

# CHI 2019

## Conference at a Glance

MONDAY

TUESDAY

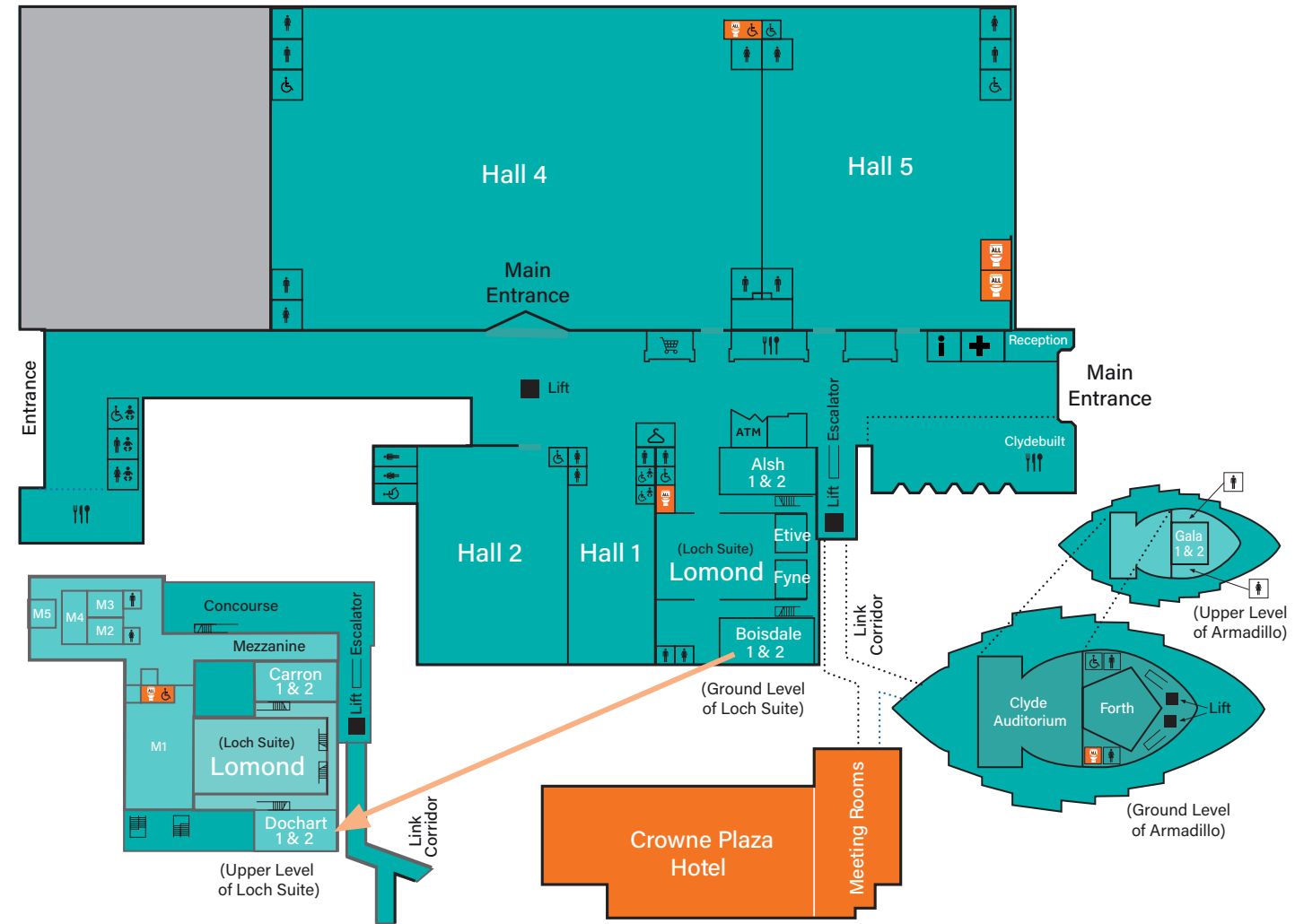
MONDAY

TUESDAY

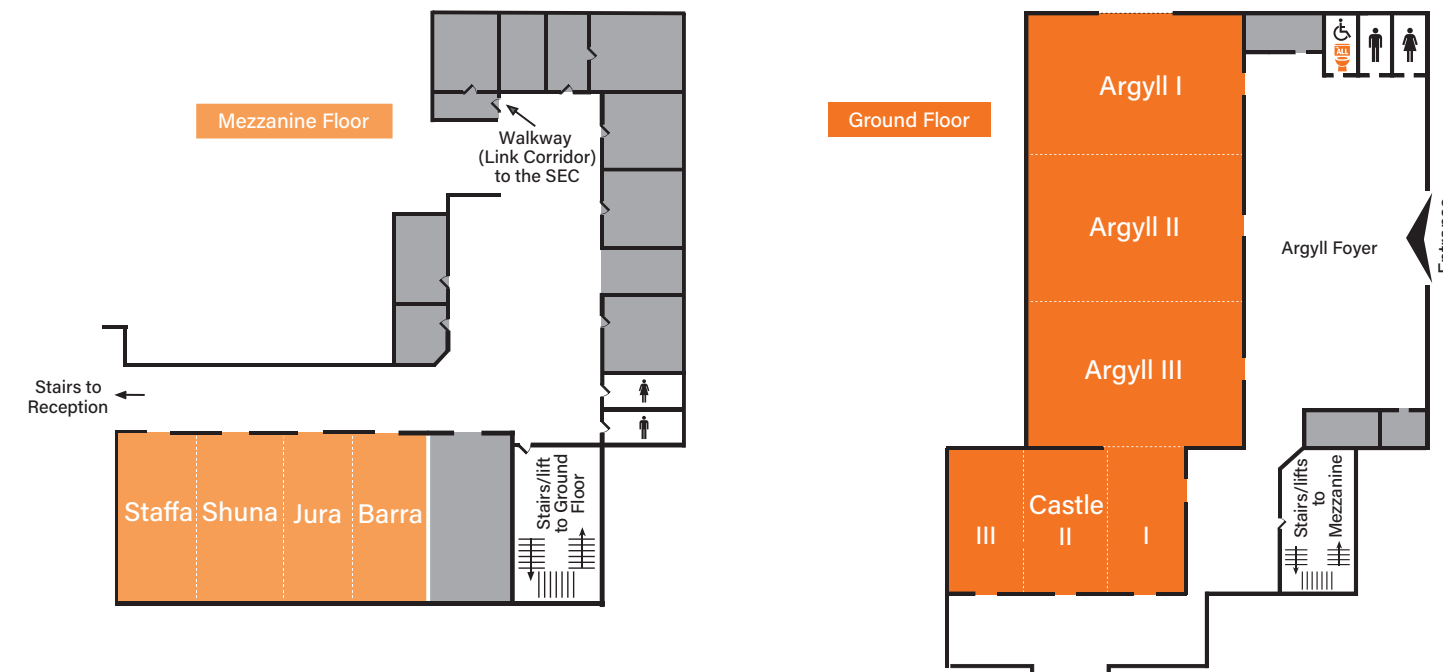
### CONFERENCE AT A GLANCE

Time	Alsh 1	Alsh 2	Boisdale 1	Boisdale 2	Carron 1	Carron 2	Clyde Auditorium	Dochart 1	Dochart 2	Forth	Gala	Hall 1	Hall 2	Lomond	Argyll 1 CROWNE	Argyll 2 CROWNE	Argyll 3 CROWNE	Castle 1 CROWNE	Castle 2 CROWNE	Castle 3 CROWNE	Island A Staffa/Shuna CROWNE	Island B Jura/Barra CROWNE
09:00 - 10:30	<b>Monday Morning Opening Keynote</b> , Clyde Auditorium Aleks Krotoski, Pillowfort Productions																					
10:30 - 11:00	Coffee Break (SEC Hall 5)																					
11:00 - 12:20	Papers AR/VR 1: Accessibility	Papers Fabrication	Papers On the Streets	Papers Interacting with Videos	Papers Chronic Disease Management	alt.chi CHI Hard?	Papers Discourse and Disagreement	Papers Designing Decision Support	Papers Lived Experiences and Inclusive Design	Papers Gigs and Crowds	Papers Designing for Vulnerable Populations	Papers Smart Homes and IoT	Papers Social Justice 1	Papers Values and Design	Case Study Metrics and Models	Course (C02) Modern Vision Science for Designers	Course (C06) Introduction to Human-Computer Interaction	Course (C03) Sketching in HCI	Course (C04) How to Write CHI Papers (Third Edition)	Course (C01) Making with Fabric	SIG Learning, Education and HCI	
12:20 - 14:00	Lunch Break • <b>Course (C05)</b> Preparing for the Future of HCI by Understanding the Past and Present (SEC Forth)																					
14:00 - 15:20	Papers Mixed Reality	Papers Designing for Public Spaces	Papers Designing with Materials	Papers UX Theory	Papers Health and Well-Being	Papers Empathy, Emotion, and Intimate Relationships	Papers Direct Bodily Interaction	Papers Accessible Content Creation	Papers Privacy and Sensitive Personal Data	Awards Awards - Lifetime Research / Lifetime Practice	Papers Crowdsourcing and Peer Production	Papers Feel the Force: Haptic Interaction	Papers Human-Smartphone Interaction	Papers Perception of Data Visualization	Case Study New Perspectives	Course (C08) Empirical Research Methods for Human-Computer Interaction	Course (C06) Introduction to Human-Computer Interaction	Course (C03) Sketching in HCI	Course (C04) How to Write CHI Papers (Third Edition)	Course (C07) Professional Presentation Training	SIG MatHealthXB: Designing Across Borders for Global Maternal Health	Competition Student Design Competition
15:20 - 16:00	Break (SEC Hall 5)																					
