OZCHI 2011 PROGRAM	
WEDNESDAY 30 NOVEMBER 2011	
9:15 -9:30	**Welcome to OzCHI**
9:30 - 10:30	**Opening Keynote: Gerhard Fischer** **Chair: Cecile Paris**
10:30 -11:00	**Morning tea**
11:00 -12:30	**Session 1A: Health** **Chair: Susan Hansen** / **Session 1B: Communication** **Chair: Tony Huang**
	Anushia Inthiran. *Investigating Interactive Search Behaviour of Medical Students: An Exploratory Survey* / Carlo Bueno, Sarah Crossland, Christof Lutteroth and Gerald Weber. *Rewriting History: More Power to Creative People*
	Rebecka Janols and Bengt Göransson. *Same System - Different Experiences. Physicians' and Nurses' Experiences in Using IT Systems* / Voula Gkatzidou, Elaine Pearson, Steve Green and Franck Perrin. *Widgets to support disabled learners: A challenge to participatory inclusive design*
	Leigh Ellen Potter, Jessica Korte and Sue Nielsen. *Seek and Sign: An early experience of the joys and challenges of software design with young Deaf children* / Adrian Clark, Mark Billinghurst, Andreas Dünser, Thammathip Piumsomboon and David Altimira. *Seamless Interaction in Space*
12:30 - 2:00	**Lunch -- (CHISIG AGM in Lecture Theatre 6, from 1:15pm)**
2:00 - 3:30	**Session 2A: Education** **Chair: Tom Gedeon** / **Session 2B: Mobile** **Chair: Frank Vetere**
	Moonyati Yatid and Masahiro Takatsuka. *Awareness to Improve Interaction: Design of Distance Learning Environment* / Rahuvaran Pathmanathan, Jon Pearce, Jesper Kjeldskov and Wally Smith. *Using Mobile Phones for Promoting Water Conservation*

	Marie Boden, Andrew Dekker and Stephen Viller. *Discovery Table: Exploring the design of tangible and ubiquitous technology for learning in preparatory classrooms*	Stanislaw Zabramski. *Careless touch: A comparative evaluation of mouse, pen- and touch-input in shape tracing task*
	Gang Chen, Nilufar Baghaei, Abdolhossein Sarrafzadeh, Chris Manford, Steve Marshall and Gudrun Court. *Designing Games to Educate Diabetic Children*	Rajinesh Ravendran, Ian Maccoll and Michael Docherty. *Mobile Banking Customization via User-Defined Tags*
	Graham Farrell and Viv Farrell. *Online Assessment: Splitting the Screen to be Seen*	Wei Song, Dian Tjondronegoro and Michael Docherty. *Quality Delivery of Mobile Video: In-depth Understanding of User Requirements*
	Zachary Fitz-Walter, Dian Tjondronegoro and Peta Wyeth. *Orientation Passport: Using gamification to engage university students*	Anne Kaikkonen. *Mobile Internet, Internet on mobiles or just Internet you access with variety of devices?*
3:30 - 4:00	**Afternoon tea**	
4:00 - 5:00	**Panel: Indigenous use of Information Technology in Australia** **Chair: Peter Radoll**	
6:00 - 7:30	**Reception (Canberra Museum and Gallery)**	

THURSDAY 1 DECEMBER 2011

9:00 - 10:30	**Session 3A: Mobile** **Chair: Anne Kaikkonen**	**Session 3B: Communication** **Chair: Graham Farrell**
	Ahmed Arif, Benedikt Iltisberger and Wolfgang Stuerzlinger. *Extending Mobile User Ambient Awareness for Nomadic Text Entry*	Tanja Walsh, Piia Nurkka, Tiina Koponen, Jari Varsaluoma, Sari Kujala and Sara Belt. *Collecting Cross-Cultural User Data with Internationalized Storyboard Survey*
	Erik G. Nilsson and Ketil Stølen. *Generic functionality in user interfaces for emergency response*	René Vutborg, Jesper Kjeldskov, Jeni Paay, Sonja Pedell and Frank Vetere. *Supporting Young Children's Communication with Adult Relatives Across Time Zones*
	Marcus Foth, Ronald Schroeter and Irina Anastasiu. *Fixing the City One Photo at a Time: Mobile Logging of Maintenance Requests*	Susan Hansen, Toni Robertson, Laurie Wilson, Hannah Thinyane and Sibukele Gumbo. *Identifying Stakeholder Perspectives in a Large Collaborative Project: An ICT4D Case Study*
	Andrea Bianchi, Ian Oakley and Dong Soo Kwon. *Using Mobile Device Screens for Authentication*	Zaana Howard and Gavin Melles. *Beyond designing: roles of the designer in complex design projects*
10:30 -11:00	**Morning tea**	
11:00 -12:30	**Session 4A: Intelligent Interfaces** **Chair: Jeni Paay**	**Session 4B: Industry Panel** **Chair: Megan Bauer**
	Debjanee Barua, Judy Kay, Bob Kummerfeld and Cécile Paris. *Theoretical Foundations for User-Controlled Forgetting in Scrutable Long Term User Models*	Panel: *Organisational Culture and Design* Convenor: Florian Nachreiner Panel members: Ash Alluri, Damien Gallagher, James Robertson (1 hour)
	Christian Müller-Tomfelde, Kelvin Cheng and Jane Li. *Pseudo-Direct Touch: Exploring Interaction for Collaboration in Large and High-Resolution Displays Environments*	
	Chris Gunn and Matt Adcock. *Using Sticky Light Technology for Projected Guidance*	
	Siyuan Chen, Julien Epps and Fang Chen. *A Comparison of Four Methods for Cognitive Load Measurement*	Lorrae Strahorn. *A study of mobility design and culture* (30 mins)

