



Aalborg Universitet

AALBORG UNIVERSITY  
DENMARK

## Proceedings of the 25th Australian Computer-Human Interaction Conference

Shen, Heifeng; Smith, Ross; Paay, Jeni; Calder, Paul; Wyeld, Theodor

*Publication date:*  
2013

*Document Version*  
Publisher's PDF, also known as Version of record

[Link to publication from Aalborg University](#)

*Citation for published version (APA):*  
Shen, H., Smith, R., Paay, J., Calder, P., & Wyeld, T. (Eds.) (2013). *Proceedings of the 25th Australian Computer-Human Interaction Conference*. Association for Computing Machinery.

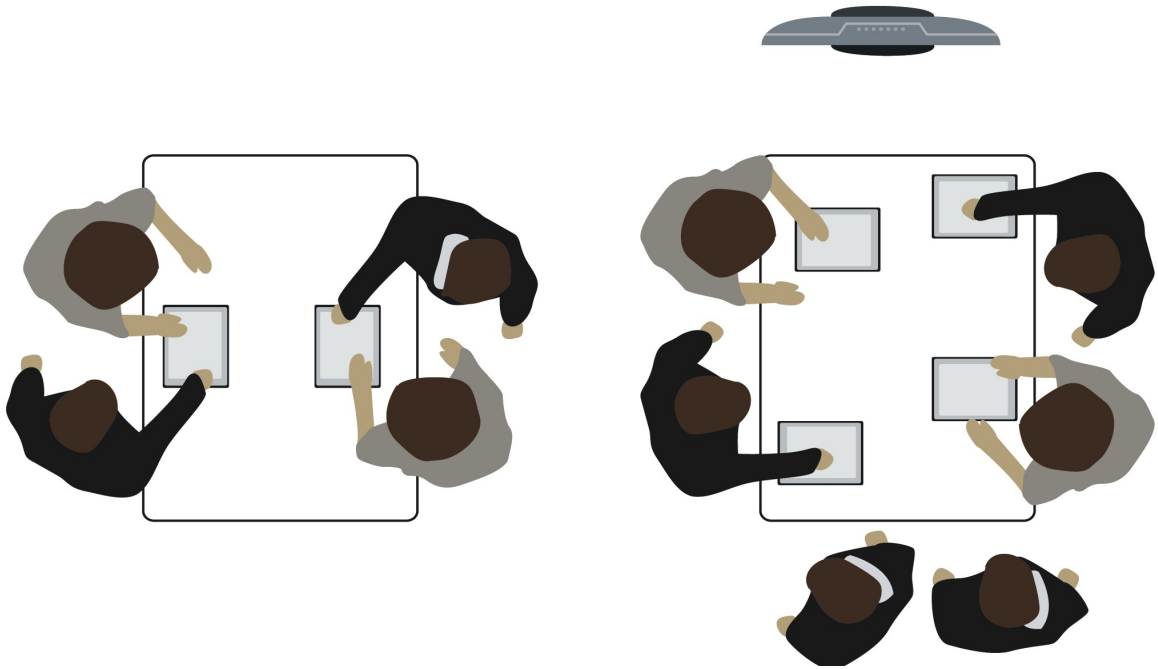
### General rights

Copyright and moral rights for the publications made accessible in the public portal are retained by the authors and/or other copyright owners and it is a condition of accessing publications that users recognise and abide by the legal requirements associated with these rights.

- Users may download and print one copy of any publication from the public portal for the purpose of private study or research.
- You may not further distribute the material or use it for any profit-making activity or commercial gain
- You may freely distribute the URL identifying the publication in the public portal -

### Take down policy

If you believe that this document breaches copyright please contact us at [vbn@aub.aau.dk](mailto:vbn@aub.aau.dk) providing details, and we will remove access to the work immediately and investigate your claim.



## Proceedings

---

25 – 29 November  
Flinders University  
Adelaide Australia



**OzCHI 2013**

Augmentation  
Application  
Innovation  
Collaboration

Cover image: Courtesy of Andrew Chapman, based on line diagrams adapted from a screen image from an app built with GestureWorks.

