### Wednesday November 22
- **09.00** Opening
- **09.10** Opening keynote: Genevieve Bell
- **10.40** Coffee break
- **11.00** Long papers: Awareness, Health, Industry One: Unusual Needs
- **12.40** Lunch
- **13.30** Long papers: Mobile, Modality, Industry Two: Practical Methods
- **15.10** Coffee break
- **15.30** Panel: Doing Design Research
- **17.00** CHISIG AGM
- **19.00** Conference dinner

### Thursday November 23
- **09.00** Long papers: Tangible, Tools, Industry Three: Large Organisations
- **10.40** Coffee break
- **11.00** Long papers: Culture, Panel Evaluation Challenges, Industry Four: Large Organisations
- **13.30** Long papers: Understanding, Using, Panel: Going for Goals
- **15.10** Coffee break
- **15.30** Industry keynote: Donna Maurer

### Friday November 24
- **09.00** Short papers: Mobile, Play, Fieldwork
- **10.30** Coffee break
- **11.00** Short papers: Social, Modality, Evaluation
- **12.30** Lunch
- **13.30** Closing keynote: William Gaver
- **15.00** Closing
- **15.30** Coffee and farewell
Wednesday November 22

11.00 – 12.40

Awareness: Lecture Theatre 1

iSocialize: Investigating Awareness Cues for a Mobile Social Awareness Application
Berith Lundgaard Andersen, Martin Lindholdt Jørgensen, Ulrik Kold, Mikael B. Skov, Aalborg University

Interpersonal Awareness in the Domestic Realm
Carman Neustaedter, Kathryn Elliot, Saul Greenberg, University of Calgary

Hermes@Home: Supporting Awareness and Intimacy between Distant Family Members
Keith Cheverst, George Saslis-Lagoudakis, Lancaster University

Transient Life: Collecting and sharing personal information
Stephanie Smale, Saul Greenberg, University of Calgary

Health: Lecture Theatre 2

Evaluating an In-Vivo Surgical Training Demonstration over Broadband Internet
Duncan Stevenson, CSIRO Australia

Evaluating Clinicians’ Experience in a Telemedicine Application: a Presence Perspective
Leila Alem, Susan Hansen, Jane Li, CSIRO Australia

Perceptions of the Elderly on the Use of Wireless Sensor Networks for Health Monitoring
Christopher Secombe, Robert Steele, Wayne Brookes, University of Technology Sydney

From the Certainty of Information Transfer to the Ambiguity of Intuition
Florian 'Floyd' Mueller, Stefanie Kethers, Leila Alem, Ross Wilkinson, CSIRO Australia
**wednesday november 22**

11.00 – 12.40

**industry case studies: projects with unusual needs: lecture theatre 3**

Guiding Diverse Audiences Through Complex Information  
Caroline Jarrett

Assessing Safety Documentation and Redesigning an Incident Form  
Gerry Gaffney

Augmented Landscape Table  
Chris Hay
wednesday november 22

13.30 – 15.10

**mobile: lecture theatre 1**

**Indexical Interaction Design for Context-Aware Mobile Computer Systems**  
Jesper Kjeldskov, Jeni Paay, Aalborg University

**Taking Hold of TV: Learning From the Literature**  
Richard Harper, Tim Regan, Mark Rouncefield, Lancaster University, Microsoft Research

**A Cross-Cultural Study of Mobile Music - Retrieval, Management and Consumption**  
Esa Nettamo, Mikko Nirhamo, Jonna Hakkila, Nokia Multimedia

**Designing a Mobile Communicator: Combining Ethnography and Object-Oriented Design**  
Jesper Kjeldskov, Christian Monrad Nielsen, Michael Overgaard, Michael Bach Pedersen, Jan Stage, Sigge Stenild, Aalborg University, NN IT, KMD, ETI

**modality: lecture theatre 2**

**Interface Design for an Aircraft Thrust and Braking Indicator/Advisor**  
Shane Pinder, David Bristow, T. Claire Davies, University of Waterloo, Defiant Engineering, Auckland University of Technology

**Spatial Sound Localization in an AR environment**  
Jaka Sodnik, Raphael Grasset, Mark Billinghurst, Andreas Duenser, Saso Tomzic, University of Ljubljana, Human Interface Technology Lab, New Zealand, University of Canterbury

