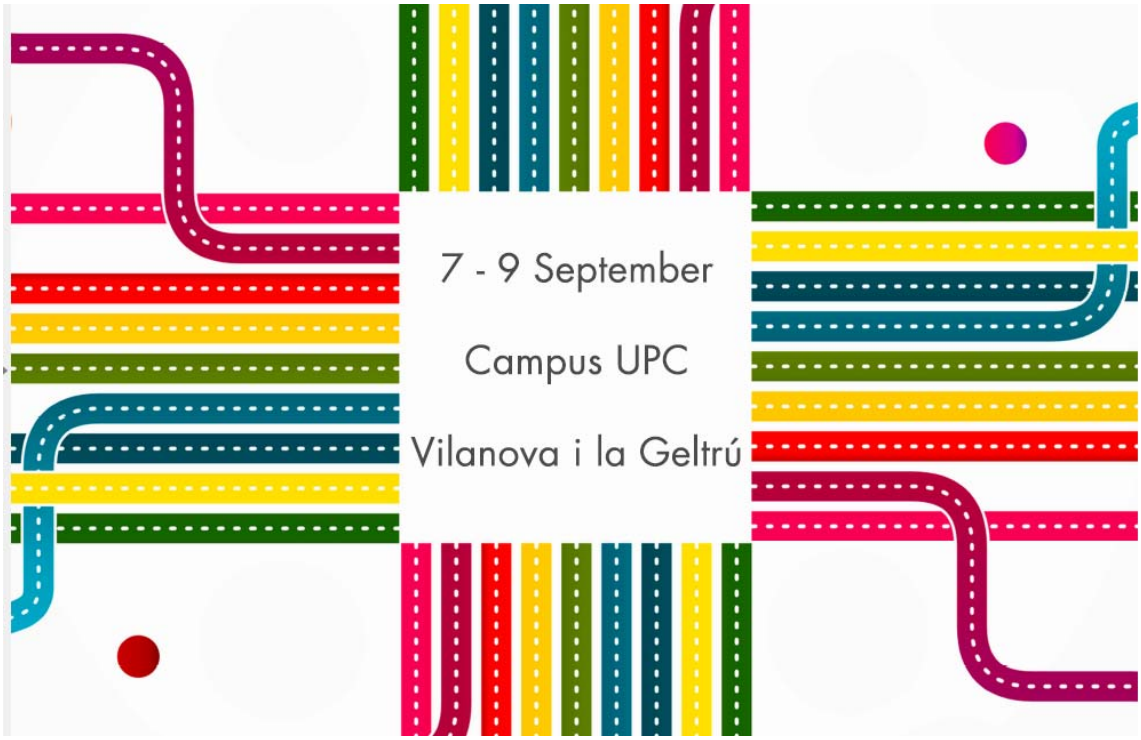
Interacción 2015 AIPO

XVI Internacional Conference on Human Computer Interaction

PROGRAMME



ORGANIZERS

UPC UNIVERSITAT POLITÈCNICA DE CATALUNYA BARCELONATECH
Escola Politècnica Superior d'Enginyeria de Vilanova i la Geltrú

Càtedra d'Accessibilitat
Arquitectura, Tecnologia i Disseny per a Tothom

CETpD Technical Research Centre for Dependency Care and Autonomous Living

CHISPA Spanish local chapter of ACM SIGCHI

Interactive Systems Design Lab

PROGRAMME

	SUNDAY , SEPTEMBER 6, 2015
18:30 – 19:30	Welcome cocktail at Catalonia Railway Museum
19:30 – 20:30	Guided tour: Promenade of Vilanova I la Geltrú

	MONDAY, SEPTEMBER 7, 2015	
08:30 – 09:30	Yoga	
08:30 - 10.00	Registration	
10:00 - 10.30	co - Opening of INTERACCIÓN Conference	
10:30 - 11:00	Coffee break / Demo videos / Ping Pong	
11:00 - 12:00	c1 - Plenary Conference Panos Markopoulos. "Interaction Design for Rehabilitation"	
12:00 - 13:30	s1 – Special Track: Natural User Interfaces (I)	s2 – Methodologies and Models
13:30 - 15:00	Lunch	
15:00 - 16:30	s3 - Special Track: Natural User Interfaces (II)	s4– Concurso AIPO de TFG/TFM 2015 s5– Student Design Challenge
16:30 - 18:00	s6 – Child Computer Interaction	s7– Doctoral Colloquium
18:00 - 18:30	Coffee break / Demo videos / Ping Pong	
18:30 - 20:00	s8 – Interface Design	s9– Interaction Devices (I)
20:15 - 21:15	Guided tour Victor Balaguer Museum	