***Proceedings of the 25th Australian Computer-Human Interaction  
Conference (OzCHI 2013)***

*Flinders University, Adelaide, Australia  
25 - 29 November 2013*

***Edited by:***

*Haifeng Shen, Ross Smith, Jeni Paay, Paul Calder and Theodor Wyeld*

***Organised by:***

*Computer-Human Interaction Special Interest Group (CHISIG) of the Human  
Factors & Ergonomics Society of Australia (HFESA)*

***In cooperation with ACM SIGCHI***

*Additional copies are available at the ACM Digital Library (<http://portal.acm.org/dl.cfm>) or can be ordered from the CHISIG secretary ([secretary@chisig.org](mailto:secretary@chisig.org))*

***ISBN: 978-1-4503-2525-7***

# Table of Contents

<b>Message from the Technical Program Committee</b> . . . . .	vii
<i>Haifeng Shen, Ross Smith, Jeni Paay and Paul Calder</i>	
<b>List of Technical Program Committee Members</b> . . . . .	viii
<b>1 Mobility and Security</b> . . . . .	1
<b>A Recommendation for Designing Mobile Pedestrian Navigation System in University Campuses</b> . . . . .	3
<i>Tony Shu-Hsien Wang, Dian Tjondronegoro, Michael Docherty, Wei Song and Joshua Fuglsang</i>	
<b>Classifying Users of Mobile Pedestrian Navigation Tools</b> . . . . .	13
<i>James Wen, William S. Helton and Mark Billingham</i>	
<b>Realistic Books for Small-Screen Devices</b> . . . . .	17
<i>Annika Hinze, Doris Jung and Lakshmi Muthaiah</i>	
<b>“Who decides?” Security and Privacy in the Wild</b> . . . . .	27
<i>Kenneth Radke, Colin Boyd, Juan Gonzalez Nieto and Laurie Buys</i>	
<b>Trust and Cooperation in Text-Based Computer-Mediated Communication</b> . . . . .	37
<i>Ahmad Khawaji, Fang Chen, Nadine Marcus and Jianlong Zhou</i>	
<b>2 User Experience</b> . . . . .	41
<b>Understanding ‘Tingle’ in Opera Performances</b> . . . . .	43
<i>Tuck Wah Leong and Peter Wright</i>	
<b>Understanding “Cool” in Human-Computer Interaction Research and Design</b> . . . . .	53
<i>Dimitrios Raptis, Jesper Kjeldskov and Mikael Skov</i>	
<b>“It’s alive, it’s magic, it’s in love with you”: Opportunities, Challenges and Open Questions for Actuated Interfaces</b> . . . . .	63
<i>Majken Kirkegaard Rasmussen, Erik Grönvall, Sofie Kinch and Marianne Graves Petersen</i>	
<b>The Effect of Language in Answering Qualitative Questions in User Experience Evaluation Web-Surveys</b> . . . . .	73
<i>Tanja Walsh, Piia Nurkka, Helen Petrie and Jaana Olsson</i>	
<b>3 Interface and Interaction Technologies</b> . . . . .	83
<b>Harnessing Multi-User Design and Computation to Devise Archetypal Whole-of-Body Gestures: A Novel Framework</b> . . . . .	85
<i>Suranjith De Silva, Michael Barlow and Adam Easton</i>	
<b>Four-dimensional Viewing Direction Control by Principal Vanishing Points Operation and Its Application to Four-dimensional Fly-through Experience</b> . . . . .	95
<i>Takanobu Miwa, Yukihito Sakai and Shuji Hashimoto</i>	

