CONFERENCE PROGRAM

IMPORTANT NOTICE: listed times are in GMT+1, you can check your timezone at https://greenwichmeantime.com/time-zone/gmt-plus-1/ (you can use the provided URL to insert your location and see your time in relation to GMT+1).

Thursday 23rd July 2020

09:00-9:15 Session O – Opening Session
Prof. Katherine Blashki

09:15-10:15 Session FP 23.1
Serious Games and entertainment – applications, critiques
Chair: Katherine Blashki
REQUIREMENTS FOR DESIGNING EFFECTIVE CLIMATE CHANGE GAME (F059)
Nuriseda Ellyanna Muniriah Razali, Nor Azun Mat Zin, Mohamad Pauzi Zakaria, Tengku Siti Meriam Tengku Wook, Norizan Mat Diah and Fadhilah Rosdi
EXAMINING THE EFFECTIVENESS OF GAMIFICATION AND GAME-BASED LEARNING IN THE CONTEXT OF BLOCKCHAIN (F060)
Nicholas Abela and Owen Sacco

10:15-10:30 Break

10:30-12:15 Session FRP 23.2
Emotional Design issues / methods / experiences for novel interfaces
Chair: Katherine Blashki
DESIGN OF ROBOTIC PETS TO HELP THE ELDERLY WITH SOCIAL INTERACTIONS (F031)
Hsin-Yi Huang, Wen-Huei Chou, Mieko Ohsuga and Tsuyoshi Inoue
FACTORS INFLUENCING READING PREFERENCE FOR OCCLUDED SINGLE COMPOSITION STRUCTURE CHARACTERS (F045)
Ching Chih Liao
A SENSOR-LITE ANXIETY DETECTOR FOR FOREIGN LANGUAGE LEARNING (F050)
Daneih Ismail and Peter Hastings
ON THE DESIGN OF INTELLIGENT PUBLIC INFORMATION FACILITIES — TAKE THE PUBLIC SERVICE ROBOT AS AN EXAMPLE (R062)
Huiping Dai

12:30 – 14:00 Break

14:00 – 15:00 Session KL1 – Keynote Presentation
VISION OF THE MIND
Professor Chaomei Chen, College of Computing and Informatics, Drexel University, USA
15:00-16:00 Session SP 23.3
User studies and fieldwork
Chair: Anastasija Nikiforova
“HEDGING” AND GENDER IN PARTICIPATORY DESIGN (S066) Alice Ashcroft
EXPLORATORY STUDY EXAMINING THE FEASIBILITY OF A TECHNOLOGY-BASED TOOL TO SUPPORT CREATIVITY IN CHILDREN WITH AUTISM (S055)
Aurora Constantin, Cristina Adriana Alexandru, Georgia Fox and Lauren Meikle
MOTIVATEME!: AN ALEXA SKILL TO SUPPORT HIGHER EDUCATION STUDENTS WITH AUTISM (S075)
Ami Bakhai, Aurora Constantin and Cristina Adriana Alexandru

16:00-16:15 Break

16:15-17:35 FSP 23.4
Tools and technologies
Chair: Marcus Tofedahl
ATLAS CHRONICLE: DEVELOPMENT AND VERIFICATION OF A SYSTEM FOR PROCEDURAL GENERATION OF STORY-DRIVEN GAMES (F053)
Elizabeth A. Matthews and Juan E. Gilbert
BALANCING INTRANSITIVE RELATIONSHIPS IN MOBA GAMES USING DEEP REINFORCEMENT LEARNING (F022)
Conor Stephens and Chris Exton
A PROPOSED TECHNOLOGY SOLUTION FOR ENHANCING ORDER PICKING IN WAREHOUSES AND DISTRIBUTION CENTERS BASED ON A GAMIFIED AUGMENTED REALITY APPLICATION (S056)
George Piakas, Eleni Aretoulaki, Stavros T. Ponis, Konstantinos Agiakammos and Theodoros Nikolaos Maroutias

Friday 24th July 2020

09:05-10:15 Session FP 24.1
Usability // Creativity Support Systems
Chair: Katherine Blashki
DATA ANALYTICS WITH MLV-VIEWER (F032)
Carlos Manuel Oliveira Alves, Manuel Pérez Cota and Miguel Ramón González Castro
PLACE THE CONTROLLERS WHEREEVER YOU WANT: USABILITY AND USER EXPERIENCE OF CUSTOMISABLE MUSICAL DEVICES (F049)
Matteo Fanchin, Patrik Pluchino and Luciano Gamberini
RAPIDLY GRASPING LEARNERS’ MATHEMATICAL PERFORMANCE FROM BRAIN ACTIVITY (P037)
Kodai Suzuki, Satoshi Yazawa, Reiko Matsunaka, Toru Iwasawa and Kazuo Hiraki