	TUESDAY, SEPTEMBER 8, 2015		
08:30 - 09:30	Yoga		
09:00 - 09.30	Registration		
09:30 - 10:30	t1 – tutorial Antonio Miguel Baena (AMB Piensa). "Desarrollo de aplicaciones de realidad aumentada para tabletas y smartphones"	s10 – Interaction for People with Disability	c2 – Conferencia: Manel Garrido "KUKA - Robots sensitivos"
10:30 - 11:00	Coffee break / Demo videos / Ping Pong		
11:00 - 12:00	c3 - Plenary Conference Els Rommes. "Including Gender in the Interaction "		
12:00 - 13:30	s11 – Workshop EnGendering Technology (I)	s12 – Games m1 - IFIP Technical Committee 13: Human-Computer Interaction m2 – JACCES journal m3 – CHISPA Activities	
13:30 - 15:00	Lunch		
15:00 - 16:30	s13 – Workshop EnGendering Technology (II)	s14 – Usability and User Experience (I)	
16:30 - 18:00	s15 – Usability and User Experience (II)	s16 – Software, Architecture and Interaction	
18:00 - 18:15	Coffee break / Demo videos / Ping Pong		
18:15 - 19:40	Jesús Lorés Award, Accésit Award Entrega Premios Concurso AIPO TFG/TFM/ AIPO: General Assembly		
19:45 - 20:45	Guided tour: Vilanova i la Geltrú of the XIX century		
20:45 - 21:15	Free time		
21:15 - 24:00	Gala Dinner: Marejol Restaurant		

	WEDNESDAY, SEPTEMBER 9, 2015	
08:30 - 09:30	Yoga	
09:00 - 09.30	Registration	
09:30 - 11:00	s17 – Accessibility and Semantic Web	s18– Interaction Devices (II)
11:00 - 11:30	Coffee break / Demo videos / Ping Pong Llunàtics Human Towers demonstration	
11:30 - 12:15 12:15 – 13:00	c4 - Plenary Conference José Antonio Plaza. "Towards Intracellular Computer-Human Interaction: a microelectronic perspective" p1- Panel de discusión José Antonio Macías (AIPO), Marina Talavera (HP). "Reflexiones sobre la interacción persona-ordenador"	
13:00 - 14:00	cc - Conference Closing	
14:00 - 15:30	Lunch	

c0 - Opening of Interaction Conference

Date: Monday 7 th September 2015, 10:00 a.m. 10:30 a.m. **Room:** SALA ACTES

Members:

Neus Lloveras Sra Alcaldesa de Vilanova i la Geltrú

Antoni Ras Vicerector de Política Universitaria de la UPC

Frederic Vilà Director EPSEVG

José Antonio Macías Presidente Asociación Interacción Persona Ordenador AIPO

Pere Ponsa Conference Chair

c1 - Plenary Conference: Interaction Design for Rehabilitation

Author: Panos Markopoulos , Department of Industrial Design, TU/e Eindhoven University of Technology, Eindhoven. The Netherlands.

Date: Monday 7 th September 2015, 11:00 a.m. 12:00 a.m. **Room:** SALA ACTES

Abstract: There is a growing demand for rehabilitation and this necessitates the development of rehabilitation technology. Further, such technologies can not only improve the quantity of rehabilitation that can be offered but also its quality. For a long time, this challenge has been considered as a purely engineering and technical challenge. The prolific growth of such technologies and the increasing relevance of tele-rehabilitation scenarios, mean have drawn the attention of industry and academia to the challenge of designing such technologies to motivate patients, to ensure compliance, good ergonomics and product design to support the correct execution of training exercises, and of course the potential of generating immense amounts of data that can help monitor and provide feedback regarding patient progress. This talk presents a few cases of such technologies and discusses some general challenges such as designing appropriate feedback, including patients in participatory design processes, acceptance of technologies, evaluation in the field, and interaction design issues relating to the implementation of innovations in healthcare.

Presentation of speaker: Víctor M.R. Penichet, CHISPA

Short Bio: Panos Markopoulos has held research positions in Queen Mary, University of London and in Philips Research Eindhoven. He is working in the Eindhoven University of Technology since 2000 where he was appointed as a full professor in 2010.

