

## **Poster & Demo Session**

Sheraton Centre, Montreal Room: **Salle De Bal Ouest May 2<sup>nd</sup> 2012**, 6:00pm-9:00pm



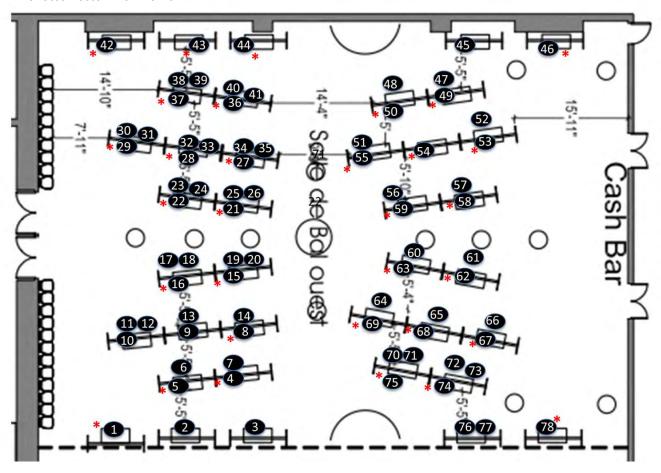
Setup time: Wed., May 2, 4:30-6:00pm

## **Organizing Committee**

Poster Co-chair: Anatoliy Gruzd, Dalhousie University Poster Co-chair: Bruce Gooch, University of Victoria

Poster Student Co-chair: Amanda Wilk, Dalhousie University

\* Denotes Poster with Demo



Project	<b>Contact Author</b>	Title	Institution	Poster ID
AESTHVIS	Chao, Feng	Affective Motion for Visualization	SFU	*1
AESTHVIS	Aseniero, Bon Adriel	A Need for Deep Personalization: Personal Infovis Branching	U of Calgary	2
AESTHVIS	Northam, Lesley	Stylizing Stereoscopic 3D Images	Waterloo	3
AFEVAL	Muir, Mary	An Analysis of Attention to Student-Adaptive	UBC	56
AFEVAL	Larios, Hector	The Role of Males and Females Gaming Experience	SFU	57
AFEVAL	Birk, Max	TEVA: A software tool for the	USask	*58
AMBAID	Fox, Tyler	Aesthetics of Experience: a Cross-Disciplinary	SFU	52
AMBAID	Altun, Kerem	A Softer Side of Machines: Conductive	UBC	*53
BELIEVE	Lari, Adel	BELIEVE: Believable Characters and	U of Alberta	*59
CAPSIM	Gregson, James	Stochastic Tomography and its Applications	UBC	45
CPRM	Nazemi, Mehdi Mark	Sound Tonic: A Receptive Method	SFU	19
CPRM	Lovas, Mike	Mindfulness Technologies	OCAD	20
DIGILAB	Macklem, Lisa	Turbulent Times: Forging a Copyright Policy	UWO	*4
DIGILT	Deng, Ying	Bridging Design Theories and Practice	SFU	*62
DIGILT	Rojas, David	Developing Effective Virtual Simulations and Serious Games	UOIT	*63