<b>Investigating Mobile Stereoscopic 3D Touchscreen Interaction</b> . . . . .	<b>105</b>
<i>Ashley Colley, Jonna Häkkinä, Johannes Schöning and Maaret Posti</i>	
<b>Analysing Mouse activity for Cognitive Load detection</b> . . . . .	<b>115</b>
<i>Syed Arshad, Yang Wang and Fang Chen</i>	
<b>Comparison of gestural, touch, and mouse interaction with Fitts' Law</b> . . . . .	<b>119</b>
<i>Lawrence Sambrooks and Brett Wilkinson</i>	
<b>4 Human Factors and Programming</b> . . . . .	<b>123</b>
<b>Foundations for Infrastructure and Interfaces to Support User Control in Long-term User Modelling</b> . . . . .	<b>125</b>
<i>Debjanee Barua, Judy Kay and Cécile Paris</i>	
<b>Towards a Cognition-based Assessment Protocol for User-Centered Design</b> . . . . .	<b>135</b>
<i>Jemma Harris, Mark Wiggins, Ben Morrison and Natalie Morrison</i>	
<b>Interfaces for Discourse Summarisation: A Human Factors Analysis</b> . . . . .	<b>139</b>
<i>Agata McCormac, Kathryn Parsons, Marcus Butavicius, Aaron Ceglar, Derek Weber, Tim Pattison, Richard Leibbrant, Kenneth Treharne and David Powers</i>	
<b>Towards a Creativity Support Tool in Processing: Understanding the Needs of Creative Coders</b> . . . . .	<b>143</b>
<i>Mark C. Mitchell and Oliver Bown</i>	
<b>A sense of working there: the user experience of Agile software developers</b> . . . . .	<b>147</b>
<i>Julia Prior</i>	
<b>5 Interaction Design</b> . . . . .	<b>151</b>
<b>Proxemic Interaction in a Multi-Room Music System</b> . . . . .	<b>153</b>
<i>Henrik Sørensen, Mathies G. Kristensen, Jesper Kjeldskov and Mikael B. Skov</i>	
<b>Evaluating organic 3D sculpting using Natural User Interfaces with the Kinect</b> . . . . .	<b>163</b>
<i>Bradley Wesson and Brett Wilkinson</i>	
<b>Mobile Ambient Presence</b> . . . . .	<b>167</b>
<i>Greg Wadley, Frank Vetere, Lars Kulik, Liza Hopkins and Julie Green</i>	
<b>Favoured Attributes of In-Air Gestures in the Home Environment</b> . . . . .	<b>171</b>
<i>Karen Ho and Hanley Weng</i>	
<b>The Leap Motion controller: A view on sign language</b> . . . . .	<b>175</b>
<i>Leigh Ellen Potter, Jake Araullo and Lewis Carter</i>	
<b>6 Learning Environments</b> . . . . .	<b>179</b>
<b>Assessing the Usability of Students Object-oriented Language with First-year IT Students: A Case Study</b> . . . . .	<b>181</b>
<i>Eugene McArdle, Jason Holdsworth and Ickjai Lee</i>	
<b>Integrating orchestration of ubiquitous and pervasive learning environments</b> . . . . .	<b>189</b>
<i>Roberto Martinez-Maldonado, Yannis Dimitriadis, Andrew Clayphan, Juan A. Muñoz-Cristóbal, Luis P. Prieto, María Jesús Rodríguez-Triana and Judy Kay</i>	
<b>Understanding the Effects of Discreet Real-time Social Interaction on Student Engagement in Lectures</b> . . . . .	<b>193</b>
<i>Mark D. Reilly, Haifeng Shen, Paul R. Calder and Henry Been-Lirn Duh</i>	
<b>MolyPoly: Immersive Gesture Controlled Chemistry Teaching System</b> . . . . .	<b>197</b>
<i>SooJeong Yoo, Callum Parker, Winyu Chinthammit and Susan Turland</i>	