He is a co-founder and chief editor of Elsevier's International Journal on Child Computer Interaction and editor of Interacting with Computing, and co-author of a book on Evaluating Children's Interactive Products published by Morgan Kaufmann. His efforts in editing and conference organization have mostly concerned the fields of Ambient Intelligence and Interaction Design and Children.

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s1 – s3 - Special track: Natural User Interfaces

Special track leaders: Cristina Manresa-Yee (University of Balearic Islands) and Ann Morrison (Aalborg University)

Brief Description:

Natural user interaction enables users to interact with a machine using nothing else but the human body. Users operate through intuitive actions by using gestures, touch, haptics, speech or even biosignals. There is a broad array of devices and interaction paradigm possibilities. In this call, we are especially interested in vision based interfaces (VBI) and in interfaces which involve touch and haptics from both solo and multiple participants. On the one hand, vision based interfaces perceive the user and her/his actions and use the visual information for interaction purposes. On the other, touch and haptic interfaces exchange information with the machine and the participants through the sense of touch, enabling a very different experience and trade.

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Session S1 Special Track Natural User Interfaces (I)

Date: Monday 7 th September 2015, 12:00 a.m. 13:30 p.m. **Room: AA207**

Session Chair: Víctor M.R. Penichet

(F) Clara Bonillo Fernández, Javier Marco Rubio, Eva Cerezo Bagdasari and Sandra Baldassarri. Diseño de actividades de mejora de capacidades cognitivas para tabletops tangibles

(F) Alfredo Mendoza González, Francisco Javier Álvarez Rodríguez, Ricardo Mendoza-González, Francisco Acosta Escalante and Jaime Muñoz Arteaga. Analyzing learnability Study of Common Mobile Gestures for Down Syndrome Users

(S) Vicente Nacher and Javier Jaen. Multi-touch Technology in Early Childhood: Current Trends and Future Challenges

(F) Ann Morrison, Cristina Manresa-Yee and Hendrik Knoche. Vibrotactile Vest and The Humming Wall: “I like the hand down my spine”

Session S3 Special Track Natural User Interfaces (II)

Date: Monday 7 th September 2015, 15:00 p.m. 16:30 p.m. **Room: AA207**

Session Chair: Cristina Manresa-Yee

(F) Roi Méndez Fernández, Julián Flores González and Rubén Arenas Hernán. Exploración del busto humano en tiempo real mediante interacción natural con fines educativos

(F) Diana Carvalho, Maximino Bessa, Luis Gonzaga Magalhaes and Eurico Carrapatoso. Performance evaluation of gesture-based interaction between different age groups using Fitts' Law

(F) Otto Parra-González, Sergio España and Oscar Pastor. Including multi-stroke gesture-based interaction in user interfaces using a model-driven method

(F) Elena de La Guía, María-Dolores Lozano and Víctor M. R. Penichet. Interfaces de Usuario Tangibles como Mecanismo de Interacción en Entornos Multi-dispositivos

Session S2 Methodologies and Models

Date: Monday 7 th September 2015, 12:00 a.m. 13:30 p.m. **Room: AA203**

Session Chair: César A. Collazos

(F) Miguel Ángel Teruel, Arturo Carlos Rodríguez, Francisco Montero, Elena Navarro, Víctor López-Jaquero and Pascual González. Limitaciones del Modelo de Tareas del W3C para aplicaciones Post-WIMP

(F) Félix Buendía and Maha Khemaja. An Ontology-Driven Approach to Model & Support Mobility and GeoLocation Based Campus Interactions

(F) David Céspedes-Hernández, Jorge Luis Pérez-Medina, Juan Manuel González Calleros, Francisco Javier Álvarez-Rodríguez and Jaime Muñoz-Arteaga. SEGA-ARM: A Metamodel for the Design of Serious Games to Support Auditory Rehabilitation

(F) Liliana Rodríguez-Vizzuett, Jorge Luis Pérez-Medina, Jaime Muñoz-Arteaga, Josefina Guerrero-García and Francisco J. Álvarez-Rodríguez. Towards the Definition of a Framework for the Management of Interactive Collaborative Learning Applications for Preschoolers

Session S4 Concurso AIPO DE TFG/TFM, 2015

Date: Monday 7 th September 2015, 15:00 p.m. 16:30 p.m. **Room: AA203**

Session Chair: Federico Botella

Clara Bonillo. Desarrollo de una herramienta para el diseño y ejecución de actividades enfocadas a ancianos con el tabletop NIKVision.

