for Human Computer Interaction	Course 29 How to Build Rich Personas from Field Data		Course 25 Doing Mobile Interaction Design		SIGCHI Member Meeting 18:10-19:30 B1-B4	
16:30-18:00	SIG Design Community	Course 33 Avoiding "We Can't Do THAT Either!"		Course 30 Usability Testing: Creating Good Test Tasks				Hospitality Events 18:30-20:30 Marriott Hotel, Fairmont Hotel 20:30-22:30 Tech Museum	
8:30-9:00								Exhibits, Interactivity, & Info Booth 10:30-14:30	THURSDAY
9:00-10:30	SIG Evaluating Experience-Focused HCI	Course 39 Advanced Data Collection & Analysis Tools for HCI Research & Usability	Course 41 Keeping the Web in Web 2.0: An HCI Approach to Designing Web Applications (1/2)	Course 37 The Top 5 Universal Design Problems & Ways to Solve Them	Course 34 The Persona Lifecycle	Course 35 Principles of Interaction Design		Spotlight on Work-in-Progress Posters (People's Choice) 10:30-11:30 Concourse	
11:30-13:00	SIG Education Community SIG		Course 42 Keeping the Web in Web 2.0: An HCI Approach to Designing Web Applications (2/2)					Anniversary Party 18:00-19:00 Concourse	
14:30-16:00	SIG Usability Community SIG	Course 40 Ensuring the Usability of Systems that Adapt to Their Users	Course 38 Usability Testing: Usable Communication Techniques			Course 36 Interaction Design Studio			
16:30-18:00									