**LookPoint: An Evaluation of Eye Input for Hands-Free Switching of Input Devices between Multiple Computers**  
Connor Dickie, Jamie Hart, Roel Vertegaal, Queen's University

**Magistrates and voice recognition: reconceptualising agency**  
Anni Dugdale, Ben Kraal, 4S, Queensland University of Technology
wednesday november 22

13.30 – 15.10

**industry case studies: practical methodologies:** lecture theatre 3

**Applied Ethnography - The FOX Sports Experience**  
Stephen Cox

**Practical Tips on Using an Eye-Tracking System to Support Usability Testing**  
Sandrine Balbo and Peter Benda

**Designing interaction: Reduction in activity time by the re-allocation of user tasks to machine functions**  
Pat Lehane and Sam Huf
Thursday November 23

15.30 – 17.00

Panel: Lecture Theatre 1

Doing Design Research
organiser: Toni Robertson, University of Technology Sydney
thursday november 23

9.30 – 10.40

tangible: lecture theatre 1

Learning from Interactive Museum Installations About Interaction Design for Public Settings
Eva Hornecker, Matthias Stifter, University of Canterbury, Vienna University of Technology

Exploration and Reflection in Interactive Art: Glass Pond
Jennifer Seevinck, Ernest Edmonds, Linda Candy, University of Technology Sydney, Old Dominion University, Creativity and Cognition Studios, Loughborough University, University of Sydney

Tangible Tiles: Design and Evaluation of a Tangible User Interface in a Collaborative Tabletop Setup
Manuela Waldner, Jörg Hauber, Jürgen Zauner, Michael Haller, Mark Billinghurst, Upper Austria University of Applied Sciences, University of Canterbury, Human Interface Technology Laboratory New Zealand

AuraOrb: Using Social Awareness Cues in the Design of Progressive Notification Appliances
Mark Altosaar, Roel Vertegaal, Changuk Sohn, Daniel Cheng, Queen's University

tools: lecture theatre 2

Using a scenario planning tool to support an engaging online user experience
Jon Pearce, John Murphy, David Patman, The University of Melbourne, Novell, Centrelink

Tools for designing and delivering multiple-perspective scenarios
Wally Smith, Daghan Acay, Ramon Fano, Gideon Ratner, The University of Melbourne

Virtual object specification for usable virtual environments
Shamus Smith, James Willans, Durham University, Xactium

PICTIOL: A case study in participatory design
Vivienne Farrell, Graham Farrell, Kon Mouzakis, Chris Pilgrim, Pauline Byrt, Swinburne University
thursday november 23

9.30 – 10.40

industry case studies: managing large organisations (1): lecture theatre 3

Architecting Good User Experiences: Common Pitfalls and Good Practices
Anna Liu

Seven News Websites in Six Months - the Experience Architect's Challenge
Jackie Moyes
thursday november 23

11.00 – 12.40

culture: lecture theatre 1

Cultural Theory – From Armchair Critic to Star Performer
Christine Satchell, University of Melbourne, RMIT

MAIL: a Framework for Critical Technical Practice
Nicholas Foster, Luke Compston, Daniel Barkho, The University of Melbourne

Factoring Culture into the Design of a Persuasive Game
Rilla Khaled, Pippin Barr, Ronald Fischer, Robert Biddle, James Noble, Victoria University of Wellington, Carleton University

“heh – keeps me off the smokes...”: Probing Technology Support for Personal Change
Connor Graham, Peter Benda, Steve Howard, James Balmford, Nicole Bishop, Ron Borland, The University of Melbourne, VicHealth, The Cancer Council of Victoria Australia

panel: lecture theatre 2

Evaluation Challenges for Intense Distributed Teamwork
organisers: Claudia Schremmer, Rudi Vernik, Julien Epps, CSIRO-ICT Centre, DSTO Edinburgh, National ICT Australia

industry case studies: managing large organisations (2): lecture theatre 3

User Interface Design as a Facilitator of IT Project Communication - a Case Study
Matthew Morphett and Shane Morris

Designing Homepages for Government Websites in Asia
Gul Amir Khan
thursday november 23

13.30 – 15.10

understanding: lecture theatre 1

Making There: Methods to Uncover Egocentric Experience in a Dialogic of Natural Places
Nicola Bidwell, David Browning, James Cook University

