# Table of contents

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chairs welcome</td>
<td>p. 2</td>
</tr>
<tr>
<td>General information</td>
<td>p. 4</td>
</tr>
<tr>
<td>Local information</td>
<td>p. 5</td>
</tr>
<tr>
<td>Floor maps</td>
<td>p. 6</td>
</tr>
<tr>
<td>Overview</td>
<td>p. 8</td>
</tr>
<tr>
<td>Saturday &amp; Sunday</td>
<td>p. 10</td>
</tr>
<tr>
<td>Monday</td>
<td>p. 16</td>
</tr>
<tr>
<td>Tuesday</td>
<td>p. 34</td>
</tr>
<tr>
<td>Wednesday</td>
<td>p. 52</td>
</tr>
<tr>
<td>Provocations and Works-in-Progress (P-WiPs)</td>
<td>p. 68</td>
</tr>
<tr>
<td>Demos</td>
<td>p. 72</td>
</tr>
<tr>
<td>DIS Committee</td>
<td>p. 74</td>
</tr>
<tr>
<td>Notes</td>
<td>p. 76</td>
</tr>
<tr>
<td>Sponsors and Supporters</td>
<td>p. 77</td>
</tr>
</tbody>
</table>
Chairs welcome

It is our great pleasure to welcome you to the ACM conference on Designing Interactive Systems 2014 or DIS’14. DIS is a biennial international conference that has established itself as the venue to explore convergent, emergent, and innovative trends and ideas at the intersection of people, design, and technologies. In DIS’14 we highlight the idea that the design of interactive systems is entering a new socio-technical paradigm around the idea of craft. The theme of the conference is “Crafting Design”.

We received 402 submissions from around the world, including Africa, Asia, Australia, Europe, North America and South America. The program committee accepted 107 papers and notes that cover a range of topics relevant to the DIS community. This included work on craft and making, critical design, design practice, design methods, games and entertainment, health and wellness, sustainability, and the design of innovative systems. The technical program includes three parallel tracks with a total of 25 different paper sessions at the conference. For the first time DIS is featuring a new submission type called Pictorials, which are archival publications where authors are encouraged to express and unpack their design practices and processes in rich and primarily visual ways. In addition, the conference also features Provocations & Work-In-Progress papers, Demonstrations, Workshops, and Doctoral Consortium papers. We also encourage attendees to attend the keynotes and invited talk presentations that provide valuable insights and perspectives on research and practice.

The creation of the DIS program was a team effort full of passion and hard work. We would like to acknowledge all the authors for providing the content of the technical program. We are grateful to the program committee, including our sub-committee chairs and associate chairs, as well as the hundreds of reviewers that worked diligently to provide feedback for authors. We also thank ACM and SIGCHI for their support of DIS and our sponsors including champion sponsors Simon Fraser University (including the Faculty of Communication, Art and Technology at SFU, the School of Interactive Arts + Technology), our benefactor sponsors the Interaction Design Research Centre and GRAND, and our contributing sponsor Virginia Tech’s Center for Human-Computer Interaction.

DIS 2014 General Chairs
Ron Wakkary, Simon Fraser University
Steve Harrison, Virginia Tech

DIS 2014 Program Chairs
Shaowen Bardzell, Indiana University
Carman Neustaedter, Simon Fraser University
Eric Paulos, University of California Berkeley
1. Select the hotel’s wireless network: 
RenaissanceMeetingWireless

2. Start your Web Browser. The login page will open automatically. If the browser hesitates, type ‘services.globalsuite.net’ in the address bar. Follow the login instructions: 
Location: Meeting Room Wireless
Passcode: DIS2014

3. Click submit. You’re online!

Require assistance?
If you require any assistance with your Internet connection, please call our toll-free support line: 
24-hour Help Desk 1-877-755-0550

For information on how to download our App (iOS / Android) visit our website http://dis2014.org/

Our DIS map shows the conference venues, restaurants, coffeeshops and bars, as well as activities around.

You can find the map on dis2014.org/index.php/attending
Floor maps

The Conference Office is on the third floor, please ask a Student Volunteer to take you there if needed.
Sat/Sun  Mon  Tues  Wed

**Overview**

- **DIS 2014 Workshops (Sat/Sun)**
- **Doctoral Consortium (Sun)**
- **Opening plenary & keynote**
- **Craft**
- **Domestic Life**
- **Reflection**
- **Critical Design**
- **Communication & Collaboration**
- **Analysis & Visualization**
- **Social Interactions**
- **Design Practice**
- **Urban Screens**
- **Pictorials I**
- **Touch**
- **Sound**
- **Pictorials II**
- **Body Interaction**
- **Health & Community**
- **Digital Memory**
- **Sustainability**
- **Performing Interaction**
- **Design-Methods**
- **Hedonic**
- **Well-Being**
- **Horror, Vampires, Magic & Hobbits**
- **Social Data**
- **Games**
- **Closing plenary & keynote**

**Special Program Panel**

- **Demos & P-WiPs**
- **Demos & P-WiPs**

**Design Research Communities Digital Fabrication Landscapes**

- **Social Interactions Design Practice Urban Screens**

**Digital Memory Sustainability Performing Interaction**

**Banquet Dinner at Science World**

06.30pm - 09.00pm

06.00pm - 10.00pm

**Pre-Reception and Design Jam (Sunday only)**

06.30pm - 09.00pm

**DIS Experience Night + Opening Demos & P-WiPs**

06.30pm - 09.00pm

**06.30pm - 09.00pm**

**06.00pm - 10.00pm**
Sat / Sun schedule & program

Saturday
- Workshops

Sunday
- Workshops
- Doctoral Consortium
- Welcome Reception & Design Jam

Vistas - 19th Floor at Renaissance

06:30 pm – 09:00 pm

p.12
p.12
p.13
p.15
Workshops

Hacking HCI3P – Second Workshop on Human Computer Interaction in Third Places (two days)
Roberto Calderon, University of British Columbia
Sidney Fels, University of British Columbia
Junia Anacleto, University of São
Nemanja Memarovic, University of Lugano
W. Travis Thompson, University of South Florida

HCI: Human-Computer Improvisation
John Bowers, Newcastle University
Robyn Taylor, Newcastle University
Jonathan Hook, Newcastle University
Dustin Freeman, University of Toronto
Charlie Bramley, Newcastle University
Christopher Newell, University of Hull

Environments for creative interaction design processes
Peter Dalsgaard, Aarhus University
Kim Halskov, Aarhus University

Social NUI: Social Perspectives in Natural User Interfaces
Frank Vetere, University of Melbourne
Kenton O’Hara, Microsoft Research
Jeni Paay, Aalborg University
Bernd Ploderer, University of Melbourne
Richard Harper, Microsoft Research
Abigail Sellen, Microsoft Research

Personal Visual Analytics
Sheelagh Carpendale, University of Calgary
Melanie Tory, University of Victoria
Anthony Tang, University of Calgary

Crafting user experience of self-service technologies: Key challenges and potential solutions
Victor Kaptelinin, Umeå University and University of Bergen
Antonio Rizzo, University of Siena
Paul Robertson, Abertay University
Stephanie Rosenbaum, TecEd

StoryStorm: A Collaborative Exchange of Methods for Storytelling
Deborah Maxwell, University of Edinburgh
Mel Woods, University of Dundee
Daisy Abbott, Glasgow School of Art

Doctoral Consortium

Chairs
Thecla Schiphorst (Simon Fraser University)
Jeffrey Bardzell (Indiana University)
Peter Wright (Newcastle University)
John Bowers (Newcastle University)

Student Participants
Ragaad AlTarawneh, University of Kaiserslautern
Visual Interactive Support For Understanding Structural and Behavioral Aspects of Complex Systems
An evening reception to welcome all DIS attendees that have arrived. Meet your friends and colleagues and participate or watch the Design Jam.

