

CHINZ 2015

15th New Zealand Conference on Human-Computer Interaction

3-4 September, University of Waikato, Hamilton



Locations

All sessions in Room S.1.03

Lunch and Tea Breaks in F.G

Conference Dinner Workshop Event in R.G

Hosted by:

Human Computer Interaction Group

Department of Computer Science, University of Waikato



cs.waikato.ac.nz/chinz2015

10:45	Opening	S.1.03
	<i>Sally Jo Cunningham</i> Māori welcome: <i>Te Taka Keegan</i>	
11:10	Keynote	
	From Materialising to Memories: Design research to support personal remembering <i>Elise van den Hoven, University of Technology, Sydney</i>	
12:10	Paper Session A: Languages	S.1.03
	Translated Application Interfaces-issues of engagement <i>Paora Mato</i> Three Little Pigs in a Sandwich: Towards Characteristics of a Sandwiched Storytelling based Tangible System for Chinese Primary School English <i>Todd Cochrane, Eddy Hui & Hongwei Pan</i>	
13:00	Lunch	F.G
14:00	Paper Session B: Text	S.1.03
	Reading text in an immersive head-mounted display <i>Cameron Grout, William Rogers, Mark Apperley & Steve Jones</i> Design exploration of eBook interfaces for personal eBook libraries on tablet devices <i>Nicholas Vanderschantz, Claire Timpany & Annika Hinze</i> Detecting Learner's To-Be-Forgotten Items using Online Handwritten Data <i>Hiroki Asai & Hayato Yamana</i>	
15:20	Tea Break	F.G
15:35	Paper Session C: Health	S.1.03
	Repeatability of Eye-Hand Movement Onset Asynchrony Measurements and Cerebral Palsy: A Case Study <i>Alexander R. Payne, Beryl Plimmer & T. Claire Davies</i> Determinants of Patients' Intention to Adopt Diabetes Self-Management Applications <i>Ananthidewi Maniam, Jaspaljeet Singh Dhillon & Nilufar Baghaei</i> Identifying the characteristics of usability that encourage prolonged use of an Activity Monitor <i>Poonam Dhawale & Robert Wellington</i>	
16:55	Break	
17:00	SIGCHI NZ AGM	S.1.03
18:00	Conference Dinner Workshop Event	R.G

Friday 4th September

9:30	Keynote	S.1.03
	Tangible Interaction: A case for light-weight tangibles <i>Beryl Plimmer, University of Auckland</i>	
10:30	Tea Break	F.G
10:45	Paper Session D: Data	S.1.03
	An interactive spreadsheet model for visualizing dairy farm data <i>Shirley Gibbs, Kate Cromie & Ron Pellow</i>	
	Data Driven Usability: A Case for Adaptive Interfaces in Voice Based Menu Systems <i>Siddhartha Asthana & Pushpendra Singh</i>	
	Simulating Electricity Consumption Pattern for Household Appliances using Demand Side Strategies—A Review <i>Patrick Ozoh & Mark Apperley</i>	
12:05	Lunch	F.G
13:05	Paper Session E: HCI & Scholarly Communication	S.1.03
	A scientometric analysis of 15 years of CHINZ conferences <i>David M. Nichols & Sally Jo Cunningham</i>	
	Initiative for an H-index based Rating of Conferences and Journals in HCI and Related Fields <i>Holger Regenbrecht & Tobias Langlotz</i>	
13:55	Closing	

SIGCHI NZ AGM

The Annual General Meeting (AGM) of the *New Zealand Chapter of the Association of Computer Machinery (ACM) – Special Interest Group on Computer Human Interaction (SIGCHI)* is open to all conference attendees.

From Materialising to Memories: Design research to support personal remembering



Elise van den Hoven

University of Technology Sydney

Elise van den Hoven has a joint appointment as associate professor in the School of Design, University of Technology Sydney (UTS) and in the Department of Industrial Design, Eindhoven University of Technology (TU/e).

Van den Hoven's research and teaching spans aspects of human-computer interaction, design and psychology. Her interests include people-centred design and evaluation of interactive products, with a specific focus on the approach of tangible interaction and the application area of supporting personal remembering. She leads the international research programme Materialising Memories, which aims to use design for improved reliving of personal memories (materialisingmemories.com).

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Tangible Interaction: A case for light-weight tangibles



Beryl Plimmer

University of Auckland

Beryl Plimmer is an Associate Professor in the Department of Computer Science at The University of Auckland.

The main focus of her research is tangible interaction. This includes pen-based interaction and augmenting everyday objects so they can be used as interactive devices. This work ranges from methods to effectively collect data from the objects, to developing better techniques to recognize the user's intentions, to designing compelling user experiences.

www.cs.auckland.ac.nz/~beryl