Rubén Alcaraz. Análisis de requerimientos y prototipado de una aplicación web accesible para personas ciegas basada en la API de Google Maps.

Virginia del Castillo. Sistema de recomendación para red social educativa.

Esteban Angulo. Case study on mobile applications UX: effect of the usage of a crossplatform development framework.

Session S5 Student Design Challenge

Date: Monday 7 th September 2015, 15:00 p.m. 16:30 p.m. **Room: AA201**

Session Chair: Núria Ferran

Manuel González-Pola. e-Tren.

Tania Cearreta. Urbil.

Session S6 Child Computer Interaction

Date: Monday 7 th September 2015, 16:30 p.m. 18:00 p.m. **Room: AA207**

Session Chair: Natalia Padilla

(F) Carina González and Vicente Navarro. Métodos y técnicas para la evaluación de la experiencia emocional de niños y niñas con videojuegos activos

(S) Diana Arellano, Ulrich M. Schaller, Reinhold Rauh, Marc Spicker, Volker Helzle and Oliver Deussen. The SARA Project: An Interactive Sandbox for Research on Autism

(F) Sandra Cano, Jaime Muñoz Arteaga, César A. Collazos and Viviana Bustos Amador. Model for Analysis for Serious Games for literacy in deaf children from user experience approach

(S) Jaime Muñoz Arteaga, Dulce María Morales Hernández, Ricardo Mendoza-González and Aurora Torres Soto. Uso de Aplicaciones Interactivas para Apoyo a la Escritura en Niños con Problemas de Aprendizaje.

(F) Noemí Marta Fuentes García, Francisco Luis Gutiérrez Vela, Patricia Paderewski Rodríguez, Rafael López Arcos and Natalia Padilla Zea. Enseñando Emociones a Niños Mediante Videojuegos

Session S7 Doctoral Colloquium

Date: Monday 7 th September 2015, 15:00 p.m. 16:30 p.m. **Room: AA205**

Session Chair: Luis Miguel Muñoz

Patricia Pons, Javier Jaen and Alejandro Catala. Intelligent Playful Environments for Animals

Fernando García-Sanjuan, Javier Jaen and Alejandro Catalá. Multi-Display Environments to Foster Emotional Intelligence in Hospitalized Children

Vicente Nacher and Javier Jaen. KINDERTIVITY: Using Interactive Surfaces to Foster Creativity in Pre-kindergarten Children

Pablo Torres-Carrión and Carina González-González. El Análisis de Emociones faciales en personas con Síndrome de Down en el aula

Session S8 Interface Design

Date: Monday 7 th September 2015, 18:30 p.m. 20:00 p.m. **Room: AA207**

Session Chair: Bernardino Casas

(F) Rodrigo Capa-Arnao, Cristina Manresa-Yee and Ramon Mas-Sanso. CamScan, an application to identify everyday objects for users with vision impairments

(F) Félix Albertos Marco, Víctor M.R. Penichet and José A. Gallud. Interacción de los Usuarios con Aplicaciones Web Offline: un Caso de Estudio

(S) Juan Eduardo Pérez, Xabier Valencia, Myriam Arrue and Julio Abascal. Elaborating a Web Interface Personalization Process

(S) Antonio Carrillo and Juan Falgueras Cano. Goal Driven Interaction (GDI) vs. Direct Manipulation (MD), an empirical comparison

(F) Jenny Ruiz de La Peña, Gayane Sedrakyan and Monique Snoeck. Generating User Interface from Conceptual, Presentation and User models with JMermaid in a learning approach

Session S9 Interaction Devices (I)

Date: Monday 7 th September 2015, 18:30 p.m. 20:00 p.m. **Room: AA205**

Session Chair: Andreu Català

(F) Navya Amin, Thomas Gross, Susanne Rosenthal and Markus Borschbach. Blind Source Separation Performance based on Microphone Sensitivity within Interaction Devices

(S) Lluís Ribas-Xirgo and Francisco López-Varquiel. DIY computer mouse for special needs people

(S) Ernesto de La Rubia and Antonio Díaz-Estrella. Explorando la Viabilidad de un Sistema de Tracking Inercial para la Mano Basado en un solo Sensor

(F) Feng Feng, Tony Stockman and Nick Bryan-Kinns. An investigation into the comprehension of map information presented in audio

t1 - Tutorial: Desarrollo de Aplicaciones de Realidad Aumentada para Tabletas y Smartphones

Autor: Antonio Miguel Baena, AMB Piensa

Fecha: Martes 8 Septiembre 2015, 09:30 a.m. 10:30 p.m. **Lugar: AA207**

Resumen: Este tutorial se centra en la realidad aumentada y en cómo puede ser utilizada para coeditar y desarrollar aplicaciones para tabletas y smartphones. El tutorial contempla estudio de casos como los llevados a cabo recientemente en el Museo Thyssen Bortnemisza y la Central Nuclear José Cabrera.