<b>Engaging Stakeholders through Facebook for Teacher Professional Development in Indonesia</b> . . . . .	<b>201</b>
<i>Eunice Sari and Adi Tedjasaputra</i>	
<b>7 Gaming and Motivational Aspects</b> . . . . .	<b>205</b>
<b>Being Chased by Zombies! Understanding the Experience of Mixed Reality Quests</b> . . . . .	<b>207</b>
<i>Alexander Kan, Martin Gibbs and Bernd Ploderer</i>	
<b>Measuring Audience Experience in Social Videogaming</b> . . . . .	<b>217</b>
<i>John Downs, Frank Vetere, Steve Howard and Steve Loughnan</i>	
<b>How are Gamers better at Drawing Teapots than non-Gamers?</b> . . . . .	<b>221</b>
<i>Theodor Wyeld, Benedict Williams and Zak Barbuto</i>	
<b>Exploring Internet CO<sub>2</sub> Emissions as an Auditory Display</b> . . . . .	<b>225</b>
<i>Stuart McFarlane, Frank Feltham and Darrin Verhagen</i>	
<b>Awesome! Conveying Satisfaction on the App Store</b> . . . . .	<b>229</b>
<i>Leonard Hoon, Rajesh Vasa, Gloria Yoanita Martino, Jean-Guy Schneider and Kon Mouzakis</i>	
<b>8 Sustainability</b> . . . . .	<b>233</b>
<b>Promoting Pro-environmental Behaviour: a tale of two systems</b> . . . . .	<b>235</b>
<i>Jeni Paay, Jesper Kjeldskov, Mikael Skov, Rahuvaran Pathmanathan and Jon Pearce</i>	
<b>Curiosity to cupboard- self reported disengagement with energy use feedback over time</b> . . . . .	<b>245</b>
<i>Stephen Snow, Laurie Buys, Paul Roe and Margot Brereton</i>	
<b>Sustainable HCI for Grassroots Urban Food-Growing Communities</b> . . . . .	<b>255</b>
<i>Sara Heitlinger, Nick Bryan-Kinns and Janis Jefferies</i>	
<b>9 Interaction and Visualisation</b> . . . . .	<b>265</b>
<b>Enhancing Spatial Perception and User Experience in Video Games with Volumetric Shadows</b> . . . . .	<b>267</b>
<i>Tuukka M. Takala, Perttu Hämäläinen, Mikael Matveinen, Taru Simonen and Jari Takatalo</i>	
<b>How Screen Size Influences Chinese Readability</b> . . . . .	<b>277</b>
<i>You Wang, Zhihao Zhao, Danni Wang, Guihuan Feng and Bin Luo</i>	
<b>A Leap-supported, hybrid AR interface approach</b> . . . . .	<b>281</b>
<i>Holger Regenbrecht, Jonny Collins and Simon Hoermann</i>	
<b>The Effect of Subject Familiarity on Comprehension and Eye Movements during Reading</b> . . . . .	<b>285</b>
<i>Leana Copeland and Tom Gedeon</i>	
<b>One-line GUI: Minimized graphic user interface for interactive TV</b> . . . . .	<b>289</b>
<i>Hyungkun Park, Yeseul Kim, Jeeyong Chung, Sangyoung Cho, Eunji Woo and Woohun Lee</i>	
<b>10 Evaluation and Usability</b> . . . . .	<b>293</b>
<b>An Evaluation of Advanced User Interface Customization</b> . . . . .	<b>295</b>
<i>Clemens Zeidler, Christof Lutteroth and Gerald Weber</i>	
<b>Quantitative Evaluation of Media Space Configuration in a Task-Oriented Remote Conference System</b>	<b>305</b>
<i>Kyle Koh and Jinwook Seo</i>	
<b>Physicality Quantitative Evaluation Method</b> . . . . .	<b>315</b>
<i>Mahmood Ashraf and Masitah Ghazali</i>	