16:00 - 17:20	Papers Novel Tracking Methods	Papers Touch Interfaces	Papers Touch and Typing	Papers Brain Interactions	Papers Self-tracking for Health	Papers Vibrotactile Feedback	Papers Sound-based Interaction	Papers Tech for Education	Papers Algorithms and UX	Awards Awards - Best Thesis	Papers Design Fictions	Papers Evaluating HCI Methods	Papers All Eyes On Us: Gaze Interactions	Papers Everyday Health and Wellbeing	Panel SIGCHI Research Ethics Town Hall	Course (C08) Empirical Research Methods for Human-Computer Interaction	Course (C06) Introduction to Human-Computer Interaction	Course (C03) Sketching in HCI	Course (C04) How to Write CHI Papers (Third Edition)	Course (C07) Professional Presentation Training	SIG Mini Living Lab	
17:30 - 19:30	CHI 2019 Conference Reception and Exhibits Grand Opening (Hall 4) • Interactivity (SEC Hall 4)																					
09:00 - 10:20	Papers Art, Play, and Making	Papers Trusting Machines	Papers Knowledge Work	Papers Problematic Usage	Papers HCI for Health Professionals	alt.chi CHI Hard with a Vengeance	Papers User Efficiency / Modeling	Papers Weighty Interactions	Papers X Reality Evaluations	Papers Gender	Papers Bodily Play	Papers Drones, Drones, Drones	Papers Makers and Streamers	Papers Interacting with AI	Case Study Urban and Community	Course (C09) Insights in Experimental Data through Intuitive and Interactive Statistics	Course (C10) Ethnographic Methods for Human Factors Researchers	Course (C11) Make This! Introduction to Electronics Prototyping Using Arduino	Course (C12) Rapid Prototyping of Augmented Reality and Virtual Reality Interfaces	Course (C13) Balancing Interaction Design	SIG Refugees & HCI: Situating HCI within Humanitarian Research	Course (C29) Communicating your Research to the Public and the Press
10:20 - 11:00	Coffee Break • Interactivity (SEC Hall 4) • LBW Poster Rotation 1 (SEC Hall 4)																					
11:00 - 12:20	Papers In the Office	Papers VR and Immersive Video	Papers Enabling Reflection	Papers Finance	Papers Kids and Health	Papers Transportation and Mobility	Papers Applications of Psychological Theory	Papers Intelligent Systems and Interfaces	Papers Experiences with Unusual Form Factors	Papers Virtual Reality	Papers Get Out and Play	Papers Materials and Fabrication	Papers Machine Learning and Visualization	Papers Keyboards and Shortcuts	Case Study Studies: Accessibility	Course (C09) Insights in Experimental Data through Intuitive and Interactive Statistics	Course (C10) Ethnographic Methods for Human Factors Researchers	Course (C11) Make This! Introduction to Electronics Prototyping Using Arduino	Course (C12) Rapid Prototyping of Augmented Reality and Virtual Reality Interfaces	Course (C13) Balancing Interaction Design	SIG SketCHI: Hands-On SIG on Sketching in HCI	Course (C29) Communicating your Research to the Public and the Press