Breve curriculum: Antonio Miguel Baena es el fundador de AMB Piensa S.L., y fundador de Artempus S.L. (actualmente TF Interactiva), empresa de gestión y creación de contenidos digitales desde 1993. Ha dirigido diferentes proyectos de edición digital, web y espacios interactivos para entre otros Museo Guggenheim de Bilbao Patronato de la Alhambra, Fundación Mapfre, Ciudad de las artes y las Ciencias de Valencia, Madri+d, Repsol, Gas Natural. En ámbitos didácticos y divulgativos ha dirigido más de 100 proyectos relacionados con tecnologías audiovisuales, multimedia, Internet y Apps móviles en las especialidades de consultoría, análisis, dirección de proyectos e investigación e implantación de nuevas tecnologías.

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AMB PIENSA

c2 - Conferencia: KUKA-Robots sensitivos

Autor: Manel Garrido, KUKA Robots Ibérica

Fecha: Martes 8 Septiembre 2015, 09:30 a.m. 10:30 p.m. **Lugar:** AA201

Resumen: La nueva era en la robótica pasa por transferir a los robots capacidades sensitivas. KUKA ha conseguido que su robot LBR iiwa sienta y gestione con gran precisión los esfuerzos que se generan en su entorno de acción. Por lo tanto nos permite automatizar procesos tanto industriales como fuera de ese entorno, donde la sensibilidad de las personas es imprescindible para conseguir el objetivo de la acción. Como consecuencia de esa virtud sensitiva, además, este robot permite trabajar de forma segura en entornos colaborativos.

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Página web:

http://www.kuka-robotics.com/spain/es/

KUKA

Date: Tuesday 8 th September 2015, 09:30 a.m. 10:30 a.m. **Room: AA203**

Session Chair: Julio Abascal

(F) Tânia Rocha, Maximino Bessa, Luis Gonzaga Magalhaes and Luciana Cabral. Performing universal tasks on the Web: interaction with digital content by people with intellectual disabilities

(F) Nam Tung Ly, Jörn Hurtienne, Robert Tscharn, Samir Aknine and Audrey Serna. Towards Intelligent and Implicit Assistance for People with Dementia: Support for Orientation and Navigation

(S) Héctor Cardona Reyes, Jaime Muñoz Arteaga, Francisco Acosta Escalante, Francisco Álvarez and Ángel Eduardo Muñoz Zavala. Occupational Therapy for People with Physical Disabilities using Interactive Environments

(F) Juan Carlos Torrado Vidal, Javier Gómez Escribano and Germán Montoro Manrique. Experiencias de evaluación de herramientas tecnológicas para la asistencia de personas con discapacidad cognitiva

s11-s13 - Workshop: EnGendering Technology

Workshop leaders: Ana M. González Ramos (Chair) (GENTIC, Internet Interdisciplinary Institute, IN3, Open University of Catalonia) and Carina González (Chair) (Department of Computer Engineering, University of La Laguna).

Brief description: EnGendering technologies aims at exploring equal participation in education, design, production and use of technologies, especially in ICT, but also demanding innovative and more inclusive research, innovation and products. The aim is to achieve better ICT practices and products in order to promote positive gender impact. Gendering that creative process means participating in the design of a better common future.

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c3 - Plenary Conference: Including Gender in the Interaction

Author: Els Rommes, Institute for Gender Studies, Radboud University Nijmegen, The Netherlands.

Date: Tuesday 8 th September 2015, 11:00 a.m. 12:00 a.m. **Room:** SALA ACTES

Abstract: What does it mean to pay attention to gender in the design of computer systems? Should everything be pink, or all content be about fashion? In this lecture, Rommes will discuss various notions of what 'inclusion of gender' can mean, and which advantages and disadvantages the various way of 'including gender' may have. In addition, she will discuss why it could be relevant to pay attention gender and how this can be done through the use of various design methodologies.