<b>Trial by Tablet: User Evaluation of the Digital Courtroom</b> . . . . .	<b>325</b>
<i>Graham Farrell, Robert T. Tipping, Vivienne Farrell and Clinton J. Woodward</i>	
<b>Measuring Interactivity at an Interactive Public Information Display</b> . . . . .	<b>329</b>
<i>Christopher Ackad, Rainer Wasinger, Richard Gluga, Judy Kay and Martin Tomitsch</i>	
<b>11 Ubiquitous Computing</b> . . . . .	<b>333</b>
<b>Internet of Things: a review of literature and products</b> . . . . .	<b>335</b>
<i>Treffyn Lynch Koreshoff, Toni Robertson and Tuck Wah Leong</i>	
<b>Understanding Spatial Contexts of the Real World under Explicit or Tacit Roles of Location</b> . . . . .	<b>345</b>
<i>Masaya Okada and Masahiro Tada</i>	
<b>Working In the Clouds: A Study of Contemporary Practices</b> . . . . .	<b>355</b>
<i>Anita Gisch and Toni Robertson</i>	
<b>SmartFinger: Connecting Devices, Objects and People seamlessly</b> . . . . .	<b>359</b>
<i>Shanaka Ransiri, Roshan Lalintha Peiris, Kian Peen Yeo and Suranga Nanayakkara</i>	
<b>Approaching a human-centred Internet of Things</b> . . . . .	<b>363</b>
<i>Treffyn Lynch Koreshoff, Tuck Wah Leong and Toni Robertson</i>	
<b>The Irony and Re-interpretation of Our Quantified Self</b> . . . . .	<b>367</b>
<i>Rafael A. Calvo and Dorian Peters</i>	
<b>12 Touch Interaction</b> . . . . .	<b>371</b>
<b>An approach for designing and evaluating a plug-in vision-based tabletop touch identification system</b> . . . . .	<b>373</b>
<i>Andrew Clayphan, Roberto Martinez Maldonado, Christopher Ackad and Judy Kay</i>	
<b>Pseudo-Pressure Detection and Its Use in Predictive Text Entry on Touchscreens</b> . . . . .	<b>383</b>
<i>Ahmed Sabbir Arif and Wolfgang Stuerzlinger</i>	
<b>FingerInk: Turn your Glass into a Digital Board</b> . . . . .	<b>393</b>
<i>Alaa Halawani and Haibo Li</i>	
<b>Evaluation of a New Error Prevention Technique for Mobile Touchscreen Text Entry</b> . . . . .	<b>397</b>
<i>Ahmed Sabbir Arif and Wolfgang Stuerzlinger</i>	
<b>Designing Rich Touch Interaction through Proximity and 2.5D Force Sensing Touchpad</b> . . . . .	<b>401</b>
<i>Seongkook Heo, Jaehyun Han and Geehyuk Lee</i>	
<b>13 Student Design Challenge</b> . . . . .	<b>405</b>
<b>Family Room: Reducing Email Overload</b> . . . . .	<b>407</b>
<i>Sarah Ellen Webber, Kayla J. Heffernan, Behnaz Rostami Yeganeh, Fernando Estrada and Daina Augstkalns</i>	
<b>TorteMail: Solving Email Information Overload</b> . . . . .	<b>409</b>
<i>Matthew Ritchie, Elizabeth Gilleran, Rowan Lucas, Nick Woods and Darrell Rivero</i>	
<b>Vision of the Future of Email Featuring Upcoming Technology to Enhance the User Experience</b> . . . . .	<b>411</b>
<i>Marcel Penz, Kallirroï Poulidou, Taís Mauk, Yedan Qian and Siyuan Fang</i>	
<b>Threading Centric Approach Towards Email Client</b> . . . . .	<b>413</b>
<i>Mehul Agrawal, Mannu Amrit, Minal Jain, Himanshu Bansal and Abhinav Krishna</i>	
<b>inBOX: Your Future Mail Box</b> . . . . .	<b>415</b>
<i>Gashaye Mahtemu, Jahnvi Mudgal, Parvathy V R, Rajib Bhakat and VSSS Sri Harsha Andukuri</i>	