12:20 - 14:00	Lunch Break • Diversity & Inclusion Lunch (SEC Hall 4, <i>Open to all attendees, online pre-registration/ticket purchase required.</i> )																					
14:00 - 15:20	Papers Social Media Systems	Papers Collaboration and Technology	Papers Human-Machine Relationships	Papers Design Futures	Papers Neurological Disease Management	alt.chi A Good Day to CHI Hard	Papers Chatbots and Agents	Papers Information Management	Papers Marginalized Populations	Papers Making	Papers Serious Games	Papers Displays, Devices, and Interaction for Visualization	Papers Gaming in Virtual Reality	Papers AR/VR 2	Case Study Artificial Intelligence Challenges	Course (C09) Insights in Experimental Data through Intuitive and Interactive Statistics	Course (C10) Ethnographic Methods for Human Factors Researchers	Course (C15) Conceptual Models: Core to Good Design	Course (C14) Design for Wellbeing - Tools for Research, Practice and Ethics	Course (C13) Balancing Interaction Design	SIG Spatiality of Augmented Reality User Interfaces	
15:20 - 16:00	Coffee Break • Interactivity (SEC Hall 4) • Doctoral Consortium (SEC Hall 4) • LBW Poster Rotation 1 (SEC Hall 4) • Student Design Competition (Jura/Barra CROWNE) • Student Research Competition (Jura/Barra CROWNE)																					
16:00 - 17:20	Papers Design Tools	Papers Learning Analytics	Papers Gesture Sensing	Papers AI and Automation	Papers Sport and Fitness	Papers Mobile Technology Use	Papers Cars	Papers Health Screening and Assessment	Papers Performance in 3D	Papers Creativity	Papers Social Play	Papers Security Perceptions	Papers Visualization Systems and Repositories	Papers Touch and Haptics	Panel Rigor, Relevance and Impact	Course (C09) Insights in Experimental Data through Intuitive and Interactive Statistics	Course (C10) Ethnographic Methods for Human Factors Researchers	Course (C15) Conceptual Models: Core to Good Design	Course (C14) Design for Wellbeing - Tools for Research, Practice and Ethics	Course (C13) Balancing Interaction Design	Papers Conversational UIs	
17:30 - 19:30	Job Fair (SEC Hall 4) • CHI Stories (SEC Lomond)																					
17:40 - 20:00	Tuesday Evening UX Industry Event, Giles Colborne, Bridging the Relevance Gap (Castle 1 CROWNE)																					