What is Your Husband’s name? Sociological dimensions of Internet Banking Authentication
Supriya Singh, Anuja Cabraal, Gabriele Hermansson, RMIT University

An Information Overload study: Using design methods for understanding
Ingrid Mulder, Henk de Poot, Carla Verwijs, Ruud Janssen, Marcel Bijlsma, Telematica Instituut

Moving from Cultural Probes to Agent-Oriented Requirements Engineering
Anne Boettcher, The University of Melbourne

using: lecture theatre 2

Conceptual Framework and Models for Identifying and Organizing Usability Impact Factors of Mobile Phones
Dong-Han Ham, Jeongyoon Heo, Peter Fossick, William Wong, Sanghyun Park, Chiwon Song, Mike Bradley, Middlesex University, LG Electronics

Usability of Online Grocery Systems: a focus on errors
Mark Freeman, Alison Norris, Peter Hyland, University of Wollongong

Question-Based Group Authentication
Ann Nosseir, Richard Connor, Karen Renund, University of Strathclyde, University of Glasgow

Saxaren – Strengthening Informal Collaboration among Geographically Distributed Teachers
Kristina Groth, Sinna Lindqvist, Cristian Bogdan, Tobias Lidskog, Yngve Sundblad, Ovidiu Sandor, KTH, Metamatrix Development and Consulting
thursday november 23

13.30 – 15.10

group: lecture theatre 3

Going for Goals: Achieving business and user goals through design
organisers: Ilana Kaplan and Greg Ralph, The Hiser Group
Friday November 24

9.00 – 10.30

**Short papers: mobile**

Lecture Theatre 1

- *Holding Hands Over a Distance: Technology Probes in an Intimate, Mobile Context*
  Shannon O’Brien and Florian ‘Floyd’ Mueller, CSIRO ICT Centre

- *Mobile Helper for University Students: A Design for a Mobile Learning Environment*
  Richard Brown, Hokyoung Ryu, David Parsons, IIMS, Massey University, IIMS, Massey University Auckland, New Zealand

- *A Wearable Folding Display for Self-Expression*
  Andrew Vande Moere, Monika Hoinkis, The University of Sydney

- *One-key Keyboard: A Very Small QWERTY Keyboard Supporting Text Entry for Wearable Computing*
  Seoktae Kim, Minjung Sohn, Jinhee Pak, Woohun Lee, Korea Advanced Institute of Science and Technology

- *Using Ecological Interface Design to Develop an Auditory Interface for Visually Impaired Travellers*
  T. Claire Davies, Catherine M Burns, Shane D. Pinder, University of Waterloo, Defiant Engineering Incorporated, Defiant Engineering

  Christine Satchell, Graeme Shanks, Steve Howard, John Murphy, Monash University, The University of Melbourne, The University of Melbourne Aalborg University, Novell Pty Ltd, Australia
Friday November 24

9.00 – 10.30

Short papers: Play: Lecture Theatre 2

Playing the Interface: A Case Study of Grand Theft Auto: San Andreas
Pippin Barr, Rilla Khaled, James Noble, Robert Biddle, Computer Science, Victoria University of Wellington, NZ, Computer Science Victoria University of Wellington NZ, HOTLab Carleton University Canada

A Table Tennis Game for Three Players
Florian ‘Floyd’ Mueller, Martin Gibbs, The University of Melbourne

Distributed Hide-and-Seek
Frank Vetere, Mark Nolan, Raihaan Abdool Raman, The University of Melbourne

How it Feels, not Just How it Looks: When Bodies Interact with Technology
Astrid Twenebowa Larssen, Toni Robertson, Jenny Edwards, University of Technology, Sydney

Playing the e-Business Game in 3D Virtual Worlds
Helmut Berger, Michael Dittenbach, Dieter Merkl, Anton Bogdanovych, Simeon Simoff, Carles Sierra, EC3 E-Commerce Competence Center, Vienna University of Technology, University of Technology Sydney, Artificial Intelligence Research Institute (IIIA), Barcelona

The Antiusability Manifesto
John Lenarcic, School of Business Information Technology, RMIT University
friday november 24

9.00 – 10.30

short papers: fieldwork: lecture theatre 3

Embracing Errorful Automatic Speech Recognition: Field Work and Scenarios
Ben Kraal, Anni Dugdale, Penny Collings, QUT, University of Canberra