<b>Hush Tube: Designing a tangible and quieter email</b> . . . . .	<b>417</b>
<i>Kevin Gaunt, Jenni Toriseva, Regimantas Vegele and Migle Padegimaitė</i>	
<b>Semantic Emails: Agent Technology in Email Systems</b> . . . . .	<b>419</b>
<i>Vishnu M S, Dhruv Damle, Debanshu Bhaumik and Debashish Sahu</i>	
<b>e-Tely Electronic stamps for augmenting emails</b> . . . . .	<b>421</b>
<i>Vishesh Kumar, Harshit Agrawal, Rishika Jain, Arka Bani and Prabhat Kumar</i>	
<b>Convergent location-based messaging: design for the future email ecosystem</b> . . . . .	<b>423</b>
<i>Madyana Torres de Souza, Júlia Nacsa, James McIntyre, Idil Tunga and Jiaojiao Xu</i>	
<b>14 Social and Collaboration Technologies</b> . . . . .	<b>425</b>
<b>Gelatine: Making Coworking Places Gel for Better Collaboration and Social Learning</b> . . . . .	<b>427</b>
<i>Mark Bilandzic, Ronald Schroeter and Marcus Foth</i>	
<b>Integrating Collaborative Context Information with Social Media - A Study of User Perceptions</b> . . . . .	<b>437</b>
<i>Ari-Heikki Sarjanoja, Minna Isomursu, Pekka Isomursu and Jonna Häkkinen</i>	
<b>Interaction Patterns for Assessment of Learners in Tabletop Based Collaborative Learning Environment</b> . . . . .	<b>447</b>
<i>Ammar Al-Qaraghuli, Halimah Badioze Zaman, Azlina Ahmad and Jihan Raouf</i>	
<b>Understanding the Fabric of Social Interactions for Ridesharing through Mining Social Networking Sites</b> . . . . .	<b>451</b>
<i>Seyed Hadi Mirisaei, Margot Brereton, Paul Roe and Fiona Redhead</i>	
<b>15 Resilience and Ageing</b> . . . . .	<b>455</b>
<b>“Reconstructing normality”: The use of infrastructure leftovers in crisis situations as inspiration for the design of resilient technology</b> . . . . .	<b>457</b>
<i>Amro Al-Akkad, Leonardo Ramirez, Sebastian Deneff, Alexander Boden, Lisa Wood, Monika Büscher and Andreas Zimmermann</i>	
<b>Dispelling Ageing Myths in Technology Design</b> . . . . .	<b>467</b>
<i>Jeannette Durick, Toni Robertson, Margot Brereton, Frank Vetere and Bjorn Nansen</i>	
<b>Engaging Older Adults in Activity Group Settings Playing Games on Touch Tablets</b> . . . . .	<b>477</b>
<i>Sonja Pedell, Jeanie Beh, Ken Mozuna and Susan Duong</i>	
<b>Touch Screen Ensemble Music: Collaborative Interaction for Older People with Dementia</b> . . . . .	<b>481</b>
<i>Stu Favilla and Sonja Pedell</i>	
<b>16 Information Seeking</b> . . . . .	<b>485</b>
<b>Statistical Analysis and Implications of SNS Search in Under-Developed Countries</b> . . . . .	<b>487</b>
<i>Saif Ahmed, Md. Tanvir Alam Anik, Mashrura Tasnim and Hasan Shahid Ferdous</i>	
<b>Boxing clever: how searchers use and adapt to a one-box library search</b> . . . . .	<b>497</b>
<i>Dana McKay and George Buchanan</i>	
<b>Interactive Interface for Query Formulation</b> . . . . .	<b>507</b>
<i>Lu Chen and Caslon Chua</i>	
<b>HCI Knowledge - Missing in Practice?</b> . . . . .	<b>511</b>
<i>Murni Mahmud, Idyawati Hussein, Abu Osman Md Tap and Nor Laila Md Noor</i>	