Short Bio: Els Rommes is assistant professor gender studies, pedagogy and ICT at the Institute for Gender Studies. Els Rommes studies the sociology of technology (especially ICTs) in society. Her research interests and main publication areas include gender scripts and ITs, design methodologies, images of technology in the media, feminist e-learning and domestication of technologies.

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http://www.ru.nl/genderstudies/staff/senior-staff/vaste-stafleden-igs/rommes-mevr-dr-(els)/

Session S11 Workshop EnGendering Technology (I)

Date: Tuesday 8 th September 2015, 12:00 a.m. 13:30 p.m. **Room: AA207**

Session Chair: Ana M. González, Carina González

(S) Mayte Lozano, Raquel Trillo Lado, María Villarroya Gaudó, Ana Allueva Pinilla and Eva Cerezo. An ICT experience in Computer Women Role promotion: WikinformáticA! in Aragón. Promoting the use of Wiki tools and visualizing the role of women in ICT

(S) Beatriz Revelles Benavente, Lidia Arroyo Prieto and Núria Vergés Bosch. Inclusion and promotion of women in technologies

(F) Núria Vergés Bosch. Moving towards Accommodating Women with ICT: Paying Attention to Self-inclusion Mechanisms.

Session S13 Workshop EnGendering Technology (II)

Date: Tuesday 8 th September 2015, 15:00 p.m. 16:30 p.m. **Room: AA207**

Session Chair: Ana M. González, Carina González

(S) Elisenda Eva Espino Espino and Carina Soledad González González. Influencia del Género en el Pensamiento Computacional

(S) Adriana Gil-Juárez, Joel Feliu, Montserrat Vall-Llovera and Ester Conesa. Dos sentidos de lo tecnológico en relatos de vida de mujeres tecnólogas

(F) Patricia Paderewski, Maribel García Arenas, Rosa Gil Iranzo, Carina González González, Eva M. Ortigosa and Natalia Padilla-Zea. Acercando las mujeres a la ingeniería: iniciativas y estrategias que favorecen su inclusión

Session S12 Games

Date: Tuesday 8 th September 2015, 12:00 a.m. 13:30 p.m. **Room: AA203**

Session Chair: Toni Granollers

(F) José Luis González Sánchez, Antonio Jesús Soriano Marín and Francisco Luis Gutiérrez Vela. Diseño de experiencias lúdicas interactivas geolocalizadas

(S) José Rafael López-Arcos, Francisco Luis Gutiérrez Vela, Natalia Padilla-Zea, Patricia Paderewski and Noemí Marta Fuentes García. La importancia de las emociones en el diseño de historias interactivas

(S) Sandra Baldassarri and Eva Cerezo. Agente virtual emocional para dispositivos móviles

(S) Andrea Corradini and Manish Mehta. Second Mind: A System for Authoring Behaviors in Virtual Worlds

(F) Iván Durango Blanco, Alicia Carrascosa Del Pozo, José A. Gallud and Víctor M. R. Penichet. Juegos serios tangibles con objetos reales como herramientas de apoyo para trabajar con niños que requieren necesidades especiales

Meeting 1 - IFIP Technical Committee 13: Human-Computer Interaction

Date: Tuesday 8 th September 2015, 12:00 a.m. 12:30 p.m. **Room: AA205**

Author: Julio Abascal

Abstract: This is an informative session about the current activities of the Technical Comitteee 13: Human-Computer Interaction of the International Federation of Information Processing IFIP

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http://egokituz.eus/es/

Meeting 2 - JACCES Journal

Date: Tuesday 8 th September 2015, 12:30 a.m. 13:00 p.m. **Room: AA205**

Author: Daniel Guasch

Abstract: This is an informative session about the current activities of the JACCES journal of the Accessibility Chair of Technical University of Catalonia

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http://www.catac.upc.edu/

Meeting 2 - CHISPA Activities

Date: Tuesday 8 th September 2015, 13:00 a.m. 13:30 p.m. **Room: AA205**

Author: Ángel Puerta

Abstract: This is an informative session about the current activities of CHISPA Spanish local chapter of ACM SIGCHI.

