

DETAILED CONFERENCE PROGRAMME

WEDNESDAY

UBIMEDIA TRACK

Session 1 (10.00 – 11.30): Interacting and Experiencing Ubimedia

- *User Experience of Speech Controlled Media Center for Physically Disabled Users, short paper,*
Hannu Soronen, Santtu Pakarinen, Mervi Hansen, Tampere University of Technology Finland,
Markku Turunen, Jaakko Hakulinen, Juho Hella, Juha-Pekka Rajaniemi, Aleksi Melto, Tuuli Laivo, University of Tampere Finland.
- *Competitive Acting - Issues on Action, Interaction and Acting in Converged Media, long paper.*
Thomas Schmieder, Robert J. Wierzbicki, University of Applied Sciences Mittweida, Germany.
- *Ambient Conversations using a Physical Avatar, short paper.*
Kate Lund, Paul Coulton, Reuben Edwards, Lancaster University, United Kingdom.
- *A Brief History of Social iTV Entertainment, short paper.*
Pauliina Tuomi, Tampere University of Technology, Finland.

Session 2 (12.30 – 14.00): location and Context

- *Poetic Augmented Reality: Place-bound Literature In Locative Media, long paper.*
Anders Sundnes Løvlie, University of Oslo, Norway.
- *Context-aware Ambient Media Infrastructure, long paper.*
Ichiro Satoh National Institute of Informatics, Japan.
- *Creating Context as You Go, short paper.*
Vesa A. Korhonen, University of Jyväskylä, Finland,
Ritva Pyykkönen, JAMK University of Applied Sciences, Finland.

Session 3 (15.30 – 17.30): Applications & Services

- *UbiBall: A Ubiquitous Computing Game for Children, short paper.*
Douglas Easterly, Angela Blachnitzky, Victoria University of Wellington, New Zealand.
- *Mobile Journalist Toolkit: A Field Study on Producing News Articles with a Mobile Device, long paper.*
Tero Jokela Nokia Research Center, Finland,
Heli Väättäjä, Tiina Koponen, Tampere University of Technology, Finland.

- *Mobile Email as a Business Performance Driver in Everyday Knowledge Work - a Diary and Interview Study, short paper.*
Heljä Franssila, University of Tampere, Finland.

GAMES TRACK

Session 1 (10.00 – 11.30): Design and Evaluation

- *Casual Game Design Values,*
Annakaisa Kultima, University of Tampere, Finland.
- *Bridging the Uncanny: An Impossible Traverse?*
Angela Tinwell, Mark Grimshaw, the University of Bolton, United Kingdom.
- *Expert Review Method in Game Evaluations – Comparison of Two Playability Heuristic Sets,*
Hannu Korhonen Nokia Research, Finland
Janne Paavilainen, Hannamari Saarenpää, University of Tampere, Finland.

Session 2 (12.30 – 14.00): Social Aspects of Gaming

- *The Many Faces of Sociability and Social Play in Games,*
Jaakko Stenros, Janne Paavilainen, Frans Mäyrä, University of Tampere, Finland.
- *Exploring the Experiences Concerning Leadership Communication in Online Gaming Groups, short paper.*
Marko Siitonen, University of Jyväskylä, Finland.
- *Applying Game Achievement Systems for Enhanced User Experience in a Photo Sharing Service, short paper.*
Markus Montola, Timo Nummenmaa, University of Tampere, Finland,
Andres Lucero, Marion Boberg, Hannu Korhonen, Nokia Research Centre, Finland.

Session 3 (15.30 – 17.30): Games with an Agenda

- *Identifying User Values for an Activating Game for Children*
Sari Kujala, Piia Nurkka, Tampere University of Technology, Finland.
- *Developing a serious game to evaluate and train group decision making skills,*
Conor Linehan, Shaun Lawson, Mark Doughty, Ben Kirman, University of Lincoln, United Kingdom.
- *Combining Advanced Learning Technologies in an Immigrant Educational Program, short paper.*
Ellen Schuurink, ITpreneurs, The Netherlands,

Maartje de Vries, Eindhoven University of Technology, The Netherlands.

SOCIAL MEDIA TRACK

Session 1 (10.00 – 11.30): Places, Spaces and Social Situations

- *Kartta: Using Multimedia and Context to Navigate Unfamiliar Environments, short paper.*
Arttu Perttula, Tampere University of Technology, Finland,
Scott Carter, Laurent Denoue, Fuji Xerox Palo Alto Laboratory, USA.
- *Designing locative media for creative misuse: learning from urban intervention, short paper.*
Anne Naukkarinen, Jenna Sutela, Andrea Botero, Kari-Hans Kommonen University of Art and Design Helsinki, Finland.
- *iTV and changing social interactions, long paper.*
Virpi Oksman, Antti Tammel, Tiina Mäkelä, VTT Technical Research Centre, Finland.
- *The Benefits of Geo-Tagging and Microblogging in m-Learning: a Use Case, long paper.*
Christian Safran, Victor Manuel Garcia-Barrios, Martin Ebner, Graz University of Technology, Austria.