Designing for Place-Based Social Interaction of Urban Residents in México, South Africa and Australia
Marcus Foth, Victor M. Gonzalez, Wallace Taylor, Queensland University of Technology, University of Manchester, Cape Peninsula University of Technology

Case Study for a Virtual Office Tailored to the Digital Media Production Industry
Claudia Schremmer, CSIRO ICT Centre

Technology Designers as Technology Users: the Intertwining of Infrastructure and Product
Julia Prior, Toni Robertson, John Leaney, University of Technology, Sydney

Are disability-access guidelines designed for designers? Do they need to be?
Chris Law, Ji Soo Yi, Young Sang Choi, Julie Jacko, RMIT School of Business Information Technology, Health Systems Institute Georgia Institute of Technology

A Qualitative Analysis of Local Community Communications
Fiona Redhead and Margot Brereton, University of Queensland, Australian Centre for Interaction Design
Friday November 24

11.00 – 12.30

Short Papers: Social: Lecture Theatre 1

Design for Inspiration: Children, Personal Connections and Educational Technology
Peta Wyeth, Carla Diercke, Stephen Viller, University of Queensland

Translating Principles of Web Design and Information Architecture to the Development of Interactive Television (iTV) Interfaces
Linda Leung, Scott Bryant, Adrienne Tan, Institute for Interactive Media & Learning, University of Technology, Institute for Interactive Media & Learning, University of Technology Sydney, BrainMates

InfoScent Evaluator: A Semi-Automated Tool to Evaluate Hyperlinks’ Semantic Appropriateness of a Web Site
Christos Katsanos, Nikolaos Tselios, Nikolaos Avouris, Electrical and Computer Engineering Department and Department of Educational Sciences and Early Childhood Education, University of Patras, Rio, Greece

The Wiki: An Environment to Revolutionise Employees’ Interaction with Corporate Knowledge
Helen Hasan, Charmaine Pfaff, University of Wollongong

Social Software for Industrial Interaction
Toni Koskinen, Software Business and Engineering Institute, Helsinki University of Technology

Designing Cultural Probes for Children
Peta Wyeth, Carla Diercke, University of Queensland
Friday November 24

11.00 – 12.30

Short Papers: Modality: Lecture Theatre 2

Examining Redundancy in Multimodal Input
Natalie Ruiz, Ronnie Taib, Fang Chen, School of Computer Science and Engineering, UNSW, National ICT Australia, National ICT Sydney, Australia

Applying Reach in Direct Manipulation User Interfaces
Aaron Toney, Bruce Thomas, University of South Australia

Estimating Virtual Touchscreen for Fingertip Interaction with Large Displays
Kelvin Cheng, Masahiro Takatsuka, The University of Sydney, National ICT Australia, ViSLAB, The University of Sydney National ICT Australia

A Novel Method for Multi-sensory Data Fusion in Multimodal Human Computer Interaction
Yong Sun, Fang Chen, Yu (David) Shi, Vera Chung, Multimodal User Interaction National ICT Australia

Grammar, Meaning and Movement-Based Interaction
Ben Matthews, Mads Clausen Institute, University of Southern Denmark

Augmented Reality Authoring: Generic Context from Programmer to Designer
Alastair Hampshire, Hartmut Seichter, Raphael Grasset, Mark Billinghurst, Hit Lab NZ, School of Computer Science and Information Technology University of Nottingham, HIT Lab NZ
Friday November 24

11.00 – 12.30

Short papers: Evaluation: Lecture Theatre 3

Design of an Advanced Telemedicine System for Emergency Care
Jane Li, Laurie Wilson, Stuart Stapleton, Patrick Cregan, CSIRO Australia, CSIRO ICT Centre Australia, Nepean Hospital Sydney West Area Health Service Australia

Gaze Analysis in Remote Collaborative Setting
Cara Stitzlein, Jane Li, Alex Krumm-Heller, CSIRO

Socializing Across Channels: Group Multimodal Communication
Clint Heyer and Margot Brereton, University of Queensland, Australasian CRC for Interaction Design

Usability Problems: Do Software Developers Already Know?
Rune Thaarup Høegh, Aalborg University

A Design Science Approach to an HCI Research Project
Sisira Adikari, Craig McDonald, Penny Collings, University of Canberra, Australian Taxation Office

Building Effective Help Systems: Modelling Human Help Seeking Behaviour
Matthew Willis, University of Newcastle