**Welcome Reception**

**Sunday, June 23, 06:30pm - 09:00pm**

An evening reception to welcome all DIS attendees that have arrived. Meet your friends and colleagues and participate or watch the Design Jam.

**Design Jam**

**Sunday, June 23, 07:00pm - 09:00pm**

The DIS Design Jam is a fun and novel event run by the Vancouver Design Nerds. A Design Jam is an idea factory. It’s a fun, fast, creative brainstorming session intended to create a range of diverse visions that address an issue. The objective of the DIS Design Jam is to bring together conference attendees in a fun energetic forum, where the Jam task takes advantage of the international mix of participants, HCI / design expertise, and the Vancouver context. The Jam output will be captured by a graphic artist/facilitator who will generate (in real time) a large visual recording of the ideas presented by participants. These findings will then be put on display for the remainder of the conference. **This event is free, but attendees need to register for the Design Jam.**

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**Chris Elsdon, Culture Lab, Newcastle University**
Situated Remembering with Digital Technology

**Laura Devendorf, UC Berkeley**
Making Art and Making Artists

**Jinyi Wang, Stockholm University**
Exploring the Alternative Means to Communicate Interaction Design Research

**Tom Jenkins, Georgia Institute of Technology**
Prototyping Speculative Objects for the Internet of Things

**Wonjun Lee, KAIST**
Pragmatic and Practical Somaesthetics for Interactive Product Design

**Lisa Koeman, University College London**
An Exploratory Study into the Public and Situated Visualisation of Local Data in Urban Communities

**Rohit Khot, Exertion games lab, RMIT University**
Exploring Material Representations of Physical Activity

**David Altimira, University of Canterbury**
Designing Engaging Exertion Games Through Game Balancing

**Lindsay MacDonald, University of Calgary**
For Every Action: Interactive Installations in Liminal Spaces

**Gopinaath Kannabiran, Indiana University Bloomington**
Ecofeminism and Sustainable HCI

**Arash Soleimani, Clemson University**
CyberPLAYce – A Play Space of Creative, Intelligent Tools Promoting Personal and Computational Expression for Early Learners
Monday schedule & program

Monday

09:00 am
- 10:20 am
Opening plenary and keynote
Ballroom 1

10:50 am
- 12:10 pm
Craft
Domestic Life
Reflection
Ballroom 1
Ballroom 2
Ballroom 3

01:30 pm
- 02:50 pm
Pictorials I
Touch
Sound
Ballroom 1
Ballroom 2
Ballroom 3

03:20 pm
- 04:40 pm
Design Methods
Hedonic
Well-Being
Ballroom 1
Ballroom 2
Ballroom 3

06:30 pm
- 09:00 pm
DIS Experience Night
A-Level Renaissance

Presentation Times
Full papers 20mins
Pictorials 15mins
Notes 10mins

Best Paper Award
Honourable Mention
Opening plenary & keynote

On Icarus’ Wings: Craft and the Art of Hybridization

New products and technologies increasingly blur the boundaries between humans and things. This has major implications for what interaction design can be. In a world of wearable technologies, social robots, smart environments and implanted technologies, the relations we have with technologies can hardly be characterized as ‘use’ anymore. Rather, concepts like ‘immersion’, ‘fusion’, ‘implication’, or even ‘enhancement’ apply. In order to analyze the character of these new interactions, we need to expand existing analyses of human-technology relations, most notably the ‘postphenomenological’ framework, which has traditionally focused on relations of use.

This expansion of our understanding of human-technology interactions has major implications for our understanding of what craftsmanship can be. First of all, it shows that interaction design needs to take into account many new contact points between human beings and technological artifacts, which requires new material accounts of the human and new social accounts of the technological. We need a ‘hybrid ontology’ in which the boundaries between humans and things are continuously redefined.

Second, it shows that crafting technologies also implies crafting the self. New technologies imply new ways of being human, because they mediate human behavior and experiences in novel ways. In order to deal with these mediating powers, we need ‘technologies of the self’, to use an expression of Michel Foucault. Such ‘technologies’ do not only consist in ascetic practices of using technologies, but also in ‘ascetic design’: material arrangements of the ways in which human beings are consciously and responsibly affected, influenced and enacted by technologies.

Peter-Paul Verbeek is professor of philosophy of technology and chair of the Department of Philosophy, University of Twente, Enschede, The Netherlands. He is also president of the Society for Philosophy and Technology, and a member of the Dutch Council for the Humanities. He is an editor of Tijdschrift voor Filosofie and of the Lexington Book series in Postphenomenology and the Philosophy of Technology. Verbeek’s research focuses on the relations between humans and technologies, and on the philosophy and ethics of design.

Crafting Code at the Demo-scene (Note)
Nicolai Hansen, Aarhus University
Rikke Nørgård, Aarhus University
Kim Halskov, Aarhus University

Enhancing Everyday Paper Interactions with Paper Circuits (Note)
Michael Shorter, University of Dundee
Jon Rogers, University of Dundee
John McGhee, University of New South Wales

Leather as a Material for Crafting Interactive and Physical Artifacts
Vasiliki Tsaknaki, KTH Royal Institute of Technology
Ylva Fernaeus, KTH Royal Institute of Technology
Mischa Schaub, Institute HyperWerk for Postindustrial Design

Sewing Interest in E-Textiles: Analyzing Making from a Gendered Perspective
Anne Weibert, University of Siegen
Andrea Marshall, Drexel University
Konstantin Aal, University of Siegen
Kai Schubert, University of Siegen
Jennifer Rode, Drexel University

Participatory Materials: Having a Reflective Conversation with an Artifact in the Making
Malte Jung, Cornell University
Nik Martelaro, Stanford University
Halsey Hoster, Stanford University
Clifford Nass, Stanford University

Moving from Talking Heads to Newlyweds - Exploring Video Chat Use during Major Life Events
Michael Massimi, Cambridge
Carman Neustaedter, Simon Fraser University