Session 2 (12.30 – 14.00): Social Media and Learning

- *Are the Open Issues of Social Software-based Personal Learning Environment Practices Being Addressed? long paper.*
Antti Syvänen, Joanna Muukkonen, Mika Sihvonen, University of Tampere, Finland.
- *What Students Really Need beyond Learning Content: Ubiquitous Shared-connectivity Services to Foster Learning Communities on the Campus, long paper.*
Victor Manuel García-Barrios, Korab Qerkini, Christian Safran, Graz University of Technology, Austria.
- *MoViE: Mobile Video Experience, long paper,*
Jari Multisilta, Marko Suominen, Tampere University of Technology, Finland.

Session 3 (15.30 – 17.30): Designing and Evaluating New Media Environments

- *Developing an Expert Evaluation Method for User eXperience of Cross-Platform Web Services, long paper.*
Kaisa Väänänen-Vainio-Mattila, Minna Wäljas, Tampere University of Technology, Finland.
- *Mario, Luigi and Dave: The Effect of Language on the Social Structure of a Bilingual Online Mobile Game, long paper.*
Ben Kirman, Shaun Lawson, Conor Linehan, Lincoln Social Computing Research Centre, United Kingdom.

- *Fusion Mobile: A Case Study of Designing a Social Networking System with Communities, short paper.*
Kristine Visanen, Aapo Rista, University of Art and Design, Finland.

POSTERS

- *The Brave Little Troll – A Rhythmic Game for Deaf and Hard of Hearing Children,*
Juho Jouhtimäki, Suvi Kitunen, Margaret Plaisted, University of Art and Design Helsinki, Finland,
Päivi Rainò, The Finnish Association of the Deaf, Finland.
- *A Proactive Space for Rehabilitation, Gaming and Multimodal Interaction – A Poster Presentation,*
Matti Linnavuo, Antti Ojapelto, Raimo Sepponen, Helsinki University of Technology, Finland.
- *Playful Learning with Hybrid School Books,*
Timo Kuula, Anu Seisto, VTT Technical Research Centre, Finland,
Sami Vihavainen, HIIT, Finland,.
- *Enhancing Traveling Experiences with Augmented Reality,*
Merja Haveri, Jouka Mattila, Nokia Research Center, Finland.
- *Towards Standardized Distributed Multitouch Interaction,*
Florian Klomp maker, University of Paderborn C-LAB, Germany, Christian Reimann, Siemens SI C-LAB, Germany.
- *MovieTable: Tangible Interaction with Movies,*
David Raposo, Teresa Chambel, University of Lisbon, Portugal.
- *Emotional Access and Interaction with Videos,*
Eva Oliveira, Teresa Chambel, LaSIGE, University of Lisbon, Portugal.

THURSDAY

Keynote, Cross-disciplinary and best papers award session (13.00-16.00)

Keynote (13.00-13.45)

Miguel Sicart, Assistant Professor at the IT University of Copenhagen: Not to Choose – Designing Ethical Gameplay

Cross-disciplinary and Best Paper Awards Session (14.00-16.00)

- *Analyzing Spatial User Behavior in Computer Games using Geographic Information Systems*,
Anders Drachen, IT University of Copenhagen, Denmark,
Alessandro Canossa, IO Interactive / Danish Design School, Denmark.
- *ColorsInMotion: Interactive Visualization and Exploration of Video Spaces, long paper*.
João Martinho, Teresa Chambel, LaSIGE, University of Lisbon, Portugal.
- *From closed to open to what? An exploration on collaborative innovation principles, short paper*.
Andrea Botero, University of Art and Design, Helsinki, Finland,
Sami Vihavainen, Helsinki Institute for Information Technology HIIT, Finland,
Kimmo Karhu, Helsinki University of Technology, Finland.
- *Towards Gameplay Analysis via Gameplay Metrics*,
Anders Drachen, IT University of Copenhagen, Denmark,
Alessandro Canossa, IO Interactive / Danish Design School, Denmark.

FRIDAY

Tutorial

- **Tutorials:**
 - **Tutorial 1 (Friday 2nd October, 10:00-12:00, Cabinet 7)**
Creating game bots in a few easy steps
Ondrej Burkert, Rudolf Kadlec, Cyril Brom
Charles University in Prague, Czech Republic
 - **Tutorial 2 (Friday, 2nd October, 10:00-16:30, Cabinet 14):**
Workshop: Game Design for Social Networks
Aki Järvinen, mygamestudies.com / IT University of Copenhagen, Denmark
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