SEC (Scottish Event Campus)



Crowne Plaza Hotel



CONFERENCE AT A GLANCE

08:00 - 10:20 • Listening Post – Jura/Barra (Island B) CROWNE

	Alsh 1	Alsh 2	Boisdale 1	Boisdale 2	Carron 1	Carron 2	Clyde Auditorium	Dochart 1	Dochart 2	Forth	Gala	Hall 1	Hall 2	Lomond	Argyll 1 CROWNE	Argyll 2 CROWNE	Argyll 3 CROWNE	Castle 1 CROWNE	Castle 2 CROWNE	Castle 3 CROWNE	Island A Staffa/Shuna CROWNE	Island B Jura/Barra CROWNE	
09:00 - 10:20	<b>Papers</b> Interactive Accessories	<b>Papers</b> Privacy and Young People	<b>Papers</b> Dimensions of Interaction	<b>Papers</b> Humans' Work with Data	<b>Papers</b> Design Methods for Personalized and Patient-Centered Care	<b>alt.chi</b> CHI Hard 2: CHI Harder	<b>Papers</b> AR/VR 3	<b>Papers</b> VR, Immersion, and Presence	<b>Papers</b> Making the Virtual Physical	<b>Papers</b> Doing Design	<b>Papers</b> Subconscious Game Controls	<b>Papers</b> Fabricating Electronics	<b>Papers</b> Sketching and Painting	<b>Papers</b> On the Edge of HCI	<b>Case Study</b> Big Audiences	<b>Course (C18)</b> Computational Interaction with Bayesian Methods	<b>Course (C16)</b> Designing with the Mind in Mind	<b>Course (C17)</b> Avoiding and Mitigating Ethical Traps in Technocentric Fieldwork	<b>Course (C19)</b> Building Economic Models of Human Computer Interaction	<b>Course (C20)</b> Tangible Ecosystem Design	<b>SIG</b> ARC: Moving the Method Forward	<b>Special Event</b> Listening Post	

