

# Thursday

## July 18

8:00 AM	Registration
9:00 AM – 9:20 AM	Official Opening of Conference
9:20 AM – 10:00 AM	Keynote Lecture 1: <i>Multi-modal interactions, perceptual-based rendering and the implications for virtual environments and serious games</i> <b>Bill Kapralos</b>
10:00 AM – 10:20 AM	Coffee Break
<b>10:20 AM – 12:20PM</b>	
<b>Session Name: Usability Studies I</b>	<b>Session Chairs: Dr. Bill Kapralos &amp; Dr. T. Claire Davies</b>
10:20 AM – 10:40 AM	Paper 123: “ <i>Touch Me, Hear Me, Feel Me: Feedback Preferences for Mobile Text Entry</i> ” <b>Steven J. Castellucci, I. Scott MacKenzie</b>
10:40 AM – 11:00 AM	Paper 115: “ <i>Effects of User Distraction Due to Secondary Calling and Texting Tasks</i> ” <b>Robert Teather, I. Scott MacKenzie</b>
11:00 AM – 11:20 AM	Paper 61: “ <i>Multi-Touch Tech Tabletop &amp; Computer-supported Collaborative: Constructing Meaning in an Integrated Language Learning Task</i> ” <b>Ali Ayed Alshahrani</b>
11:20 AM – 11:40 AM	Paper 134: “ <i>UX-Log: Understanding Website Usability through Recreating Users’ Experiences in Logfiles</i> ” <b>Chris Menezes, Blair Nonnecke</b>
11:40 AM – 12:00 PM	Paper 126: “ <i>A Study of Variations of QWERTY Soft Keyboards for Mobile Phones</i> ” <b>Justin Cuaresma, I. Scott MacKenzie</b>
12:00 PM – 12:20 PM	Paper 71: “ <i>A Study on the Impact of Social Media in Social Commerce using Twitter as a Case Study</i> ” <b>Nwosu Franklin, Farahwahida Mohd</b>

Session Chairs:  
Dr. Matthew Kyan

12:20 PM – 1:20 PM	Lunch
<b>1:20 PM – 3:20 PM</b>	
<b>Session Name: Speech, Audio, Image, and Video Processing</b>	<b>Session Chairs: Dr. Sageev Oore &amp; Dr. Takuya Hosobata</b>
1:20 PM – 1:40 PM	Paper 131: <i>“Discovering Legible Digitized Fonts for Computer Human Interaction”</i> Jehan Janbi, <b>Mrouj Almuhajri</b> , Ching Y. Suen
1:40 PM – 2:00 PM	Paper 138: <i>“Low Intrusive In-image Text Overlay Based on Saliency Cut and Computational Aesthetics”</i> Mien-Tsung Tsai, Cheng-Yi Hsu, Chang Ing Lai, <b>Jen-Shin Hong</b>
2:00 PM – 2:20 PM	Paper 141: <i>“Multimodal Registration of Carotid MR and US Images Using Free-Form Deformation Based Non-Rigid Methodology in a Hybrid Framework:”</i> <b>Harsh K. Verma</b> , Anupama Gupta, Savita Gupta
2:20 PM – 2:40 PM	Paper 53: <i>“Image and Video Matting with Automatic Trimap Generation Using Depth Information”</i> Yuanjian Zhou, <b>Bao-Liang Lu</b>
2:40 PM – 3:00 PM	Paper 105: <i>“Closed-Set Speaker Identification Based on a Single Word Utterance: An Evaluation of Alternative Approaches”</i> <b>G.R. Dhinseh</b> , G.R. Jagadeesh, T. Srikanthan
3:00 PM – 3:20 PM	Paper 132: <i>“Hands-Free Audiovisual Human Computer Interaction Framework using a Dialog System”</i> <b>Georgios Galatas</b> , Alexandros Papangelis, Fillia Makedon
3:20 PM – 3:40 PM	Coffee Break

**3:40 PM – 5:40 PM**

**Session Name: Multimedia Applications I**

**Session Chairs:  
Dr. Ali Ayed Alshahrani &  
Dr. Jen-Shin Hong**

3:40 PM – 4:00 PM

Paper 60: “*Supporting Problem-Solving Approaches in Multimedia Authoring Tasks*”  
**Yasushi Akiyama, Sageev Oore**

4:00 PM – 4:20 PM

Paper 56: “*Distributed Multimodal Interaction Protocol*”  
**Lucas Stephenson, Anthony Whitehead**

4:20 PM – 4:40 PM

Paper 127: “*Mixed Reality System on Flat Panel Display with Real Object Driven by Synchronous Transparent Electrostatic Actuator*”  
**Takuya Hosobata, Akio Yamamoto**

4:40 PM – 5:00 PM

Paper 55: “*Wii Can Balance: Reducing Falls in Older Persons*”  
**T. Claire Davies, Mark Deacon, Jotinder Singh, Zachary Holly, John Parsons**

5:00 PM – 5:20 PM

Paper 62: “*Increasing the Usability of AUDEO: Audification of Ultrasound for the Detection of Environmental Obstacles*”  
Alan Deacon, **T. Claire Davies**, Shane Pinder

5:20 PM – 5:40 PM

Paper 44: “*Intelligent Tutoring Systems with Behaviour Mining Agents*”  
**Huaiqing Wang, Kun Chen**