10:15-10:30 Break

10:30-12:00 Session FP 24.2
User studies and fieldwork // Usability
Chair: Katherine Blashki
A PILOT STUDY ON VIDEO COLOR TRANSFER: A SURVEY OF USER-TYPE OPINIONS (F040)
Máiread Grogan, Emin Zerman, Gareth W. Young and Aljosa Smolic
PERCEIVED USABILITY OF LEARNING MANAGEMENT SYSTEMS AND UNIVERSITY WEBSITES: A SYSTEMATIC REVIEW (F023)
Prokopia Vlachogianni, Nikolaos Tselios and Michalis Xenos
AMAZON ECHO: A BENCHMARKING MODEL REVIEW (F060)
Dietmar Jakob and Sebastian Wilhelm

12:30 – 14:00 Break
**14:40-16:00 Session FSP 24.3**

**Psychological, social, and cultural differences in perception and participation // Cross-cultural and intercultural approaches**

*Chair: Bertil P. Markes*

- **LOCALIZATION AND REGIONAL ASPECTS OF GAME PRODUCTION – A RESEARCH OVERVIEW (F034)**
  - Marcus Tafredahl
- **DEVELOPING A DIGITAL GAME WITH HIGH-ABILITY/GIFTED STUDENTS IN A LOW-INCOME PUBLIC SCHOOL: A BRAZILIAN EXPERIENCE (F046)**
  - Paula Mastroberti
- **THE IDEAL FAIRYTALE: DIY CINDERELLA (S028)**
  - Saeryn Ryu, Jun Hyung Lee and Hyun Bin Cho

---

**16:00-16:15 Break**

---

**16:15-17:35 Session FSP 24.4**

**Eliciting User Requirements / Usability**

*Chair: Emin Zerman*

- **A USER-CENTERED DESIGN OF A MAJOR AND MINOR INTRON ANNOTATION DATABASE (MMIAD) (F061)**
  - Ruby ElKharrabouly, Kyle Gorman, William Eccles and Sahar Al Seesi
- **ASSESSMENT OF THE USABILITY OF LATVIA’S OPEN DATA PORTAL OR HOW CLOSE ARE WE TO GAINING BENEFITS FROM OPEN DATA (F063)**
  - Anastasija Nikiforova
- **A CASE STUDY ABOUT FACEBOOK USAGE FOR VISUALLY IMPAIRED USING THE ANDROID PLATFORMS (S034)**
  - Arda Uslu and Pinar Sarisaray-Boluk

---

**Saturday 25th July 2020**

**08:55-10:15 Session FSP 25.1**

**Immersiveness and engagement**

*Chair: Katherine Blashki*

- **ANALYSIS OF ANXIETY AND IMMERSIVE PROCESS IN DIGITAL GAMES USING HTC VIVE (F031)**
  - Gabriel Batista Caldeira and Rosilane Ribeiro da Mota
- **ANALYSING THE EFFECTIVENESS OF ONLINE GAMIFIED LEARNING METHODS AS OPPOSED TO TRADITIONAL LEARNING METHODS FOR TEACHING COMPUTER PROGRAMMING (F052)**
  - Owen Sacco
- **“BN ANATOMY”: AN INTERACTIVE AUGMENTED REALITY SYSTEM FOR LEARNING BONE ANATOMY (S043)**
  - João Vitor de S. Chagas, Phellipe C. Santiago, Cristina A. P. Fontes and Aura Conci

---

**10:15-10:30 Break**

---

**10:30-11:50 Session FSP 25.2**

**HCI and Design education**

*Chair: Katherine Blashki*

- **PLAY THE GAME AND BE AWARE: INFORMATION SECURITY PROJECT WITH SCHOOLS (F046)**
  - Regina Schuktomow, Margit Scholl, Peter Kopatz and Denis Edich
- **A NEUROPHYSIOLOGICAL INVESTIGATION OF DESIGN THINKING PROCESS IN HUMAN-COMPUTER INTERACTION DESIGN (F053)**
  - Abhishek Dahiya, Abhijeet Kujur and Jyoti Kumar
- **INTERACTIVE VISUALIZATION OF COMPLEX THREE-DIMENSIONAL MODELS: CASE STUDY IN ZEBRAFISH (S067)**
  - Feibo Duan, Kristian F. D. Rietveld and Fons J. Verbeek

---

**11:50 Best Paper Awards Ceremony and Closing Session**

*Prof. Katherine Blashki*