10:20 - 11:00 – Coffee Break • Interactivity (SEC Hall 4) • LBW Poster Rotation 2 (SEC Hall 4)

11:00 - 12:20	<b>Papers</b> Buying and Giving	<b>Papers</b> Online Learning Contexts	<b>Papers</b> Inclusive Education	<b>Papers</b> On the Web and in the Browser	<b>Papers</b> Future of Hearing	<b>Papers</b> Sustainability and Sharing Economy	<b>Papers</b> Mobile Interactions	<b>Papers</b> Empowerment and Minorities	<b>Papers</b> Developers! Developers! Security!	<b>Papers</b> UX Methods	<b>Papers</b> Diverse Play Experiences	<b>Papers</b> Societal Impact	<b>Papers</b> Perceptions and Deceptions in Visualization	<b>Papers</b> Twisting, Holding, Squeezing	<b>Case Study</b> Children and Learning	<b>Course (C18)</b> Computational Interaction with Bayesian Methods	<b>Course (C16)</b> Designing with the Mind in Mind	<b>Course (C17)</b> Avoiding and Mitigating Ethical Traps in Technocentric Fieldwork	<b>Course (C19)</b> Building Economic Models of Human Computer Interaction	<b>Course (C20)</b> Tangible Ecosystem Design	<b>SIG</b> Child-computer Interaction SIG: Designing for Refugee Children	<b>Competition</b> Student Design Competition
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12:20 - 14:00 – Lunch Break • ACM SIGCHI & Joint Town Hall Lunch (SEC Lomond)

14:00 - 15:20	<b>Papers</b> Audio Experiences	<b>Papers</b> Classroom Learning	<b>Papers</b> Mapping and 3D	<b>Papers</b> Storytelling with Visualization	<b>Papers</b> Digital Consumption	<b>Papers</b> 3D Pointing and Hands	<b>Papers</b> Designing the Things in IoT	<b>Papers</b> Designing for Haptics and VR	<b>Papers</b> Algorithmic Systems and Society	<b>Papers</b> Gamification	<b>Papers</b> Accessibility and Games	<b>Papers</b> Shape-changing Interfaces	<b>Papers</b> Memory and Mental Health	<b>SIG</b> Transformative Experience Design	<b>Panels</b> Moving towards a journal-centric publication model for CHI	<b>Course (C18)</b> Computational Interaction with Bayesian Methods	<b>Course (C22)</b> Introduction to Legal Issues in Human-Computer Interaction	<b>Course (C21)</b> Bespoke Data Visualization using R and ggplot2	<b>Course (C19)</b> Building Economic Models of Human Computer Interaction	<b>Course (C20)</b> Tangible Ecosystem Design	<b>SIG</b> Cooperativism and Human-Computer Interaction	<b>Course (C31)</b> Communicating your Research to the Public and the Press
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15:20 - 16:00 – Coffee Break • Interactivity (SEC Hall 4) • LBW Poster Rotation 2 (SEC Hall 4)

16:00 - 17:20	<b>Papers</b> Perception of Self and Others	<b>Papers</b> Learning (Domains)		<b>Papers</b> Assistive Technologies for the Future	<b>Papers</b> DomestiCHI	<b>Papers</b> The One with Bots	<b>Papers</b> Look, Smell, Draw	<b>Papers</b> Are You Sure It's Me?	<b>Papers</b> Social Media	<b>Awards</b> - Social Impact	<b>Papers</b> Participation and Civic Engagement	<b>Papers</b> Help Me, I'm Only Human	<b>Papers</b> Gameplay Analysis and Latency	<b>Papers</b> Social Justice 2	<b>Panels</b> Moving Beyond "The Great Screen Time Debate" in the Design of Technology for Children	<b>Course (C18)</b> Computational Interaction with Bayesian Methods	<b>Course (C22)</b> Introduction to Legal Issues in Human-Computer Interaction		<b>Course (C19)</b> Building Economic Models of Human Computer Interaction	<b>Course (C20)</b> Tangible Ecosystem Design	<b>SIG</b> Queer(ing) HCI: Moving Forward in Theory and Practice	<b>Course (C31)</b> Communicating your Research to the Public and the Press
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17:30 - 18:10 – Video Showcase (SEC Lomond)

18:00 - 20:00 – Glasgow Science Centre Reception (Across the River Clyde over the footbridge from SEC)