Domestic Appropriations of Tokens to the Web
Jung-Joo Lee, School of Arts, Aalto University
Siân Lindley, Cambridge
Salu Ylirisku, Aalto University
Tim Regan, Cambridge
Markus Nurminen, Diagonal
Giulio Jacucci, University of Helsinki
“If These Walls Could Talk:” Designing with Memories of Places
Tao Dong, University of Michigan
Mark Ackerman, University of Michigan
Mark Newman, University of Michigan

Homemade Cookbooks: A Recipe for Sharing
Hilary Davis, The University of Melbourne
Bjorn Nansen, The University of Melbourne
Frank Vetere, The University of Melbourne
Toni Robertson, University of Technology
Margot Brereton, Queensland University of Technology
Jeannette Durick, University of Technology
Kate Vaisutis, Queensland University of Technology

Reviewing Reflection: On the Use of Reflection in Interactive System Design
Eric Baumer, Cornell University
Vera Khovanskaya, Cornell University
Mark Matthews, Cornell University
Lindsay Reynolds, Cornell University
Victoria Schwanda Sosik, Cornell University
Geri Gay, Cornell University

Ripening Room: Designing Social Media for Self-reflection in Self-expression
Jae-eul Bae, KAIST
Youn-kyung Lim, KAIST
Jin-bae Bang, Cyram, Seoul
Myung-suk Kim, KAIST

Experiencing Art through Kinesthetic Dialogue (Note)
Jakob Tholander, Stockholm University
Jarmo Laaksolahti, Stockholm University
Stina Nylander, Stockholm University

Time Telescope: Engagement with Heritage through Participatory Design (Note)
Guy Schofield, Culture Lab, Newcastle University

Situated Design for Creative, Reflective, Collaborative, Technology-Mediated Learning
Aba-Sah Dadzie, University of Birmingham
Laura Benton, Institute of Education
Asimina Vasalou, University of London
Russell Beale, University of Birmingham

Session Chair
Elizabeth Gerber, Northwestern University
Introduction to Pictorials as a new format
Sabrina Hauser, Simon Fraser University
Will Odom, Carnegie Mellon University

Materializing Infrastructures for Participatory Hacking
Lorenzo Davoli, Umeå Institute of Design
Johan Redström, Umeå Institute of Design

Some Variations on a CounterFunctional Digital Camera
James Pierce, Carnegie Mellon University
Eric Paulos, University of California Berkeley

Growth Plan for an Inspirational Test-Bed of Smart Textile Services
Stephan Wensveen, Eindhoven University of Technology
Oscar Tomico, Eindhoven University of Technology
Martijn ten Bhömer, Eindhoven University of Technology
Kristi Kuusk, Eindhoven University of Technology

Eclipse: Eliciting the Subjective Qualities of Public Places
Ron Wakkary, Simon Fraser University
Audrey Desjardins, Simon Fraser University
William Odom, Carnegie Mellon University
Sabrina Hauser, Simon Fraser University
Leila Aflatoony, Simon Fraser University

Session Chair
William Odom, Carnegie Mellon University

Session Chair
Nicolai Marquardt, University College London

tPad: Designing Transparent-Display Mobile Interactions
Juan David Hincapié-Ramos, University of Manitoba
Sophie Roscher, Otto-von-Guericke-Universität
Wolfgang Büschel, Technische Universität Dresden
Ulrike Kister, Technische Universität Dresden
Raimund Dachselt, Technische Universität Dresden
Pourang Irani, University of Manitoba

What You See Is What You Touch: Visualizing Touch Screen Interaction in the Head-Up Display
Felix Lauber, HCI Group, University of Munich
Anna Follmann, University of Munich
Andreas Butz, University of Munich

The Design Space of Shape-changing Interfaces: A Repertory Grid Study
 Matthijs Kwak, University of Technology Eindhoven
Kasper Hornbæk, University of Copenhagen
Panos Markopoulos, Eindhoven University of Technology
Miguel Bruns Alonso, Eindhoven University of Technology
The Previewable Switch: a Light Switch with Feedforward (Note)
Richard Park, KAIST
Hyunjae Lee, KAIST
Hwan Kim, KAIST
Woohun Lee, KAIST

Sensing Touch Using Resistive Graphs (Note)
David Holman, Queen’s University
Nicholas Fellion, Queen’s University
Roel Vertegaal, Queen’s University

Cinejack: Using Live Music to Control Narrative Visuals
Guy Schofield, Newcastle University
David Green, Newcastle University
Thomas Smith, Newcastle University
Peter Wright, Newcastle University
Patrick Olivier, Newcastle University

Musical Meshworks: From Networked Performance to Cultures of Exchange
Ben Freeth, Newcastle University
John Bowers, Newcastle University
Bennett Hogg, Newcastle University

Collaborating with Computer Vision Systems: An Exploration of Audio Feedback
Cecily Morrison, Cambridge
Neil Smyth, Cambridge
Robert Corish, Cambridge
Kenton O’Hara, Cambridge
Abigail Sellen, Cambridge

Structured Observation with Polyphony: a Multi-faceted Tool for Studying Music Composition
Jérémie Garcia, INRIA & Univ Paris-Sud
Theophanis Tsandilas, Inria, Orsay, France
Carlos Agon, STMS Lab, IRCAM-CNRS-UPMC, Paris
Wendy Mackay, INRIA, Orsay, France
**Design Methods**

**Medium Probes: Exploring the Medium not the Message**  
Betsy DiSalvo, Georgia Institute of Technology  
Parisa Khanipour Roshan, Georgia Institute of Technology

**Interactive Personal Storytelling: An Ethnographic Study and Simulation of Apartheid-Era Narratives**  
Ilda Ladeira, University of Cape Town  
Gary Marsden, University of Cape Town

**The PumpSpark Fountain Development Kit**  
Paul Dietz, Microsoft Research  
Gabriel Reyes, Georgia Institute of Technology  
David Kim, Microsoft Research

**The Design of Slow-Motion Feedback (Note)**  
Jo Vermeulen, Hasselt University  
Kris Luyten, Hasselt University  
Karlin Coninx, Hasselt University  
Nicolai Marquardt, University College London

**Temporal Anchors in User Experience Research (Note)**  
Chung-Ching Huang, Indiana University Bloomington  
Erik Stolterman, Indiana University Bloomington

**Hedonic**

**Let’s Giggle! : Design Principles for Humorous Products**  
Yeonsu Yu, KAIST  
Tek-Jin Nam, KAIST

**A Small Space for Playful Messaging in the Workplace: Designing and Deploying Picco**  
John Downs, Microsoft Research  
Nicolas Villar, Microsoft Research  
James Scott, Microsoft Research  
Siân Lindley, Microsoft Research  
John Helmes, Microsoft Research  
Gavin Smyth, Microsoft Research

**Understanding Guide Dog Team Interactions: Design Opportunities to Support Work and Play**  
Sabrina Hauser, Simon Fraser University  
Ron Wakkary, Simon Fraser University  
Carman Neustaedter, Simon Fraser University

