

GRAND 2012 Research Notes Presentation Schedule

1 Thursday May 3rd 1:30 - 3:00 - Section 1

Moderator Rob Teather

Accessibility

Gerling Motion-Based Game Design for Older Adults

Mengistu Toward a Concept-based English-Inuktitut Automatic Speech-to-Speech Translation

Tang Designing Dialog Boxes for Children by Age: A Field Investigation

Haddad What Motivates Older Adults to Learn to Use Mobile Phones

Shared Displays

Calderon It's a dog eat dog world!

Lapierre Tweetris: A Study of Whole Body Interaction During a Public Art Event

Doucette Crossover: Tabletop Reaching Behaviour

Dhillon Developing Privacy and Trust Requirements for LACOME in a Mixed Presence Collaborative Meeting Environment

Games

Mirza-Babaei Biometric Storyboards: An Industry-Friendly Method for Evaluating Affect and User Experience in Games

2 Thursday May 3rd 1:30 - 3:00 - Section 2

Moderator Mona Haraty

Sociology & Communication

Mo To Sequence or not to Sequence: Information Dissemination in GRAND

Hayat Modeling Musical Mood using Affect and Listening Context

Genest Using Remote Embodiments with Height Representations

Stobert User-Choice Patterns in PassTiles Graphical Passwords

Speech

Shirali-Shahreza Repeat after me "I am a human": Evaluating a new approach to design audio CAPTCHA over phone

Kazemian Striving for Simplicity in Speech Retrieval

Animation and New Media

Watson Modeling Musical Mood using Affect and Listening Context

Desjardins Exquisite Corpses that explore interaction

Shirazian Polygonization of Implicit Surfaces on Multi-Core Architectures with SIMD instructions

Gao The Cognitive Benefits of Playing a Casual Exergame

3 Friday May 4th 1:30 - 3:00 - Section 1

Moderator Roberto Calderoon

Gaming & Virtual

McEwan Analysing Social Metrics in an Online Game Site

Zhao NPC Behaviour Architecture Using Behaviour Capture and Hidden Markov Models

Lari ScriptEase II and Platform independent Story Creation Using Higher-Level Game Design Patterns

Desai Creating Believable Behaviour for Background Characters

Cowan A Serious Game for Knee Replacement Surgery Procedure Training

Rojas Developing effective serious games: The effect of background sound on visual fidelity perception with varying texture resolution

Delaney Developing a Virtual World Simulation for ER Nursing

Northam Designing a Real Time Visualization Tool for Previsualization and Virtual Production of Film and Games

4 Friday May 4th 1:30 - 3:00 - Section 2

Moderator Nell Chitty

User Interfaces/User-Centered Design

Vidyarthi Encouraging Meditative Experiences through Respiratory-Musical Interaction

Karuei Implementation and Verification of a Realtime Frequency-Based Cadence Detection Algorithm

Haraty Toward Designing Personalized Task Management Tools

Pavlovych Acquiring Moving Targets in the Presence of Latency and Jitter

Bevens Interaction Design for Kids: Keeping Theoretical Knowledge On Deck

Enabling Technologies

Ammirante Vibrotactile Discrimination of Timbre

Roy Disconnection Design Patterns: Reusable Solutions for Recurrent Disconnection Problems in Synchronous Groupware

Lavender Impression Management Work: How Seniors With Chronic Pain Address Disruptions in Their Interactions

Macaranas Designing to Support Usability and Intuitive Interaction with Natural User Interfaces