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

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
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<td><strong>22 EventStream: Integrated Transit Information System</strong>&lt;br&gt;Aaron Houssian, Pin Sym Foong, Vincent Diaz, Adam Huse, Pornsuree Jamsri, Indiana University, USA</td>
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<td><strong>23 CarLoop: Leveraging Common Ground to Develop Long-Term Carpools</strong>&lt;br&gt;Joshua Morse, Joshua Palay, Yarun Luon, Satyendra Nainwal, University of Michigan, USA</td>
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<td><strong>24 EMI: A System to Improve and Promote the Use of Public Transportation</strong>&lt;br&gt;Tonatzin Y. Baños Castellanos, Emmanuel Aquino Pérez, Fernando David Sernas Mora, Yazmín R. López Hernández, Roberto Mendoza Manuel, Universidad Tecnológica de la Mixteca, Mexico</td>
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<td><strong>25 Ri-Ri: Assisting Bus Conductors in Madras (Chennai)</strong>&lt;br&gt;Arvind Ashok, Christian Beck, Nick Quagliara, Indiana University, USA</td>
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<td><strong>26 Celerometer and Idling Reminder: Persuasive Technology for School Bus Eco-Driving</strong>&lt;br&gt;Tyler Pace, Shruti Ramalingam, David Roedl, Indiana University, USA</td>
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<td><strong>27 Journey Planning Based on User Needs</strong>&lt;br&gt;Paul André, Max Wilson, Alisdair Owens, Daniel Smith, University of Southampton, UK</td>
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<td><strong>28 Speed Sonic Across the Span: Building a Platform Audio Game</strong>&lt;br&gt;Michael Oren, Iowa State University &amp; DePauw University, USA&lt;br&gt;Chris Harding, Iowa State University, University of Houston, &amp; Free University, Berlin, USA &amp; Germany&lt;br&gt;Terri Bonebright, DePauw University &amp; University of Nebraska, USA</td>
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<td><strong>29 The Role of Paralinguistic Voice-Control of Interactive Media in Augmenting Awareness of Voice Characteristics in the Hearing-Impaired</strong>&lt;br&gt;Sama’a Al Hashimi, Middlesex University, UK</td>
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<td><strong>30 Social Impacts of a Video Blogging System for Clinical Instruction</strong>&lt;br&gt;Amaya Becvar, University of California, San Diego, USA</td>
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<td><strong>31 An Interface to Aid Rural Health Workers in the Preliminary Diagnosis of Cataract at the Slit Lamp Using LOCS III</strong>&lt;br&gt;Satyendra Nainwal, University of Michigan, USA&lt;br&gt;Pradeep Yammiyavar, Indian Institute of Technology, Guwahati, India</td>
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<td><strong>32 Visualizing an Enterprise Wiki</strong>&lt;br&gt;Xianghua Ding, University of California, Irvine, USA&lt;br&gt;Catalina Danis, Thomas Erickson, IBM, USA</td>
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<td><strong>33 Distributed Tabletops: Territoriality and Orientation in Distributed Collaboration</strong>&lt;br&gt;Philip Tuddenham, Peter Robinson, University of Cambridge, UK</td>
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<td><strong>34 “Let Me Show You What I Want”: Engaging Individuals with Cognitive Disabilities and their Families in Design</strong>&lt;br&gt;Melissa Dawe, Gerhard Fischer, University of Colorado, USA</td>
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<td><strong>35 SciNews Online: Scaffolding the Construction of Scientific Explanations</strong>&lt;br&gt;Sebastian de la Chica, Tamara Sumner, University of Colorado, USA</td>
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<td><strong>36 Children Distinguish Conventional from Moral Violations in Interactions with a Personified Agent</strong>&lt;br&gt;Nathan Freier, University of Washington, USA</td>
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<td><strong>37 Towards a New Method of Evaluation for Reality-Based Interaction Styles</strong>&lt;br&gt;Georgios Christou, Cyprus College, Cyprus&lt;br&gt;Frank E. Ritter, The Pennsylvania State University, USA&lt;br&gt;Robert J. K. Jacob, Tufts University, USA</td>
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<td><strong>38 Providing Affective Information to Family and Friends Based on Social Networks</strong>&lt;br&gt;Wendy Moncur, Ehud Reiter, University of Aberdeen, UK</td>
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<td><strong>39 Defining High-Throughput Email Users</strong>&lt;br&gt;Joshua Gross, Mary Beth Rosson, The Pennsylvania State University, USA</td>
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<td><strong>40 The Impact of Digital Iconic Realism on Anonymous Interactants’ Mobile Phone Communication</strong>&lt;br&gt;Sin-Hwa Kang, James Watt, Sasi Kanth Ala, Rensselaer Polytechnic Institute, USA</td>
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<td><strong>41 Towards a Quantitative Analysis of Audio Scrolling Techniques</strong>&lt;br&gt;Eric Lee, Henning Kiel, Jan Borchers, RWTH Aachen University, Germany</td>
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<td><strong>42 Exploring Tabletop File System Interaction</strong>&lt;br&gt;Trent Apted, Anthony Collins, Judy Kay, University of Sydney, Australia</td>
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Susan Fussell, Carnegie Mellon University, USA  
Qiiping 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 Holmqvist, Viktoria Institute, Sweden  
Hiroshi Ishii, MIT, USA  
Brygg Ullmer, Louisiana State University, USA |
| 46 Security User Studies: Methodologies and Best Practices  
Serge Eqelman, Carnegie Mellon University, USA  
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Robert C. Miller, MIT, USA  
Nick Raouzis, 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 Chord: 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 Fröhlich, Rainer Simon, Lynne Baille, 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 Institute 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 Obst, Manfred Tscheligi, University of Salzburg, Germany |
| 56 Exertion Interfaces  
Florian ‘Floyd’ Mueller, The University of Melbourne, Australia  
Stefan Ágamanolis, 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 |
WORK-IN-PROGRESS (WIPS) Tuesday

