

WIP Schedule - GRAND 2011 - Saturday, May 14

<u>Session 1</u> Track A - Room 11				<u>Session 1</u> Track B - Room 8			
<u>Information & Knowledge Management (Chair: Azin Ashkin)</u>				<u>Multi-modal & Affective Interfaces (Chair: Robert Teather)</u>			
15:00-15:10	Bayat, Samaneh	A Platform for Collaborative Review and Analysis of Literature	MEOOW	15:00-15:10	Bevans, Allen	Investigating the Effects of Bimanual Multitouch Interaction on Creativity	AFEVAL
15:10-15:20	Gilbert, Sarah	Integrating Information Search with Work Task: Student Research and Writing Process	NGAIA	15:10-15:20	Desjardins, Audrey	Exploring Aesthetics of Interaction in Computational Tangible Artifacts	PLAYPR
15:20-15:30	Gupta, Aakar	Two Birds, One Stone: Microtasks, Paper Data and Mobile Crowdsourcing for low-income communities	SHRDSP	15:20-15:30	Ghourchian, Negar	HMM-based Temporal Affective Recognition using Physiological Measures	AFEVAL
15:30-15:40	Kamal, Noreen	Appeal, Belonging, Commitment (ABC): A Framework for Healthier Living Using Social Networks	NGAIA	15:30-15:40	McCallum, Anthony	Ecologically Valid Evaluation of Speech Summarization	NEWS
15:40-15:50	Roy, Banani	DiscoTech: A Toolkit for Handling User Level Disconnection Problems in Synchronous Groupware	HSCEG	15:40-15:50	Seaborn, Katie	Gauntlet Guide: Designing a Vibrotactile Feedforward Display for Novice Gameplay	DIGTL
15:50-16:00	Tsao, Vincent	A Connector to Free us from Our Social Networks	SHRDSP	15:50-16:00	Sefidgar, Yasaman	TAMER: Touch-guided Anxiety Management via Engagement with a Robotic pet	AFEVAL
16:00-16:10	Weldon, Jennifer	Designing e-Cards for Coastal Management Issues	NGAIA	16:00-16:10	Shirali-Shahreza, Sa	Verifying Human Users in Speech-Based Interactions	INCLUDE
16:10-16:20	Ye, Lingyun	Studying research collaborations in GRAND via coauthorship networks	NAVEL	16:10-16:20	Zhao, Jian	A Model of Multi-touch Manipulation	SHRDSP
<u>Break</u>							
16:20-16:50							
<u>Session 2</u> Track A - Room 11				<u>Session 2</u> Track B - Room 8			
<u>Design, Graphics, Vision & Visualization (Chair: Robert Teather)</u>				<u>Games (Chair: Vicky McArthur)</u>			
16:50-17:00	Blakney, Andrew	Sounds on the Fly: Graspable 3D Audio and Navigation	PLAYPR	16:50-17:00	Zhao, Richard	Generating Believable Characters Using Behaviour Capture	BELIEVE
17:00-17:10	Brehmer, Matthew	A Tale of Two Studies: Investigating the Impact of Interruptions on Task Performance in Older Adults	INCLUDE	17:00-17:10	Boschman, Lorna	How Wii exercise: Analyzing womens' exergame use	GAMFIT
17:10-17:20	Ding, Kai	Control for Physics-based Characters Using Reduced Order Linear Feedback Strategies	MOTION	17:10-17:20	Desai, Neesha	Challenges and problems of prototyping a serious game	BELIEVE
17:20-17:30	Godbout, Andrew	Repetitive Movement Analysis	MOTION	17:20-17:30	Muir, Mary	Prime Climb, an Educational Computer Game	DIGLT
17:30-17:40	green, david	Rupture: an autobiography in earthquakes (Mobile Edition)	AESTHVIS	17:30-17:40	Savery, Cheryl	Timelines for Shared Data in Multiplayer Games	HSCEG
17:40-17:50	Lam, Billy Shiu Fai	Evaluation of Mental Rotation Tasks on pCubee	VIRTPRES	17:40-17:50	Taylor, Nick	Exploring Content-free" Educational Game Design"	DIGLT
17:50-18:00	Maestri, Leah	Understanding Everyday Repairs to Inform the Design of Interactive Technologies	INCLUDE	17:50-18:00	Whitson, Jennifer	Playing with Privacy: The Sociology of Game Analytics	PRIVNM