

OZCHI 2006

design: activities,
artefacts and
environments

preliminary program

20-24 november
SYDNEY

wednesday november 22			thursday november 23			friday november 24					
09.00	opening		09.00	long papers tangible	long papers tools	industry three large organisations	09.00	short papers mobile	short papers play	short papers fieldwork	
09.10	opening keynote Genevieve Bell										
10.40	coffee break		10.40	coffee break			10.30	coffee break			
11.00	long papers awareness	long papers health	industry one unusual needs	11.00	long papers culture	panel evaluation challenges	industry four large organisations	11.00	short papers social	short papers modality	short papers evaluation
12.40	lunch		12.40	lunch			12.30	lunch			
13.30	long papers mobile	long papers modality	industry two practical methods	13.30	long papers understanding	long papers using	panel going for goals	13.30 closing keynote William Gaver			
15.10	coffee break		15.10	coffee break			15.00	closing			
15.30	panel doing design research		15.30	industry keynote Donna Maurer			15.30	coffee and farewell			
			17.00	CHISIG AGM							
			19.00	conference dinner							

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 Hakila, 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 Billingham, 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, Jeongyun 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

panel: 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

Beyond Security: Implications for the Future of Federated Digital Identity Management Systems

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 Australia 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 Billingham, 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