<b>17 Health and Welfare</b> . . . . .	<b>515</b>
<b>Participatory Design of an Online Therapy for Youth Mental Health</b> . . . . .	<b>517</b>
<i>Greg Wadley, Reeva Lederman, John Gleeson and Mario Alvarez-Jimenez</i>	
<b>Exploratory development and evaluation of user interfaces for exposure therapy treatment</b> . . . . .	<b>527</b>
<i>Natalie Eustace, James Head-Mears and Andreas Dünser</i>	
<b>Using critical-cue inventories to advance virtual patient technologies in psychological assessment</b> . . . . .	<b>531</b>
<i>Ben W. Morrison, Natalie M. V. Morrison, Julia Morton and Jemma Harris</i>	
<b>Hanging out at the computer lab: How an innovative Australian program is helping young ‘Aspies’</b> . . . . .	<b>535</b>
<i>Greg Wadley and Stefan Schutt</i>	
<b>Supporting Tele-Assistance and Tele-Monitoring in Safety-Critical Environments</b> . . . . .	<b>539</b>
<i>Weidong Huang, Leila Alem, Surya Nepal and Danan Thilakanathan</i>	
<b>18 Audio and Speech</b> . . . . .	<b>543</b>
<b>Audio Stickies: Visually-guided Spatial Audio Annotations on a Mobile Augmented Reality Platform</b> . . . . .	<b>545</b>
<i>Tobias Langlotz, Holger Regenbrecht, Stefanie Zollmann and Dieter Schmalstieg</i>	
<b>Treemaps to Visualise and Navigate Speech Audio</b> . . . . .	<b>555</b>
<i>Fahmi Abdulhamid and Stuart Marshall</i>	
<b>SpeechPlay: Composing and Sharing Expressive Speech Through Visually Augmented Text</b> . . . . .	<b>565</b>
<i>Kian Peen Yeo and Suranga Nanayakkara</i>	
<b>Evaluating the Effectiveness of Audio-Visual Cues in Immersive User Interfaces</b> . . . . .	<b>569</b>
<i>Luke Hespanhol, Oliver Bown, Jingwen Cao and Martin Tomitsch</i>	
<b>Index</b> . . . . .	<b>573</b>

# *Message from the Technical Program Committee*

Welcome to Adelaide and OzCHI 2013, the annual conference of the Computer-Human Interaction Special Interest Group (CHISIG) of the Human Factors and Ergonomics Society of Australia (HFSA) and Australia's leading forum for a growing international community of practitioners, researchers, academics and students to exchange work in all areas of Human-Computer Interaction.

The technical program committee was comprised of 142 researchers, among whom 77 were from Australia and 65 were from overseas. All long and short papers were subject to double-blind peer review with each long paper reviewed by at least three committee members and each short paper reviewed by at least two committee members. Student design challenge, flash talk, and interactive poster submission were reviewed by their respective track chairs and committee members. This year we received 71 long papers, 83 short papers, and 38 student design challenge submissions from 30 countries, including Asia-Pacific, Europe, North America, and South America. After the rigorous peer review process, we accepted 34 long and 45 short papers, and 9 student design challenge finalists, overall 46% of submissions. The OzCHI proceedings are a publication of CHISIG, and also appear in the ACM (the Association for Computing Machinery) Digital Library ([dl.acm.org](http://dl.acm.org)).

The theme of this year's conference is Augmentation, Application, Innovation, and Collaboration, which reflects a variety of technical and social challenges in designing and deploying human-centred computer applications through augmenting our daily lives with innovative interaction and collaboration technologies. The programme covers a wide range of topics around this theme, including "Ubiquitous Computing", "Interface, Interaction, and Visualisation", "Health and Welfare", "Learning Environments", "Gaming", "Mobile and Touch Interaction", and "Social and Collaboration Technologies". We have organised 79 paper presentations in 18 sessions as well as a number of flash talks and an exhibition of interactive posters.