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Session S14 Usability and User Experience (I)

Date: Tuesday 8 th September 2015, 15:00 p.m. 16:30 p.m. **Room: AA203**

Session Chair: Francisco Luis Gutiérrez Vela

(F) Andrés Solano, Juan Camilo Cerón, César Collazos, Habib Fardoun and José Luis Arciniegas. ECUSI: una herramienta que apoya la Evaluación Colaborativa de la Usabilidad de Sistemas Interactivos

(F) Paulo Realpe, César Collazos, Julio Hurtado and Antoni Granollers. Towards an Integration of Usability and Security for User Authentication

(F) Rafael Duque and Alicia Nieto-Reyes. Evaluando la usabilidad de aplicaciones groupware mediante un método dirigido por modelos para el análisis de la interacción del usuario

(S) David Contreras, María Salamo, Inmaculada Rodríguez, Anna Puig and Alejandra Yáñez. Supporting Users Experience in a 3D eCommerce Environment

(S) Yuliana Puerta, César A. Collazos and Toni Granollers I Saltiveri. La delgada línea roja entre usabilidad y la experiencia de usuario.

Session S15 Usability and User Experience (II)

Date: Tuesday 8 th September 2015, 16:30 p.m. 18:00 p.m. **Room: AA203**

Session Chair: Pere Ponsa

(F) Mari-Carmen Marcos, Gavin Ferran and Ioannis Arapakis. Effects of Snippets on User Experience in Web Search

(F) Juan Pedro Moreno Martín-Viveros, Antonio Peñalver Benavent and Federico Botella Beviá. Evaluación de la eficiencia de uso de las versiones de escritorio y tableta de una aplicación

(F) Maria Constanza Pabón and Cesar A. Collazos. Lenguaje Visual de Consulta sobre Grafos de Datos: Un enfoque desde el Diseño Centrado en el Usuario

Session S16 Software, Architecture and Interaction

Date: Tuesday 8 th September 2015, 16:30 p.m. 18:00 p.m. **Room: AA207**

Session Chair: Francisco José García-Peñalvo

(F) Luis Alberto Rojas Pino and José Antonio Macías Iglesias. An Agile Information-Architecture-Driven Approach for the Development of User-Centered Interactive Software

(F) Cristina Roda, Víctor López-Jaquero and Francisco Montero. Hacia la Caracterización de la Calidad de Interacción

(F) Juan Cruz-Benito, Oriol Borras-Gene, Francisco José García-Peñalvo, Fidalgo Blanco Ángel and Roberto Theron. Extending MOOC ecosystems using web services and software architectures

(S) Mario Corrales-Astorgano, David Escudero-Mancebo, Valle Flores-Lucas, César González-Ferreras and Yurena Gutiérrez-González. Arquitectura para la interacción en un videojuego para el entrenamiento de la voz de personas con discapacidad intelectual.

(S) Giankaris Moreno, Vanessa Castillo, Kaiser Williams and Nyder Menéndez. Caracterización de las Empresas Desarrolladoras de Software en Panamá en Materia de Usabilidad y Accesibilidad

AIPO. TOBII Award. Jesús Lorés Award, Accésit Award. Entrega Premios Concurso AIPO TFG/TFM. General Assembly.

Date: Tuesday 8 th September 2015, 18:15 p.m. 19:40 p.m. **Room: SALA ACTES**

Session S17 Accessibility and Semantic Web

Date: Wednesday 9 th September 2015, 09:30 a.m. 11:00 a.m. **Room: AA207**

Session Chair: Daniel Guasch

(F) Dena Al-Thani, Tony Stockman and Anastasios Tombros. The Effects of Cross-modal Collaboration on the Stages of Information Seeking

(S) Francisco Iniesto and Covadonga Rodrigo. Modelado de perfiles de usuario accesibles para servicios académicos basados en MOOCs

(F) Jordi Roig and Mireia Ribera. Creación de documentos EPUB accesibles por usuarios no técnicos: un largo camino por recorrer

(F) Lourdes Moreno, Paloma Martínez, Isabel Segura-Bedmar and Ricardo Revert. Exploring language technologies to provide support to WCAG 2.0 and E2R guidelines

(F) Alfons Palacios, Roberto García, Marta Oliva and Toni Granollers. Building a unified repository of interaction patterns

Session S18 Interaction Devices (II)

Date: Wednesday 9 th September 2015, 09:30 a.m. 11:00 a.m. **Room: AA203**

Session Chair: Pere Ponsa

(S) Timo Götzelmann and Pere-Pau Vázquez. InclineType – An Accelerometer-based Typing Approach for Smartwatches

(F) Le Nguyen Ngu Nguyen, Daniel Rodríguez-Martín, Andreu Català, Carlos Pérez-López, Albert Samà and Andrea Cavallaro. Basketball Activity Recognition using Wearable Inertial Measurement Units

