



## Conference Schedule

### Wednesday, June 8: Tutorials and Doctoral Consortium

Check-in is at the Discovery Learning Center (DLC) located on the corner of Colorado Blvd. and Regent Drive. Student volunteers will guide participants to rooms in other buildings.

8:30-9:00 a.m.	morning/full-day presenters and participants check in; <i>on-site (walk-in) registration is available for tutorials</i>	DLC front entrance
9:00 a.m. - noon	<b>morning sessions</b>	
	KidTalk (full day)	ECOT 8-32
	Game Design for Education (full day)	DLC 1B 40
	New Output Devices	DLC 1B 14
	Tangible Interfaces	DLC Bechtel Collaboratory
10:30	break, refreshments	DLC front entrance
12 p.m. - 1 p.m.	lunch break; volunteers will walk people to various lunch locations nearby	meet at DLC front entrance for information
12:30-1:00	afternoon tutorial presenters and participants check in; <i>on-site (walk-in) registration is available for tutorials</i>	DLC front entrance
1 p.m. - 4 p.m.	<b>afternoon sessions, doctoral consortium</b>	
	KidTalk (continuation)	ECOT 8-32
	Game Design (continuation)	DLC 1B 40
	Wizard of Oz	ECCR 1B 06
	Electronic Crafts	DLC 1B 14
	NetLogo	DLC 170
	Doctoral Consortium (until 5 p.m.)	ECOT 8-31
2:30	<b>break, refreshments</b>	DLC front entrance
5:30-7:30	<b>Conference Registration</b>	DLC 170
6:00-7:00	<b><i>Opening Reception</i></b>	DLC 170

**Thursday, June 9**

All papers take place at the University Memorial Center (UMC) room 235. Poster session and breaks take place in the UMC Glenn Miller Ballroom.

8:00-10:00	<b>Conference Registration; On-site registration is available</b>
9:00-9:30	<b>Welcome, Introduction</b>
9:30-10:30	<b>Opening Keynote: Scott Kim</b> <i>Lost in Translation: the perils and opportunities of moving an idea from one medium to another.</i>
10:30-11:00	<b>Break</b>
11:00-12:30	<b>Paper Session 1: Technologies and Toolkits</b> <i>Spookies: Combining smart materials and Information technology in an interactive toy</i> Lena Berglin, University College of Borås, Sweden  <i>Tools of Contextualization: Extending the Classroom to the Field</i> Niels Olof Bouvin, Christina Brodersen, Frank Allan Hansen, Ole Sejer Iversen, Peter Nørregaard, University of Aarhus, Denmark  <i>Some Reflections on Designing Construction Kits for Kids</i> Mitchel Resnick, MIT, USA; Brian Silverman, Playful Invention Company, Canada
12:30-2:30	<b>Lunch Break, Poster set-up period</b>
2:30-4:00	<b>Paper Session 2: Mixed Abilities</b> <i>Development of an American Sign Language Game for Deaf Children</i> Valerie Henderson, Seungyon Lee, Helene Brashear, Georgia Institute of Technology; Harley Hamilton, Atlanta Area School for the Deaf; Thad Starner, Steven Hamilton, Georgia Institute of Technology, USA  <i>pOwerball: The design of a novel mixed-reality game for children with mixed abilities</i> Bas Brederode, Eindhoven University of Technology, Delft University of Technology; Panos Markopoulos, Eindhoven University of Technology; Mathieu Gielen, Arnold Vermeeren, Huib de Ridder, Delft University of Technology, The Netherlands

(2:30-4:00 continued)	<p><i>Promotion of creative activity in children with severe autism through visuals</i>  Narcís Parés, Anna Carreras, Jaume Durany, Jaume Ferrer, Pere Freixa, David Gómez, Orit Kruglanski, Roc Parés, J. Ignasi Ribas, Miquel Soler, Àlex Sanjurjo, Universitat Pompeu Fabra, Spain</p>
4:00-4:30	<b>Break, Poster Presentations in Glenn Miller Ballroom</b>
4:30-5:30	<p><b>Paper Session 3: Fun and Education</b>  <i>Making Educational Computer Games 'Educational'</i>  Shalom M. Fisch, MediaKidz Research and Consulting, USA</p> <p><i>Assessing Usability and Fun in Educational Software,</i>  Stuart MacFarlane, Gavin Sim, Matthew Horton, U. of Central Lancashire, UK</p>
6:30	<p>Shuttle bus to NCAR for conference dinner will depart from the <u>Boulder Outlook</u> hotel. All dinner attendees are encouraged to use the shuttle bus service to NCAR.</p> <p>The Boulder Outlook is located at 800 28th St.</p>
7:00	<b>Conference Dinner at the National Center for Atmospheric Research</b>
8:30	Shuttle bus will drop people at the dorms, Millenium Harvest House, Boulder Outlook, and Best Western Boulder Inn

**Friday, June 10** *University Memorial Center*

9:00-10:30	<p><b>Paper Session 4: Participatory Design</b>  <i>Mission from Mars-A Method for Exploring User Requirements for Children in a Narrative Space</i>  Christian Dindler, Eva Eriksson, Ole Sejer Iversen, University of Aarhus, Denmark; Andreas Lykke-Olesen, Martin Ludvigsen, Aarhus School of Architecture, Denmark</p> <p><i>Comparison of Think-Aloud and Constructive Interaction in Usability Testing with Children</i>  Benedikte S. Als, Janne J. Jensen, Mikael B. Skov, Aalborg University, Denmark</p> <p><i>A Review of Research Methods in Children's Technology Design</i>  Janne J. Jensen, Mikael B. Skov, Aalborg University, Denmark</p>
------------	--

10:30-11:00	<b>Break, Posters</b>
11:00-12:30	<p><b>Paper Session 5: Beyond the Desktop</b>  <i>Child's Play: A Comparison of Desktop and Physical Interactive Environments</i>  Jerry Alan Fails, Allison Druin, Mona Leigh Guha, Gene Chipman, Sante Simms, Wayne Churaman, University of Maryland, USA</p> <p><i>Tangicam: Exploring observation tools for children</i>  Jean-Baptiste Labrune, Wendy Mackay, Université Paris-Sud, France</p> <p><i>Playthings That Do Things: A Young Kid's 'Incredibles'!</i>  Edith K. Ackermann, MIT, USA</p>
12:30-2:30	<b>Lunch Break</b>
2:30-3:30	<p><b>Paper Session 6: Usability and User Studies</b>  <i>Designing ubiquitous computing to enhance children's interaction in museums</i>  Tony Hall, Liam Bannon, University of Limerick, Ireland</p> <p><i>Reading Alone Together: Creating Sociable Digital Library Books</i>  Nancy Kaplan, Yoram Chisik, University of Baltimore, USA</p>
3:30-4:00	<b>Break, Poster take-down period</b>
4:00-5:00	<b>Closing Keynote: Chris and Mihaly Csikszentmihalyi</b>
5:00-5:30	<b>Closing Remarks</b>