HANDHELD AND MOBILE APPLICATIONS

61 A Motion-Based Marking Menu System
Ian Oakley, Junseok Park, Electronics and Telecommunications Research Institute, Republic of Korea

62 AwareLESS Authentication: Insensible Input Based Authentication
Hiroyuki Manabe, Masaaki Fukumoto, NTT DoCoMo, Inc., Japan

63 txt 4 l8r: Lowering the Burden for Diary Studies Under Mobile Conditions
Joel Brandt, Noah Weiss, Scott R. Klemmer, Stanford University, USA

64 Sounding Board: A Handheld Device for Mutual Assessment in Education
Jun Yamashita, University of Tsukuba, Japan
Hiroshi Kato, National Institute of Media Education, Japan
Toshiaki Ichimaru, University of Tsukuba, Japan
Hideyuki Suzuki, Ibaraki University, Japan

65 New Parameters for Tacton Design
Eve Hoggan, Stephen Brewster, University of Glasgow, UK

CONTEXT-AWARE APPLICATIONS

71 Enabling Nutrition-Aware Cooking in a Smart Kitchen
Pei-Yu Chi, Jen-hao Chen, Hao-hua Chu, National Taiwan University, Taiwan

72 What You Said About Where Shook Your Head: A Hands-Free Implementation of a Location-Based Notification System
Eric Jones, Ted Selker, Hyemin Chung, MIT, USA

73 Galvanic Skin Response (GSR) as an index of Cognitive Load
Fang Chen, Eric Choi, Natalie Ruiz, Yu Shi, Ronnie Taib, National ICT Australia Ltd, Australia

74 Content-Aware Layout
Edward Ishak, Steven Feiner, Columbia University, USA

75 Finding Your Way with CampusWiki: A Location-Aware Wiki
Richard Schuler, Nathaniel Laws, Sameer Bajaj, Sukeshini Grandhi, Quentin Jones, New Jersey Institute of Technology, USA

76 Porta-Person: Telepresence for the Connected Conference Room
Nicole Yankelovich, Nigel Simpson, Jonathan Kaplan, Joe Provino, Sun Microsystems, USA

77 Iterative Design of an Audio-Haptic Drawing Application
Kirsten Rassmus-Gröhn, Charlotte Magnusson, Håkan Eftring, Lund University, Sweden

78 An Investigation into the Use of Spatialised Sound in Locative Games
Kirsten Cater, University of Bristol, UK
Richard Hull, Tom Melamed, Hewlett-Packard, UK
Robin Hutchings, University of Bristol, UK

79 Longitudinal Study of Continuous Non-Speech Operated Mouse Pointer
Adam J. Sporka, Czech Technical University in Prague, Czech Republic
Sri H. Kurniawan, Murni Mahmud, University of Manchester, UK
Pavel Slavik, Czech Technical University in Prague, Czech Republic

80 Interactive Generation of Overview Information Using Speech
Johan Kildal, Stephen Brewster, University of Glasgow, UK

HANDLING INFORMATION

66 Towards a Tool for Predicting User Exploration
Leonghwee Teo, Bonnie E. John, Carnegie Mellon University, USA
Peter Pirolli, PARC, USA