# Friday

## July 19

9:00 AM – 9:40 AM	Keynote Lecture 2: <i>Is 'Iron Man 2' Right? Re-Investigating 3D User Interfaces</i> <b>Wolfgang Stürzlinger</b>		
9:40 AM – 10:20 AM	Keynote Lecture 3: <i>The more things change, the more they stay the same: Lessons learned in over three decades of user interface research</i> <b>Mark Green</b>		
10: 20 AM – 10:40 AM	Coffee Break		
<b>10:40AM – 12:20 PM</b>			
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 70%; background-color: #ADD8E6;"><b>Session Name: Game Technologies</b></td> <td style="width: 30%; background-color: #A9A9A9; text-align: center;"><b>Session Chairs: Dr. Deborah A. Gears</b></td> </tr> </table>		<b>Session Name: Game Technologies</b>	<b>Session Chairs: Dr. Deborah A. Gears</b>
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10:40 AM – 11:00 AM	Paper 116: “ <i>Can Participatory Design be Effectively Mobilized to Address Issues of Social Exclusion in Game Design?</i> ” <b>Victoria McArthur</b>		
11:00 AM – 11:20 AM	Paper 74: “ <i>A Framework for Building Computerized Speech Games for Cognitive Profiling</i> ” <b>Richard A. Frost, et al.</b>		
11:20 AM – 11:40 AM	Paper 69: “ <i>Evaluation of Nano-stick, Foam Buttons and Other Input Methods for Gameplay on Touchscreen Phones</i> ” <b>Loufouz Zaman, I. Scott MacKenzie</b>		
11:40 AM – 12:00 PM	Paper 125: “ <i>Modifying Minecraft</i> ” <b>Rebecca Bruce</b>		
12:00 PM – 12:20 PM	Paper 117: “ <i>A Comparison of Accelerometer and Touch-based Input for Mobile Gaming</i> ” <b>Stefania Medryk, I. Scott MacKenzie</b>		

**Session Chairs:  
Dr. Bill Kapralos**

12:20 PM – 1:20 PM	Lunch
<b>1:20 PM – 3:20 PM</b>	
<b>Session Name: Multimedia Applications II</b>	<b>Session Chairs: Dr. William G. Wee &amp; Dr. Wei-Yun Yau</b>
1:20 PM – 1:40 PM	Paper 59: <i>“Role of Personalization in Mobile Services Adoption”</i> <b>Muhammad Asif</b> , John Krogstie
1:40 PM – 2:00 PM	Paper 47: <i>“Context Matters: A Grounded Theory Analysis of Wiki Engagement”</i> <b>Deborah A. Gears</b> , Carla Lorek
2:00 PM – 2:20 PM	Paper 42: <i>“Market Cloud Computing: Assumptions, Facts and Notions in Providing IT Services in the form of Computing Facilities”</i> <b>Amirali Alijani</b> , Farshad Kafee
2:20 PM – 2:40 PM	Paper 121: <i>“An Improved Classification System for Handwriting-based Interaction: Reaching High Reliability in Recognition by Rejecting Poor Samples from the Training Set”</i> <b>David Yu</b> , Ching Yee Suen
2:40 PM – 3:00 PM	Paper 48: <i>“Interview Explorer: A Lightweight Approach to Locating Interview Responses in Raw Data”</i> <b>Jake Seigel</b> , Kirstie Hawkey, Stephen Brooks
3:00 PM – 3:20 PM	Paper 67: <i>“IDS-CS: An Interactive Approach to Support Academic Advising”</i> <b>Abdallah Mohamed</b>
3:20 PM – 3:40 PM	Coffee Break

<b>3:40 PM – 4:20 PM</b>	
<b>Session Name: Hand and Gesture</b>	<b>Session Chairs: Dr. Rebecca Bruce &amp; Dr. Richard A. Frost</b>
3:40 PM – 4:00 PM	Paper 40: <i>“A Study of Hand Fist Kinematics and Its Detection Method that Enhances Human-Machine Interaction”</i> Tao Ma, <b>William G. Wee</b> , Chia Yung Han, Xuefu Zhou
4:00 PM – 4:20 PM	Paper 119: <i>“Gestural Text Entry Using Huffman Codes”</i> <b>Steven J. Castellucci</b> , I. Scott MacKenzie
<b>4:20 PM – 5:20 PM</b>	
<b>Session Name: Usability Studies II</b>	<b>Session Chairs: Dr. Rebecca Bruce &amp; Dr. Richard A. Frost</b>
4:20 PM – 4:40 PM	Paper 111: <i>“Color Effects on Students’ Emotions and Task Performance in a Web-based Learning Management System”</i> Shreya Kumar, Jason Sterkenburg, <b>Jed Diekfuss</b> , Myoungsoon Jeon
4:40 PM – 5:00 PM	Paper 120: <i>“Gathering Text Entry Metrics on Android Devices”</i> <b>Steven J. Castellucci</b> , I. Scott MacKenzie
5:00 PM – 5:20 PM	Paper 114: <i>“Evaluating Video Games Controller Usability as Related to User Hand Size”</i> <b>Michelle A. Brown</b> , I. Scott MacKenzie