(F) Guillermo Bernal, Dishaan Ahuja and Federico Casalegno. EMG-based biofeedback tool for augmenting manual fabrication and improved exchange of empirical knowledge

c4 - Plenary Conference: Towards Intracellular Computer-Human Interaction: a micro-electronic perspective

Author: José Antonio Plaza, Micro and Nano-tools research group, Institute of Microelectronics of Barcelona, IMB-CNM (CSIC)

Date: Wednesday 9 th September 2015, 11:30 p.m. 12:15 p.m. **Room:** SALA ACTES

Abstract: Success of the semiconductor industry has been driven in part by the miniaturization process, as approximately every three years we see a new generation of memory chips and microprocessors, in which the size of their fundamental elements, the transistors, is reduced 33%. The sizes of these transistors are several orders of magnitude smaller in relation typical human body cell (tens of microns of diameter). The microfabrication techniques of the electronics industry are being also routinely adapted to fabricate systems which are able to integrate mechanical, thermal, optical, magnetic, chemical, or even fluidics

components in the same silicon chip, in addition to combining them with electronic components. These silicon chips inside human living cells could provide endless possibilities, beyond the scope of our imagination. In this talk, we present our research in the bases of this incipient future field. We believe that the study of this field will open a new line of research based on Human-Computer Interactions to investigate the relationship between chips and human living cells, human organs or human actors.

Short Bio: J.A. Plaza was born in Cerdanyola del Vallès (Barcelona), Spain in 1968. He received his Physicist degree and his Ph. D. degree in Electronics Engineering from the Universitat Autònoma de Barcelona (1992, 1997). Since 1995, he has the degree of Specialist in Finite Element Simulation from the Universidad Nacional de Educación a Distancia (UNED, Spain). His research has been focused on the design and simulation, technology development and characterization of Micro- and Nanosystems. He has participated in more than 20 EU and national research projects. He has more than 90 contributions to scientific journals (WOK-JCR indexed) and more than 100 contributions to international conferences on MEMS and NEMS.

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http://www.nature.com/nnano/journal/v8/n7/extref/nnano.2013.118-s1.pdf

p1 - Panel de discusión: Reflexiones sobre la Interacción Persona-Ordenador

Intervienen: José Antonio Macías, Presidente Asociación Interacción Persona-Ordenador, Universidad Autónoma de Madrid, Marina Talavera (Experience Design Strategist, Hewlett Packard Española)

Fecha: Miércoles 9 de Setiembre 2015, 12:15 p.m. 13:00 p.m. **Lugar: SALA ACTES**

Objetivo: En el siglo XXI, el ordenador de sobremesa está siendo desplazado por tecnología que se mueve con nosotros. El cambio en la forma de interactuar supone revisar los paradigmas clásicos existentes y avanzar en una interacción natural entre la persona, la interfaz y el entorno. Interacción 2015 es un congreso internacional fomentado por la Asociación de Interacción Persona-Ordenador (AIPO) que tiene como objetivo principal promover y difundir los avances recientes en el área de la Interacción Persona-Ordenador (IPO), tanto a nivel académico como empresarial. Este panel de discusión es un punto de encuentro de profesionales y académicos para

reflexionar conjuntamente sobre el presente de la interacción persona-ordenador y tendencias de futuro.

Presentación del panel de discusión: Pere Ponsa Conference Chair. En concreto el panel lanza las siguientes preguntas, ¿Hacía donde avanza el diseño de la interfaz de usuario?, ¿Cómo mejorar la experiencia de usuario?, ¿Cuáles serán los siguientes paradigmas clásicos?, ¿Qué retos deben afrontarse en la sociedad ante los cambios tecnológicos? , Cómo potenciar la sinergia entre profesionales y académicos?

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http://www8.hp.com/es/es/home.html

Referencias:

R Harper and A. Sellen. Being human: Human-Computer Interaction in the year 2020. Microsoft Research, 2007. Enlace URL: http://research.microsoft.com/en-us/um/cambridge/projects/hci2020/

cc - Conference Closing

Date: Monday 7 th September 2015, 10:00 a.m. 10:30 a.m. **Room:** SALA ACTES

Members:

Frederic Vilà Director EPSEVG

José Antonio Macias Presidente Asociación Interacción Persona Ordenador AIPO

Pere Ponsa Conference Chair

Conference Closing

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