67 Preliminary Evidence for Top-Down and Bottom-Up Processes in Web Search Navigation
Shu-Chieh Wu, San Jose State University & NASA, USA
Craig Miller, DePaul University, USA

68 OSI and ET: Originating Source of Information and Evidence Traceability
Robert Ball, Pardha Pyla, Manuel A. Pérez-Quiñones, Virginia Polytechnic Institute and State University, USA

69 The Effect of Brand Awareness on the Evaluation of Search Engine Results
Bernard Jansen, Mimi Zhang, Ying Zhang, The Pennsylvania State University, USA

70 WillCam: A Digital Camera Visualizing Users’ Intention
Keita Watanabe, Keio University, Japan
Koji Tsukada, National Institute of Advanced Industrial Science and Technology, Japan
Michiaki Yasumura, Keio University, Japan

76 Porta-Person: Telepresence for the Connected Conference Room

77 Iterative Design of an Audio-Haptic Drawing Application

78 An Investigation into the Use of Spatialised Sound in Locative Games

79 Longitudinal Study of Continuous Non-Speech Operated Mouse Pointer

80 Interactive Generation of Overview Information Using Speech
81 Look There or “Are Six Keys Enough?”
Regina Bernhaupt, David Willinger, 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

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

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 Silo, 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, Denmark

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
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

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

110 Range: Exploring Proxemcs 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
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
ThanKham Thiyavikakkath, Titus Schieryer, 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

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

126  I/O Plant: A Tool Kit for Designing Augmented Human-Plant Interactions
Satoshi Kuribayashi, Yusuке 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

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
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**Visualization and Animation**

135 Comparing Visualizations for Tracking Off-Screen Moving Targets  
Sean Gustafson, Pourang Irani, University of Manitoba, Canada

136 Conversation Votes: Enabling Anonymous Cues  
Tony Bergstrom, Karrie Karahalios, University of Illinois, Urbana-Champaign, USA

137 WikiNavMap: A Visualisation to Supplement Team Based Wikis  
Adam Ullman, Judy Kay, The University of Sydney, Australia

**Computer Mediated Communication**

139 On Context of Content: A Comparative Methodology Review of How HCI and Mass Communication Analyze Blogs and Social Media  
Lo Ping Wei, Ellen Yi-Luen Do, Georgia Institute of Technology, USA

140 Investigating Response Similarities Between Real and Mediated Social Touch: A First Test  
Antal Haans, Christiaan De Nood, Wijnand IJsselsteijn, Technische Universiteit Eindhoven, the Netherlands

141 Distant Closeness and Photo Galleries: Flickr and Public Image-Sharing  
Nancy Van House, University of California, Berkeley, USA

142 Exploring Large Display Use in American Megachurches  
Susan P. Wyche, Yevgeniy ‘Eugene’ Medynskiy, Rebecca E. Grinter, Georgia Institute of Technology, USA

**Social Computing and Social Navigation**

147 Location, Location, Location: A Study of Bluejacking Practices  
Jennifer Thom-Santelli, Alex Ainslie, Geri Gay, Cornell University, USA

148 SocialBrowsing: Integrating Social Networks and Web Browsing  
Jennifer Golbeck, Michael M. Wasser, University of Maryland, College Park, USA

149 Applying a User-Centered Metric to Identify Active Blogs  
Adam Kramer, University of Oregon, USA

**Health Care Applications**

152 Touch · Sensitive Apparel  
Cati Vaucelle, MIT, USA

153 NEAT-o-Games: Ubiquitous Activity-Based Gaming  
Yuichi Fujiki, Kostas Kazakos, Colin Puri, University of Houston, USA

154 UP Health: Ubiquitously Persuasive Health Promotion with an Instant Messaging System  
Misook Sohn, Junwoo Lee, Electronics and Telecommunications Research Institute, Republic of Korea

**Office and Workplace**

144 Computer Aided Observations of Complex Mobile Situations  
Tobias Klug, SAP & Darmstadt University of Technology, Germany

145 Physically Present, Mentally Absent: Technology Use in Face-to-Face Meetings  
Lisa Kleinman, University of Texas, Austin, USA

146 Addressing Constraints: Multiple Usernames, Task Spillage, and Notions of Identity  
Ben Gross, University of Illinois, Urbana-Champaign, USA

155 WalkMSU: An Intervention to Motivate Physical Activity in University Students  
Vikash Singh, Anijo Mathew, Mississippi State University, USA

156 Posture Monitoring and Improvement for Laptop Use  
Sriram Subramanian, Carrie Demmans, Jon Titus, University of Saskatchewan, Canada
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/ch
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

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 LE0trace® 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.