It is our pleasure and honour to have as our invited keynote speakers Kenton O'Hara from Microsoft Research Cambridge, UK, Bruce Thomas from UniSA, Australia, and Ben Kilsby from Holopoint Interactive, Adelaide, Australia. They will each give a talk addressing aspects of the conference theme. In Particular, Dr. O'Hara's talk on Interaction Proxemics addresses aspects of Innovation and Collaboration, Prof. Thomas' talk on Augmented Reality addresses aspects of Augmentation, and Mr. Kilsby's talk on Gaming addresses aspects of Application and Innovation. In addition, this year's conference also hosts interesting workshops, tutorials, and a doctoral consortium.

We hope you enjoy the programme of OzCHI 2013. Remember to take some time to enjoy the beauty and hospitality of the great city of Adelaide, which was recently voted by the Lonely Planet as one of the top ten cities to visit!

*Haifeng Shen, Ross Smith, Jeni Paay & Paul Calder*

*OzCHI 2013 Program Chairs*

## *List of Technical Program Committee Members*

Safurah Abdul Jalil	Henry Gardner	Florian Nachreiner	Susanne Tak
Elin Eliana Abdul Rahim	Martin Gibbs	Hideyuki Nakanishi	Sampo Teräs
Truna Aka J. Turner	Voula Gkatzidou	Suranga Nanayakkara	Jimmy Ti
Ons Al-Shamaileh	Stephen Green	Bjorn Nansen	Feng Tian
Leena Arhippainen	John Grundy	Erik G. Nilsson	Claire Timpany
Magnus Bang	Florian Güldenpfennig	Susanna Nilsson	Helena Tobiasson
Debjanee Barua	Karen Henriksen	Tim Nugent	Martin Tomitsch
Mark Billingham	Luke Hespanhol	Piia Nurkka	Keith Unsworth
David Brown	Seamus Hickey	Kenton O'Hara	Keith Vander Linden
George Buchanan	Xavier Ho	David O'Hare	Nicholas Vanderschantz
Paris Buttfield-Addison	Zaana Howard	Jeni Paay	Frank Vetere
Marina Buzzi	Andrew Johnston	Helen Partridge	Greg Wadley
Maria Claudia Buzzi	Syahrul Junaini	Jon Pearce	Tony Wang
Paul Calder	Doris Jung	Sonja Pedell	Jenny Waycott
Linda Candy	Rohit Ashok Khot	Abdul Moiz Penkar	Gerald Weber
Siyuan Chen	Khamsum Kinley	Bernd Ploderer	Michael Weber
Aaron Chen	Lone Koefoed Hansen	Vesna Popovic	Ian Welch
Caslon Chua	Henrik Korsgaard	Peter Purgathofer	Christoph Wimmer
Andrew Clayphan	Lars Kulik	Kenneth Radke	Brett Wilkinson
Nathalie Colineau	Tobias Langlotz	Patrick Rau	Nicholas Wittison
Karin Coninx	Geehyuk Lee	Fiona Redhead	Chui Yin Wong
Sally Jo Cunningham	Hyowon Lee	Toni Robertson	Clinton Woodward
Xianghua Ding	Tuck Wah Leong	Christine Satchell	Burkhard Wuensche
Matthew D'Orazio	Chun-Cheng Lin	Jennifer Seevinck	Theodor Wyeld
Claire Dormann	Christopher Lueg	Haifeng Shen	Lonce Wyse
Wendy Doube	Martin Luerssen	Hirohito Shibata	Hiroaki Yano
John Downs	Christof Lutteroth	Simeon Simoff	
Andreas Duenser	Peter Lyle	Petr Slovak	
Kirsten Ellis	John Manning	Ross Smith	
Ulrich Engelke	Evi Indriasari Mansor	Wei Song	
Viv Farrell	Roberto Martinez-Maldonado	Fabius Steinberger	
Graham Farrell	Kevin McGee	Duncan Stevenson	
Eric Fassbender	Dana Mckay	Ozge Subasi	
Zac Fitz-Walter	Richard Medland		
Marcus Foth	Alejandra Mery Keitel		
Jill Freyne	Seyed Hadi Mirisae		
	Johannes Mueller		