	Alsh 1	Alsh 2	Boisdale 1	Boisdale 2	Carron 1	Carron 2	Clyde Auditorium	Dochart 1	Dochart 2	Forth	Gala	Hall 1	Hall 2	Lomond	Argyll 1 CROWNE	Argyll 2 CROWNE	Argyll 3 CROWNE	Castle 1 CROWNE	Castle 2 CROWNE	Castle 3 CROWNE	Island A Staffa/Shuna CROWNE	Island B Jura/Barra CROWNE
09:00 - 10:20	<b>Papers</b> Notifications and Attention	<b>Papers</b> VR/AR in Collaborative Settings		<b>Papers</b> Redesigning Health Infrastructure	<b>Papers</b> Understanding People Online	<b>alt.chi</b> The alt.chi Special	<b>Papers</b> Using Technology at Home and Work	<b>Papers</b> Developers, Developers, Developers!	<b>Papers</b> Sustainable HCI	<b>Papers</b> The One with Robots		<b>Papers</b> Communication through Visualization	<b>Papers</b> Playing and AI	<b>Papers</b> Behaviour monitoring, changing, and modeling	<b>Case Study</b> Health and Wellbeing	<b>Course (C23)</b> Design for user interaction with intelligent systems	<b>Course (C24)</b> Eye Tracking Methodology in Screen-based Usability Testing	<b>Course (C25)</b> User Experience (UX) Research in Games	<b>Course (C26)</b> Conversation Design	<b>Course (C27)</b> Prototyping Transparent and Flexible Electrochromic Displays	<b>SIG</b> Evaluating Technologies with and for Disabled Children	<b>Course (C31)</b> Communicating your Research to the Public and the Press

10:20 - 11:00 – Coffee Break • Interactivity (SEC Hall 4)

11:00 - 12:20	<b>Papers</b> Social Media Discussions	<b>Papers</b> Computing and Data Education		<b>Papers</b> Collaborative Design	<b>Papers</b> Reflections	<b>Papers</b> Decision Making	<b>Papers</b> Unexpected Interactions	<b>Papers</b> Machine Learning and HCI		<b>Papers</b> Text, Language, and Communication	<b>Papers</b> Schools and Learning	<b>Papers</b> Augmenting Interactions	<b>Papers</b> Interaction in Public Contexts	<b>Papers</b> Online Support Systems	<b>Panels</b> Careers in HCI and UX		<b>Course (C24)</b> Eye Tracking Methodology in Screen-based Usability Testing	<b>Course (C25)</b> User Experience (UX) Research in Games	<b>Course (C26)</b> Conversation Design	<b>Course (C27)</b> Prototyping Transparent and Flexible Electrochromic Displays	<b>SIG</b> Digital Housekeeping, Gender and Domestic Work	<b>Course (C31)</b> Communicating your Research to the Public and the Press
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12:20 - 14:00 – Lunch Break

14:00 - 15:20	<b>Papers</b> Access for Families Across Context	<b>Papers</b> Art and Culture	<b>Papers</b> Online Moderation	<b>Papers</b> Critical Perspectives	<b>Papers</b> Computational Approaches to Bodily Interaction	<b>Papers</b> Conversational Interactions		<b>Papers</b> Civic Engagement, Trust, and Meaning	<b>Papers</b> Multimodal Experiences	<b>Papers</b> Vision and Videos	<b>Papers</b> Data and Collaboration	<b>Papers</b> Online Social Interactions	<b>Papers</b> Skin and Textiles	<b>Papers</b> Studying Researchers and the Research Process	<b>Panels</b> The Future of Tangible User Interfaces	<b>Course (C28)</b> Intro to the Human Body	<b>Course (C24)</b> Eye Tracking Methodology in Screen-based Usability Testing	<b>Course (C25)</b> User Experience (UX) Research in Games	<b>Course (C26)</b> Conversation Design	<b>Course (C27)</b> Prototyping Transparent and Flexible Electrochromic Displays	<b>SIG</b> Expecting the Unexpected in Participatory Design	<b>Competition</b> Student Research Competition
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15:20 - 15:40 – Coffee Break (SEC Concourse and Clyde Auditorium Foyer)



Thursday Afternoon Closing Keynote, Clyde Auditorium  
Ivan Poupyrev, Google

WEDNESDAY

THURSDAY