**The ‘Hedonic’ in Human-Computer Interaction – History, Contributions, and Future Research Directions**  
Sarah Diefenbach, Folkwang University of the Arts  
Nina Kolb, Technische Universität Darmstadt  
Marc Hassenzahl, Folkwang University of the Arts
Well Being

Session Chair
Wendy Moncur, University of Dundee

Supporting Crisis Response with Dynamic Procedure Aids
Leslie Wu, Stanford University
Jesse Cirimele, Stanford University
Kristen Leach, Stanford University
Stuart Card, Stanford University
Larry Chu, Stanford University
Kyle Harrison, Stanford University
Scott Klemmer, UC San Diego

Shape-changing Robot for Stroke Rehabilitation
narae Lee, KAIST
Young Ho Lee, KAIST
Jeeyong Chung, KAIST
Heejeong Heo, KAIST
Hyeonkyeong Yang, Hanyang University
Kyung Soo Lee, Hanyang University
Hokyoung Ryu, Hanyang University
Sungho Jang, Hanyang University
Woohun Lee, KAIST

Design for Complex Persuasive Experiences: Helping Parents of Hospitalized Children Take Care of Themselves
Arnold Vermeeren, Delft University of Technology
Josje van Beusekom, Delft University of Technology
Marco Rozendaal, Delft University of Technology
Elisa Giaccardi, Delft University of Technology

Prototyping ‘Clasp’: Implications for Designing Digital Technology for and with Adults with Autism
Will Simm, Lancaster University
Maria Angela Ferrario, Lancaster University
Adrian Gradinar, Lancaster University
Jon Whittle, Lancaster University
DIS Experience Night

06:30pm - 09:00pm

An evening reception with the grand opening of Demos and Provocations and Works-in-Progress (P-WiPs) and the DIS Pecha Kucha Night. This event is open to the public.

DIS Design Jam recap
Sarah Hay, DIS Design Jam lead

DIS 2014 Workshops
Deborah Tatar, Virginia Tech
Lisa Nathan, UBC

DIS 2014 Doctoral Consortium
Thecla Schiphorst, SFU
Jeffrey Bardzell, Indiana
Pete Wright, Newcastle
John Bowers, Newcastle

Medium Probes: Exploring the Medium not the Message (Best Paper)
Betsy DiSalvo
Parisa Khanipour Roshan

Dark Patterns in Proxemic Interactions: A Critical Perspective (Best Paper)
Saul Greenberg
Sebastian Boring
Jo Vermeuilen
Jakub Dostal

Reprioritizing the Relationship Between HCI Research and Practice: Bubble-Up and Trickle-Down Effects (Best Paper)
Colin M. Gray
Erik Stolterman
Martin A. Siegel

Stillness and Motion, Meaning and Form (Best Pictorial)
Eli Blevis
Tuesday schedule & program

Presentation Times
Full papers 20mins
Pictorials 15mins
Notes 10mins

Tuesday

Demos and P-WiPs

Special Program Panel
Ballroom 1

Critical Design
Communication & Collaboration
Analysis & Visualization
Ballroom 1
Ballroom 2
Ballroom 3

Pictorials 2
Ballroom 1
Body Interaction
Ballroom 2
Health & Community
Ballroom 3

Horror, Vampires, Magic & Hobbits
Ballroom 1
Social Data
Ballroom 2
Games
Ballroom 3

Banquet Dinner
Science World

Best Paper Award

Honourable Mention

All Day

09:00 am – 10:20 am

10:50am – 12:10pm

01:30 pm – 02:50 pm

03:20 pm – 04:40 pm

06:00 pm – 10:00 pm
Special Program Panel

Honoring Protocol: Design by, for and with Aboriginal Peoples

Panel Moderators
Kate Hennessy, Simon Fraser University
Lisa Nathan, University of British Columbia

Panelists
Glenn Alteen, Archer Pechawis, Gerry Lawson, Sarah Ling, Susan Rowley, Jordan Wilson

Glenn Alteen is a Vancouver based curator and writer and Program Director of grunt. He has worked extensively with performance art, aboriginal art and social practice. Through grunt he has produced since 2005 a series of websites devoted to artists archives on the internet. http://grunt.ca/project-sites/

Archer Pechawis is a performance artist, new media artist, filmmaker, writer, curator and educator Archer Pechawis has been a practicing artist since 1984 with particular interest in the intersection of Plains Cree culture and digital technology, merging “traditional” objects such as hand drums with video and audio sampling. His work has been exhibited across Canada, internationally in Paris France and Moscow Russia, and featured in publications such as Fuse Magazine and Canadian Theatre Review. Archer has worked extensively with Native youth as part of his art practice, teaching digital media and performance for various organizations.

Gerry Lawson is a member of the Heiltsuk First Nation and is the Coordinator for the Oral History and Language Lab, at the UBC Museum of Anthropology.

Sarah Ling is a Master’s student in the UBC Interdisciplinary Studies Graduate Program helping to revitalize the intercultural history of Chinese market gardening in the Musqueam community. She works at the Centre for Teaching, Learning and Technology in Aboriginal Initiatives.

Susan Rowley is an Associate Professor in the Department of Anthropology and a curator at the Museum of Anthropology at the University of British Columbia. She holds a Ph.D. in archaeology from Cambridge University. Her research focuses on public archaeology, material culture studies, representation, repatriation, intellectual property rights, access to cultural heritage and museums.

Jordan Wilson is a member of the Musqueam Indian Band and a graduate student in the Department of Anthropology at UBC. He is currently an assistant curator for an exhibit opening January 2015 at the Museum of Anthropology, which will focus on ćesnaʔəm, an ancient Musqueam village site.
Critical Design

Session Chair
Will Odom, Carnegie Mellon University

Analyzing Critical Designs: Categories, Distinctions, and Canons of Exemplars
Gabriele Ferri, Indiana University
Jeffrey Bardzell, Indiana University
Shaowen Bardzell, Indiana University
Stephanie Louraine, Indiana University

PKI: Crafting Critical Design
Danielle Wilde, 2013-2014 Sidney Myer Creative Fellow, Melbourne, Australia
Jenny Underwood, Fashion & Textiles, RMIT University
Rebecca Pohlner, independent sculptor & myotherapist, Melbourne

Counterfunctional Things: Exploring Possibilities in Designing Digital Limitations
James Pierce, Carnegie Mellon University
Eric Paulos, University of California

Communication and Collaboration

Session Chair
Steve Harrison, Virginia Tech

Interactive Two-Sided Transparent Displays: Designing for Collaboration
Jiannan Li, Interactions Lab, University of Calgary
Saul Greenberg, University of Calgary
Ehud Sharlin, University of Calgary
Joaquim Jorge, Technical University of Lisbon

Computer Supported Novice Group Critique
Matthew Easterday, School of Education and Social Policy, Northwestern University
Daniel Rees Lewis, Northwestern University
Colin Fitzpatrick, Northwestern University
Elizabeth Gerber, Northwestern University