	Aengus Martin, Craig T. Jin and Oliver Bown. *A Toolkit for Designing Interactive Musical Agents*		
12:30 - 2:00	**Lunch & demos**		
2:00 - 3:30	**Session 5A: 3D, mixed reality and game technologies Chair: Kelvin Cheng**	**Session 5B: Information access Chair: Viv Farrell**	**Session 5C: Industry Case Studies Chair: Leon Doyle**
	Shailey Minocha and Christopher Leslie Hardy. *Designing navigation and wayfinding in 3D virtual learning spaces*	Dana Mckay. *A jump to the left (and then a step to the right): Reading practices within academic ebooks*	Harriet Wakelam, Zaana Howard, Owen Hodda. *'Blended' design teams in practice: benefits and challenges* (30 mins)
	Derrick Martin and Kirsten Ellis. *Playing the Game – Effective Gender Role Analysis Techniques for Computer Games*	Caslon Chua and Clinton Woodward. *Presenting Search Results of Meeting Documents*	Leon Doyle, Megan Bauer. *Online Ecosystem – application of design thinking to wicked problems in a complex organisational culture* (30 mins)
	Kevin McGee, Timothy Merritt and Christopher Ong. *What we have here is a failure of companionship: communication in goal-oriented team-mate games*	Luke Hespanhol, Maria Carmela Sogono, Goldy Wu, Rob Saunders and Martin Tomitsch. *Elastic Experiences: Designing Adaptive Interaction for Individuals and Crowds in the Public Space*	Kitty Rahilly, Mariesa Nicholas, Penny Hagen, Nathalie Swainston, Atari Metcalf, Nicole Thomas. *Developing ReachOut.com's Future Strategy: A case study in how user centred design brought together young people and mental health professionals to develop the strategy for an engaging and relevant service* (30 mins)
	Steven Neale, Winyu Chinthammit, Christopher Lueg and Paddy Nixon. *Natural Interactions Between Augmented Virtual Objects*	Raymes Khoury, Tim Dawborn and Weidong Huang. *Visualising Web Browsing Data for User Behaviour Analysis*	
3:30 - 4:00	**Afternoon tea**		
4:00 - 5:00	**Industry Keynote: Glenn Keys Chair: Duncan Stevenson**		
7:00 - 7:30	**Conference Dinner (UniPub Dining Room)**		

FRIDAY 2 DECEMBER 2011

9:30 - 11:00	**Session 6A: Mobile** **Chair: Jesper Kjeldskov**	**Session 6B: Gesture** **Chair: Toni Robertson**
	Max Allen, Holger Regenbrecht and Mick Abbott. *Smartphone Augmented Reality for Public Participation in Urban Planning*	Kayne Barclay, Danny Wei, Christof Lutteroth and Robert Sheehan. *A Tool For Measuring Gesture Based Interfaces*
	Jehan Alallah and Annika Hinze. *Feeding the Digital Parrot: Capturing Situational Context in an Augmented Memory System*	Cameron Teoh, Holger Regenbrecht and David O'Hare. *The Transmission of Self: Body Language Availability and Gender in Videoconferencing*
	Peta Wyeth, Mitchell McEwan, Paul Roe and Ian Maccoll. *Expressive Interactions: Tablet Usability for Young Mobile Learners*	Lonce Wyse, Suranga Nanayakkara and Norikazu Mitani. *Biases and interaction effects in gestural acquisition of auditory targets using a hand-held device*
	Seyed Hadi Mirisaee, Margot Brereton and Paul Roe. *Bridging the representation and interaction challenges of mobile context-aware computing: designing agile ridesharing*	Simon Stannus, Daniel Rolf, Arko Lucieer and Winyu Chinthammit. *Gestural Navigation in Google Earth*
11:00 -11:30	**Morning tea**	

11:30 - 12:30	**Session 7A: Intelligent Interfaces** **Chair: Nathalie Colineau**	**Session 7B: Information Access** **Chair: Dana Mckay**	**Session 7C: Student Design Challenge** **Chair: Martin Tomitsch**
	Kirsten Ellis, Neil Ray and Cheryl Howard. *Learning a physical skill via a computer: a case study exploring Australian Sign Language*	Sheng Tian, Gerald Weber and Christof Lutteroth. *A Tuplespace Event Model for Mashups*	Laura Minchella, Mark C. Mitchell, Garry Taulu, Hanley Weng, Danielle Yu. *The Lift as Curator: A Serendipitous Design Process*
	Lian Loke and Toni Robertson. *The Lived Body in Design: Mapping the Terrain*	Jon Pearce, Shanton Chang, Basil Alzougool, Gregor Kennedy, Susan Rodrigues and Mary Ainley. *Search or Explore: Do you know what you're looking for?*	Morgan Coombe, Patrick Hogan, Ian Sergeant Tan. *DisctractMi: Discover Yourself through location-based Serendipity*

	Bert Bongers and Alejandra Mery Keitel. *Interactive Kaleidoscope - audience participation study*	Viv Farrell, Graham Farrell, Karola Von Baggo and Kon Mouzakis. *Courtroom Evidence Presentation Technology: Overcoming Traditional Barriers*	Patrick Burns, Paris Buttfield-Addison, Matthew J. D'Orazio, Timothy Nugent, Harry Rolf. *The Serendipity Engine*
			Arnita Saini, Niyati Gupta, Omna Toshniwal, Astha Dhawan, Rhythm Agarwal. *Designing for Serendipitous Experiences while Browsing the Web*
12:30 - 2:00	**Lunch**		
2:00 - 3:00	**Closing Keynote: Mary Griffiths** **Chair: Viv Farrell**		
3:00 - 3:30	**Closing**		
3:30 - 4:00	**Afternoon tea and farewells**		