

# AUIC 2014 PROGRAM

## **Session AUIC 1 – Interfaces:**

**Wednesday, 22<sup>nd</sup> January 2014, 11am – 12.30pm**

### **ORAL PRESENTATIONS (20min talk + 5 min questions)**

Zainab Masood and Rashina Hoda

Math Tutor: An Interactive Android-Based Numeracy Application for Primary Education (Paper #7)

Alexandre Heitz, Andreas Dunser, Christoph Bartneck, Jonathan Grady and Catherine Moran

Assessing the impact of a Clinical Audiology Simulator on first year students (Paper #12)

Yi Zeng, Zijiang Song and Burkhard Wuensche

Towards a 3D Sketch-Based Modelling API (Paper #15)

## **Session AUIC 2 – Virtual and Augmented Reality:**

**Thursday, 23<sup>rd</sup> January 2014, 9am-10.30am**

### **ORAL PRESENTATIONS (20min talk + 5 min questions)**

James A. Walsh, Stewart von Itzstein and Bruce H. Thomas

Ephemeral Interaction Using Everyday Objects (Paper #6)

Michael Marner and Bruce Thomas

Spatial Augmented Reality User Interface Techniques for Room Size Modelling Tasks (Paper #14)

Edward Peek, Burkhard Wuensche and Christof Lutteroth

Image Warping for Enhancing Consumer Applications of Head-Mounted Displays (Paper #24)

### **POSTER TEASERS (2min talk, 1 slide)**

Markus Broecker, Ross Smith and Bruce Thomas

Depth Perception in View-Dependent Near-Field Spatial AR (Paper #5)

Valerie Picardo, Samuel Metson, Rashina Hoda, Robert Amor, Angela Arnold-Saritepe, Rebecca Sharp and Denys Brand

Designing an Educational Tabletop Software for Children with Autism (Paper #8)

Mostafa Mehrabi, Christof Lutteroth and Burkhard Wuensche

Effects of 3D Display Technologies on Spatial Memory (Paper #10)

Martin Vogel, Tim Warnecke and Andreas Rausch

Scribbler – Drawing Models in a Creative and Collaborative Environment: from Hand Drawn Pictures to Domain Specific Models and Vice Versa (Paper #22)

Joris Suppers and Mark Apperley

Casual Mobile Screen Sharing (Paper #27)

## **Morning Tea and Poster Presentations**

**Thursday, 23<sup>rd</sup> January 2014, 10.30am-11am**

Posters should have an A1 format and clearly explain the main motivation and results of your research. Please put posters onto the provided poster boards during the lunch break before this session. During the session please stay close to your poster so that you can answer any questions of the audience.

Please note that at the end of session 2 (see above) poster authors have an opportunity to present a teaser slide to the audience (1 slide, 2 min talk). Please email the teaser slide in Powerpoint format to us ([auic2014@easychair.org](mailto:auic2014@easychair.org)) before the 20<sup>th</sup> January.

## **Session AUIC 3 – User Interaction and Usability:**

**Thursday, 23<sup>rd</sup> January 2014, 11am-12.30pm**

### **ORAL PRESENTATIONS (20min talk + 5 min questions)**

Manuela Jungmann, Richard Cox and Geraldine Fitzpatrick

Spatial Play Effects in a Tangible Game with an F-Formation of Multiple Players (Paper #21)

Jesse Dean, Mark Apperley and Bill Rogers

Refining Personal and Social Presence in Virtual Meetings (Paper #26)

Saturnino Luz and Masood Masoodian

Involving Geographically Distributed Users in the Design of an Interactive System (Paper #28)