A Story Without End: Writing the Residual into Descriptive Infrastructure
Melanie Feinberg, The University of Texas at Austin
Daniel Carter, The University of Texas at Austin
Julia Bullard, The University of Texas at Austin
A Qualitative Study of Workplace Intercultural Communication Tensions in Dyadic Face-to-Face and Computer-Mediated Interactions
Helen Ai He, University of Zurich
Elaine M. Huang, University of Zurich

Product Versus Process: Representing and Appropriating DIY Projects Online (Note)
Tiffany Tseng, MIT Media Lab
Mitchel Resnick, MIT Media Lab

Exploring the Perceptions and Use of Electronic Medical Record Systems by Non-Clinicians (Note)
Alison Murphy, Pennsylvania State University
Madhu Reddy, Pennsylvania State University
Nathan McNeese, Pennsylvania State University

Using Data to Stimulate Creative Thinking in the Design of New Products and Services
Graham Dove, City University London
Sara Jones, City University London

A Constraint-Based Understanding of Design Spaces
Michael Biskjaer, Aarhus University
Peter Dalsgaard, Aarhus University
Kim Halskov, Aarhus University

Supporting the Synthesis of Information in Design Teams
Raja Gumienny, Hasso Plattner Institute
Steven Dow, Carnegie Mellon University
Christoph Meinel, Hasso Plattner Institute

Analysis and Visualization
Ballroom 3

Session Chair
John Zimmerman, Carnegie Mellon University

Constructive Visualization
Samuel Huron, IRI
Sheelagh Carpendale, University of Calgary
Alice Thudt, University of Calgary
Anthony Tang, University of Calgary
Michael Mauerer, University of Calgary
Pictorials 2

Session Chair
Sabrina Hauser, Simon Fraser University

Growing Traces on Objects of Daily Use: A Product Design Perspective for HCI
Elisa Giaccardi, Delft University of Technology
Elvin Karana, Delft University of Technology
Holly Robbins, Delft University of Technology
Patrizia D’Olivo, Delft University of Technology

Practical Notes on Paper Circuits
Michael Shorter, University of Dundee
Jon Rogers, University of Dundee
John McGhee, University of New South Wales

Stillness and Motion, Meaning and Form
Eli Blevis, Indiana University Bloomington

Admixed Portrait: Reflections on Being Online as a New Parent
Diego Trujillo-Pisanty, Newcastle University
Abigail Durrant, Newcastle University
Sarah Martindale, The University of Nottingham
Stuart James, University of Surrey
John Collomosse, University of Surrey

Body Interaction

Session Chair
Johannes Schöning, Hasselt University

Unpacking The Thinking And Making Behind A User Enactments Project
William Odom, Carnegie Mellon University
John Zimmerman, Carnegie Mellon University
Jodi Forlizzi, Carnegie Mellon University
Hajin Choi, Carnegie Mellon University
Stephanie Meier, Carnegie Mellon University
Angela Park, Carnegie Mellon University

Dark Patterns in Proxemic Interactions: A Critical Perspective
Saul Greenberg, Interactions Lab, University of Calgary
Sebastian Boring, University of Copenhagen
Jo Vermeulen, Hasselt University
Jakub Dostal, University of St Andrews
Proxemics Play: Understanding Proxemics for Designing Digital Play Experiences
Florian Mueller, RMIT University
Sophie Stellmach, Technische Universität Dresden
Saul Greenberg, University of Calgary
Andreas Dippon, Technische Universität München
Susanne Boll, University of Oldenburg
Jayden Garner, RMIT University
Rohit Khot, RMIT University
Amani Naseem, RMIT University
David Altimira, RMIT University

Implications of Location and Touch for On-Body Projected Interfaces
Chris Harrison, Carnegie Mellon University
Haakon Faste, California College of the Arts

Crafting Diversity in Radiology Image Stack Scrrolling: Control and Annotations
Louise Oram, University of British Columbia
Karon MacLean, University of British Columbia
Philippe Kruchten, University of British Columbia
Bruce Forster, University of British Columbia

“Every Pregnancy is Different”: Designing mHealth for the Pregnancy Ecology
Tamara Peyton, Pennsylvania State University
Erika Poole, Pennsylvania State University
Madhu Reddy, Pennsylvania State University
Jennifer Kraschnewski, Pennsylvania State University
Cynthia Chuang, Pennsylvania State University

Towards the Crafting of Personal Health Technologies
Swamy Ananthanarayan, University of Colorado Boulder
Nathan Lapinski, University of Colorado Boulder
Katie Siek, Informatics, Indiana University Bloomington
Michael Eisenberg, University of Colorado Boulder

A Study of the Challenges Related to DIY Assistive Technology in the Context of Children with Disabilities
Jonathan Hook, Newcastle University
Sanne Verbaan, The Hague University of Applied Sciences
Abigail Durrant, Newcastle University
Patrick Olivier, Newcastle University
Peter Wright, Newcastle University

Crafting the Body-Tool: A Body-Centred Perspective on Wearable Technology
Claudia Nunez-Pacheco, University of Sydney
Lian Loke, University of Sydney

Session Chair
Amy Hurst, University of Maryland Baltimore County
Horror, Vampires, Magic, & Hobbits

Session Chair
Carman Neustaedter, Simon Fraser University

Freaky: Performing Hybrid Human-Machine Emotion
Lucian Leahu, KTH - Royal Institute of Technology
Phoebe Sengers, Cornell University

The Remediation of Nosferatu – Exploring Transmedia Experiences
Sabiha Ghellal, Stuttgart Media University
Ann Morrison, Aalborg University
Marc Hassenzahl, Folkwang University of the Arts
Benjamin Schaufler, Zeitfenster GbR

The Deliberate Cargo Cult
Kristina Andersen, STEIM

Unexpected Journeys with the HOBBIT – The Design and Evaluation of an Asocial Hiking App
Maaret Posti, University of Oulu
Johannes Schöning, Hasselt University
Jonna Häkkilä, University of Lapland

Social Data

Session Chair
Sarah Diefenbach, Folkwang University

Winter is Coming: Introducing Climate Sensitive Urban Computing
Johanna Ylipulli, University of Oulu
Anna Luusua, University of Oulu
Hannu Kukka, University of Oulu
Timo Ojala, University of Oulu

Sharing Real-Time Biometric Data Across Social Networks: Requirements for Research Experiments
Franco Curmi, Lancaster University
Maria Angela Ferrario, Lancaster University
Jon Whittle, Lancaster University

Taming Data Complexity in Lifelogs: Exploring Visual Cuts of Personal Informatics Data
Daniel Epstein, University of Washington
Felicia Cordeiro, University of Washington
Elizabet Bales, University of Washington
James Fogarty, University of Washington
Sean Munson, University of Washington
Understanding and Leveraging Social Networks for Crowdfunding: Opportunities and Challenges (Note)
Julie Hui, Northwestern University
Elizabeth Gerber, Northwestern University
Darren Gergle, Northwestern University

Exploring the Benefits and Uses of Web Analytics Tools for Non-Transactional Websites (Note)
Manya Sleeper, Carnegie Mellon University
Sunny Consovo, Google, Inc.
Jessica Staddon, Google, Inc.

Game of Words: Tagging Places through Crowdsourcing on Public Displays
Jorge Goncalves, University of Oulu
Simo Hosio, University of Oulu
Denzil Ferreira, University of Oulu
Vassilis Kostakos, University of Oulu

Gaming to Sit Safe: The Restricted Body as an Integral Part of Gameplay
Petra Sundström, SICS
Axel Baumgartner, Salzburg University
Elke Beck, Salzburg University
Christine Döttlinger, Salzburg University
Martin Murer, Salzburg University
Ivana Randelshofer, Salzburg University
David Wilfinger, Salzburg University
Alexander Meschtscherjakov, Salzburg University,
Manfred Tscheligi, University of Salzburg

Session Chair
Vicky Moulder, Simon Fraser University

Design Sensitivities for Interactive Sport-Training Games
Mads Møller Jensen, Aarhus University
Majken Kirkegaard Rasmussen, Aarhus University
Kaj Grønbæk, Aarhus University

Tango Cards: A Card-Based Design Tool for Informing the Design of Tangible Learning Games
Ying Deng, Simon Fraser University
Alissa Antle, Simon Fraser University
Carman Neustaedter, Simon Fraser University
Banquet Dinner at Science World

06:00pm
Welcome drink outside along the seawall at Science World

07:30pm - 10:00pm
Dinner

How to get there

Walking
30min, 2.5km

Walking + Ferry
45min
Walk from the Renaissance to the Yaletown Ferry Dock (32min) and then take the ferry to The Village Ferry Dock (2 stops, $3.23, or return $5.50)
Ferries sail every 15 minutes
www.granvilleislandferries.bc.ca/

Skytrain
17min
Adult Fare $2.75 (1 Zone)
From Burrard Station to Main Street - Science World Station
Expo Line or Millenium Line
www.translink.ca
Tuesday schedule & program

Presentation Times
Full papers 20mins
Pictorials 15mins
Notes 10mins

Demos and P-WiPs

Design Research
Communities
Digital Fabrication Landscapes
Ballroom 1
Ballroom 2
Ballroom 3

Social Interactions
Design Practice
Urban Screens
Ballroom 1
Ballroom 2
Ballroom 3

Digital Memory
Sustainability
Performing Interactions
Ballroom 1
Ballroom 2
Ballroom 3

Closing plenary and keynote
Ballroom 1
Design Research

Session Chair
Ron Wakkary, Simon Fraser University

Reprioritizing the Relationship Between HCI Research and Practice: Bubble-Up and Trickle-Down Effects
Colin Gray, Indiana University Bloomington
Erik Stolterman, Indiana University Bloomington
Martin Siegel, Indiana University Bloomington

On the Presentation and Production of Design Research Artifacts in HCI
James Pierce, Carnegie Mellon University

Emergent Boundary Objects and Boundary Zones in Collaborative Design Research Projects
Peter Dalsgaard, Aarhus University
Kim Halskov, Aarhus University
Ditte Amund Basballe, Aarhus University

Communities

Session Chair
Marcus Foth, Queensland University of Technology

Making Wellbeing: A Process of User-Centered Design
Kevin Marshall, Newcastle University
Anja Thieme, Newcastle University
Jayne Wallace, University of Dundee
John Vines, Newcastle University
Gavin Wood, Newcastle University
Madeline Balaam, Newcastle University

Informing Online and Mobile Map Design with the Collective Wisdom of Cartographers
Johannes Schöning, Hasselt University
Brent Hecht, University of Minnesota
Werner Kuhn, University of California at Santa Barbara

‘alksjdf;iksfd’: Tumblr and the Fandom User Experience
Serena Hillman, Simon Fraser University
Jason Procyk, Simon Fraser University
Carman Neustaedter, Simon Fraser University
Community Historians: Scaffolding Community Engagement through Culture and Heritage
Sarah Fox, University of Washington
Christopher Le Dantec, Georgia Institute of Technology

PosterVote: Expanding the Action Repertoire for Local Political Activism
Vasilis Vlachokyriakos, Newcastle University
Rob Comber, Newcastle University
Karim Ladha, Newcastle University
Nick Taylor, University of Dundee
Paul Dunphy, Newcastle University
Patrick McCorry, Newcastle University
Patrick Olivier, Newcastle University

Everyday Making: Identifying Future Uses for 3D Printing in the Home
Rita Shewbridge, University of Maryland
Amy Hurst, University of Maryland
Shaun Kane, University of Maryland

Volvelles, Domes and Wristbands: Embedding Digital Fabrication within a Visitor’s Trajectory of Engagement
Bettina Nissen, Newcastle University
John Bowers, Newcastle University
Peter Wright, Newcastle University
Jonathan Hook, Newcastle University
Christopher Newell, Hull University

Towards Sociable Technologies: An Empirical Study on Designing Appropriation Infrastructures for 3D Printing
Thomas Ludwig, University of Siegen
Oliver Stickel, University of Siegen
Alexander Boden, Fraunhofer Institute for Applied Information Technology
Volkmar Pipek, University of Siegen

Liveness, Localization and Lookahead: Interaction elements for parametric design
Maryam Maleki, Simon Fraser University
Robert Woodbury, Simon Fraser University
Carman Neustaedter, Simon Fraser University

Digital Fabrication Landscapes

Session Chair
Eric Paulos, UC Berkeley

Ballroom 3
Social Interaction

TuneTracker: Tensions in the Surveillance of Traditional Music
Norman Su, Indiana University Bloomington
Bryan Duggan, Dublin Institute of Technology

Designing Social Greetings in Human Robot Interaction
Brandon Heenan, University of Calgary
Saul Greenberg, University of Calgary
Setareh Aghel-Manesh, University of Calgary
Ehud Sharlin, University of Calgary

An Interactive, Cyber-Physical Read-Aloud Environment: Results and Lessons from an Evaluation Activity with Children and their Teachers
George Schafer, Clemson University
Keith Green, Clemson University
Ian Walker, Clemson University
Susan King Fullerton, Clemson University
Elise Lewis, University of South Carolina

Crowd-Based Design Activities: Helping Students Connect with Users Online
Julie Hui, Northwestern University
Elizabeth Gerber, Northwestern University
Steven Dow, Carnegie Mellon University

Design Practice

What Does it Mean for a System to be Useful? An Exploratory Study of Usefulness
Craig MacDonald, Pratt Institute, New York
Michael Atwood, Drexel University

Understanding the Role of Designers’ Personal Experiences in Interaction Design Practice
Xiao Zhang, Simon Fraser University
Ron Wakkary, Simon Fraser University

Learning, Innovation, and Sustainability among Mobile Phone Repairers in Dhaka, Bangladesh
Steven J. Jackson, Cornell University
Syed Ishtiaque Ahmed, Cornell University
Md. Rashidujjaman Rifat, Bangladesh University of Engineering and Technology

Ajna: Negotiating Forms in the Making of a Musical Cabinet
Ylva Fernaeus, Stockholm University
Anna Vallgårda, IT University of Copenhagen
Urban Screens

Session Chair
Eric Meyers, University of British Columbia

LightSet: Enabling Urban Prototyping of Interactive Media Façades
Marius Hoggenmüller, University of Munich
Alexander Wiethoff, University of Munich

The Puppeteer Display: Attracting and Actively Shaping the Audience with an Interactive Public Banner Display
Gilbert Beyer, University of Munich
Vincent Binder, University of Munich
Nina Jäger, University of Munich
Andreas Butz, University of Munich

Using Embodied Audio-Visual Interaction to Promote Social Encounters Around Large Media Façades
Luke Hespanhol, University of Sydney
Martin Tomitsch, University of Sydney
Oliver Bown, The University of Sydney
Miriama Young, UNSW Australia

The Appropriation of a Digital “Speakers’ Corner”: Lessons Learned from the Deployment of Mégaphone
Claude Fortin, Simon Fraser University
Carman Neustaedter, Simon Fraser University
Kate Hennessy, Simon Fraser University
An Emergent Framework for Digital Memorials
Wendy Moncur, University of Dundee
David Kirk, Newcastle University

Legacy in the Age of the Internet: Reflections on How Interactive Systems Shape How We Are Remembered
Rebecca Gulotta, Carnegie Mellon University
William Odom, Carnegie Mellon University
Haakon Faste, California College of the Arts
Jodi Forlizzi, Carnegie Mellon University

Placelessness, Spacelessness, and Formlessness: Experiential Qualities of Virtual Possessions
William Odom, Carnegie Mellon University
John Zimmerman, Carnegie Mellon University
Jodi Forlizzi, Carnegie Mellon University

The Reflexive Printer: Toward Making Sense of Perceived Drawbacks in Technology-Mediated Reminiscence
Wenn-Chieh Tsai, National Taiwan University
Po-Hao Wang, National Taiwan University
Hung-Chi Lee, National Taiwan University
Rung-Huei Liang, National Taiwan University
Jane Hsu, National Taiwan University

Fashion Thinking: Lessons from Fashion and Sustainable Interaction Design, Concepts and Issues
Yue Pan, Indiana University Bloomington
Eli Blevis, Indiana University Bloomington

Catch my Drift? Achieving Comfort More Sustainably in Conventionally Heated Buildings
Adrian Clear, Lancaster University
Adrian Friday, Lancaster University
Mike Hazas, Lancaster University
Carolynne Lord, Lancaster University

No Easy Compromise: Sustainability and the Dilemmas and Dynamics of Change
Maria Håkansson, Chalmers University of Technology
Phoebe Sengers, Cornell University

Patterns of Persuasion for Sustainability
Bran Knowles, Lancaster University
Lynne Blair, Lancaster University
Stuart Walker, Lancaster University
Paul Coulton, Lancaster University
Lisa Thomas, Lancaster University
Louise Mullagh, Lancaster University
Performing Interactions

Session Chair
Jeffrey Bardzell, Indiana University

Ballroom 3

PianoText: Redesigning the Piano Keyboard for Text Entry
Anna Feit, Max Planck Institute for Informatics
Antti Oulasvirta, Max Planck Institute for Informatics

Practicing Somaesthetics: Exploring Its Impact on Interactive Product Design Ideation
Wonjun Lee, KAIST
Youn-kyung Lim, KAIST
Richard Shusterman, Florida Atlantic University

Human Actions Made Tangible: Analysing the Temporal Organization of Activities
Jacob Buur, University of Southern Denmark
Agnese Caglio, University of Southern Denmark
Lars Christian Jensen, University of Southern Denmark

The Uncanny Valley of Embodied Interaction Design (Note)
Francesco Cafaro, University of Illinois at Chicago
Leilah Lyons, University of Illinois at Chicago
Jessica Roberts, University of Illinois at Chicago
Josh Radinsky, University of Illinois at Chicago

Vocalizing Dance Movement for Interactive Sonification of Laban Effort Factors (Note)
Jules Francoise, IRCAM
Sarah Fdili Alaoui, Simon Fraser University
Thecla Schiphorst, Simon Fraser University
Frederic Bevilacqua, IRCAM
CityStudio Vancouver: Collaborative City Building

CityStudio Vancouver is an innovation hub inside City Hall where staff, university students and community members co-create, design and launch projects on the ground. The central mission of CityStudio is to innovate and experiment with the ways cities are co-created, while teaching students the skills needed to collaborate on real projects in Vancouver with City staff and community stakeholders. These projects improve our city and enrich our neighbourhoods, making the city more livable, joyful and sustainable.

CityStudio convenes stakeholders, defines problems and creates solutions while improving student skills and retaining talent in the city. We aim to create a culture change at City Hall and demonstrate future possibilities. We are also working to build the next generation of changemakers and active city builders.

We have a vision for collaborative city building that provides students with deeply engaged learning experiences within the practices of dialogue and design.

http://www.citystudiovancouver.com

Janet Moore is an Assistant Professor at Simon Fraser University’s Centre for Dialogue where she teaches in the SFU Semester in Dialogue. She has imagined, designed and facilitated intensive, interdisciplinary courses that focus on community engagement, resilience, lifestyle activism, food systems, group process and urban sustainability. Janet is the Co-Founder and Co-Director of CityStudio – an energetic hub of learning and leadership where students design and implement Greenest City solutions in collaboration with the City of Vancouver and 6 post secondary institutions (Emily Carr, UBC, SFU, VCC, BCIT and Langara).

Duane Elverum is a designer, sustainability educator and co-founder of CityStudio Vancouver. He aims to create innovations in education, cities, design and sustainability; CityStudio connects students directly to urban sustainability and public issues through co-creation of real-world projects with city staff on the ground. He has taught at university for 18 years, holding the positions of Assistant Dean, Assistant Professor in design, and Academic Advisor at ECU since 2005. In addition to co-directing CityStudio, he is a visiting professor and associate with SFU’s Centre for Dialogue, as well as a past board director for the eatART Foundation and Modo the Car Coop.
Provocations and Works-in-Progress

Intimate Care: Exploring eTextiles for Teaching Female Pelvic Fitness
Teresa Almeida, Culture Lab, Newcastle University
Rob Comber, Culture Lab, Newcastle University
Patrick Olivier, Culture Lab, Newcastle University
Madeline Balaam, Culture Lab, Newcastle University

Picgo: Designing Reminiscence and Storytelling for the Elderly with Photo Annotation
Hung-Chi Lee, National Taiwan University
Ya Fang Cheng, National Taiwan University
Szu Yang Cho, National Taiwan University
Hsien-Hui Tang, National Taiwan University
Jane Hsu, National Taiwan University
Chien-Hsiung Chen, National Taiwan University

Designing Interactive Systems to Encourage Empathy Between Users
Paul Coulton, Lancaster University, Lancaster
Jonny Huck, Lancaster University, Lancaster
Andrew Hudson-Smith, University College London
Ralph Barthel, University College London
Panagiotis Mavros, University College London
Jennifer Roberts, University of Sheffield
Philip Powell, University of Sheffield

Music is My Life: Disseminating Design Research to the Community
Jill Woelfer, University of Washington

Stimulating a Dialogue on Renewable Energy Through Making
Stephen Forshaw, Lancaster University
Peter Newman, Lancaster University
Maria Angela Ferrario, Lancaster University
Will Simm, Lancaster University
Adrian Friday, Lancaster University
Paul Coulton, Lancaster University

Interactions in the mouth: The VoiceMint Electronic Voice Prosthesis
Eduard van der Houwen, University of Technology Eindhoven

SFUture - Envisioning a Sustainable University Campus in 2065
Sabrina Hauser, Simon Fraser University
Audrey Desjardins, Simon Fraser University
Ron Wakkary, Simon Fraser University

Being the Machine: Exploring New Modes of Making
Laura Devendorf, University of California, Berkeley
Kimiko Ryokai, University of California, Berkeley

Monologger: Visualizing Engagement in Doctor-Patient Communication
Tad Hirsch, University of Washington
Jonathan Cook, University of Washington

A Quantified Past: Remembering with Personal Informatics
Chris Elsden, Newcastle University
David Kirk, Newcastle University

The Bubble User Interface: A Tangible Representation of Information to Enhance the User Experience in IPTV Systems
Regina Bernhaupt, University Paul Sabatier
Michael Pirker, ruwido austria gmbh
Antoine Desnos, Université Paul Sabatier
Beat My Bass, Pluck My Drum  
Bart Hengeveld, Eindhoven University of Technology  
Mathias Funk, Eindhoven University of Technology  
Vleer Doing, Eindhoven University of Technology 

Computer Supported Urban Gardening  
Oliver Stickel, University of Siegen  
Thomas Ludwig, University of Siegen 

The Office Smartwatch – Development and Design of a Smartwatch App to Digitally Augment Interactions in an Office Environment  
Yannick Bernaerts, Hasselt University  
Matthias Druwé, Hasselt University  
Sebastiaan Steensels, Hasselt University  
Jo Vermeulen, Hasselt University  
Johannes Schöning, Hasselt University 

AutoEmotive: Bringing Empathy to the Driving Experience to Manage Stress  
Javier Hernandez, MIT  
Daniel McDuff, MIT  
Xavier Benavides, MIT  
Judith Amores, MIT  
Pattie Maes, MIT  
Rosalind Picard, MIT 

Growing an Interpretation Ecology in a Walled Kitchen Garden  
Elizabeth Edwards, Lancaster University  
Paul Coulton, Lancaster University  
Mike Chiasson, UBC Okanagan 

A digital interactive playground for children to explore on their own  
Yu-Cing Liou, National Cheng Kung University  
Yi-Shin Deng, National Taiwan University  
Sheng-Fen Chien, National Cheng Kung University 

The Multiple Layers of Materiality  
Verena Fuchsberger, University of Salzburg  
Martin Murer, University of Salzburg  
Daniela Wurhofer, University of Salzburg  
Thomas Meneweger, University of Salzburg  
Katja Neureiter, University of Salzburg  
Alexander Meschtscherjakov, University of Salzburg  
Manfred Tscheligi, University of Salzburg 

CAMBRIA: A Tool for Managing Multiple Design Alternatives  
Siniša Kolarić, Simon Fraser University  
Robert Woodbury, Simon Fraser University  
Halil Erhan, Simon Fraser University 

Postulater: Slowing the Pace of Media Sharing  
Dan Hawkins, Simon Fraser University  
Jason Procyk, Simon Fraser University  
Carman Neustaedter, Simon Fraser University 

Puzzle Facade: a Site-specific Urban Technological Intervention  
Javier Lloret, University of Art and Design Linz  
Nina Valkanova, Universitat Pompeu Fabra 

Human-Computer Non-Interaction: The Activity of Non-Use  
Verena Fuchsberger, University of Salzburg  
Martin Murer, University of Salzburg  
Manfred Tscheligi, University of Salzburg 

Encouraging Ambiguous Experience: Guides for Personal Meaning Making  
Daniel Carter, The University of Texas at Austin
Demos

The Reflexive Printer: Embodying Personal Memory for Social Provocation
Hung-Chi Lee, National Taiwan University
Wenn-Chieh Tsai, National Taiwan University
Po-Hao Wang, National Taiwan University
Rung-Huei Liang, National Taiwan University
Jane Hsu, National Taiwan University

BioShare: A Research Tool for Analyzing Social Networks Effects when Sharing Biometric Data
Franco Curmi, Lancaster University
Maria Angela Ferrario, Lancaster University
Jon Whittle, Lancaster University

The Consumed Endurance Workbench: A Tool to Assess Arm Fatigue during Mid-Air Interactions
Juan David Hincapié-Ramos, University of Manitoba
Xiang Guo, University of Manitoba
Pourang Irani, University of Manitoba

LiveNature: Connecting People with Their Cherished Places
Jinyi Wang, Stockholm University
Mudassar Ahmad Mughal, Stockholm University

ICT to Support Community Gardening: A System to Help People to Connect to Each Other in Real Life
Andre Bueno, Federal University of Sao Carlos
Junia Anacleto, Federal University of Sao Carlos
Roberto Calderon, University of British Columbia
Sidney Fels, University of British Columbia
Rodger Lea, University of Lancaster

Electric Flora: An Interactive Energy Harvesting Installation
Joanna Dauner, Disney Research Pittsburgh
Matthew Glisson, Disney Research Pittsburgh
Mustafa Karagozler, Disney Research Pittsburgh

PianoText: Redesigning the Piano Keyboard for Text Entry
Anna Feit, Max Planck Institute for Informatics
Antti Oulasvirta, Max Planck Institute for Informatics

Modular-Mus: Towards an Interaction Design Toolkit for Music
Jiffer Harriman, University of Colorado

The Haggle-O-Tron: Design intervention in secondhand retail
Chris Speed, University of Edinburgh
Mark Hartswood, University of Edinburgh
Eric Laurier, University of Edinburgh
Siobhan Magee, University of Edinburgh
Martin de Jode, University College London
Andrew Hudson-Smith, University College London

Exploring the Health Benefits of an Emoting Water Cooler
Halley Profita, University of Colorado
Harry Emil, Microsoft Research
Donald Brinkman, Microsoft
Ross Smith, Microsoft

Switches (by invitation)
Josh Chisholm, Simon Fraser University
Rachael Eckersley, Simon Fraser University
Trixie Calaquian, Simon Fraser University
Young-Long Kim, Simon Fraser University

Flat Dreaming (by invitation)
Prophecy Sun, Emily Carr University
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