Project	Contact Author	Title	Institution	Poster ID
DINS	Lin, Chang Zhe	Networked Individuals	U of T	9
DINS	Taylor, Gregory	Wireless Broadband and the Canadian 700 MHz Spectrum Auction	Ryerson	10
DINS	Melvin, Roberta	Designed for Work, But Not from Here: Rural and Remote	U of Manitoba	11
ENCAD	Charbonneau, Nathalie	Enabling the architectural designer to move	U of Montreal	*42
ENCAD	Subashini, Vinu	Interactive DEVS-based Building Information Modelling	Carleton	*43
ENCAD	Kolarić, Siniša	CAMBRIA: Supporting Sets of Alternatives	SFU	38
GAMFIT	Schneider, Oliver	GaitLib: A Gait Recognition Library for Mobile Smartphones	UBC	*21
GCC	Maggs, David	Art and Sustainability	UBC	65
GRNCITY	Fung, Karen	Visualizing Public Engagement on Twitter for Sustainability	UBC	12
HCTSL	Huang, Dandan	Eco-Calendar: Visualizing Home Energy on a Calendar	U of Victoria	76
HCTSL	Kashani, Maryam	Sustainable Home Design as if People Mattered	SFU	77
HLTHSIM	Wasniewski, Ewa	Second Life: A Virtual World for Interprofessional Health	U of Alberta	51
HLTHSIM	Armstrong, Ryan	Immersive virtual environments for spatial and anatomical	UWO	*54
HLTHSIM	Jin, Jing	Modelling Brain Volumetric Deformations and Skull Surface	UWO	*55
HSCEG	Tordini, Francesco	Using Auditory Cues to Guide Covert Attention	McGill	39
HSCEG	Zohoorian, Ariyan	PLATO: A Coordination Framework for Multi-Player	USask	40
HSCEG	Graham, Max	Player Behavioural Modelling to Reduce the Effects	Queens	41
INCLUDE	Branje, Carmen	The Vibrochord - A Virbotactile Instrument	U of T	*15
INCLUDE	Crow, Barbara	The RECAA Project: Participatory Theater, Digital Activism	York	*16
INCLUDE	Haagaard, Alexandra	Making eye-contact; alternatives to gaze-based	OCAD	17
KIDZ	Macaranas, Anna	Designing Natural User Interfaces	SFU	18
MCSIG	Peters, John	On the performance of UCT in synthetic game trees	U of Alberta	34
MEOW	Nobarany, Syavash	Reasons and Motivations for Reviewing Scholarly Articles	UBC	64
MEOW	Ghandehari, Morteza	A Lightweight Coordination Approach	U of Alberta	*68
MEOW	Gilmour, Logan	PlaySpaces: An Interactive Story of	UBC	*69
MOTION	Boukhalfi, Tarik	A Machine Learning Approach to Automate Facial Expressions	ÉTS	48
MOTION	Agrawal, Shailen	Crowd-sourcing Controllers for Character Animation	UBC	*49
MOTION	Rabbani, Amir Hossein	Editing and Constraining Kinematic Approximations of Dynamic	McGill	*50
NAVEL	Chatterjee, Sreejata	BIG Data, Social Data: Targeted Harnessing of Transient	Dalhousie	7
NAVEL	Anez, Melissa	AcademiaMap.com - Visualizing Scholarly Connections on Twitter	Dalhousie	*8
NEUROGAM	Kalyn, Michael	A method to turn any off-the-shelf game into a biofeedback game	USask	*46
NEUROGAM	Cummer, Jason	Integrating Biofeedback for Increasing Attention in Cognitive Games	U of Victoria	47
NEWS	Raveendran, Gobaan	Lightweight Contrastive Summarization for News Comment Mining	Waterloo	13
NEWS	McCay-Peet, Lori	Facets of the serendipitous digital environment	Dalhousie	14
NGAIA	Ghajar-Khosravi, Shadi	Requirements Analysis for Online Group Gift Giving Systems	U of T	*22
NGAIA	Kamal, Noreen	Designing VivoSpace: A User-Centred Design Process	UBC	23
NGAIA	Berzowska, Justyna	Task framework for digital government	UBC	24
PERUI	Haraty, Mona	Role of Reflection in Customization Behaviours	UBC	35
PERUI	Lafreniere, Benjamin	AdaptableGIMP: Designing a Socially Adaptable Interface	Waterloo	*36
PLATFORM	Shirazian, Pourya	High Performance Rendering of Implicit Surfaces	U of Victoria	*5
PLATFORM	Gordon, Piper	Software and Hardware Co-Design for eBook Glasses	U of Victoria	6
PLAYPR	Whitson, Jennifer	Making the Heritage Passages Virtual Museum Exhibit and App	Carleton	73
PLAYPR	Arawjo, Ian	Ethereal - Tangible and tactile voice interface for the iPad	Concordia	*74
PLAYPR	Oliver, Symon	Body Editing: Gestural editing and creation	OCAD	*75
PRIVNM	Boshmaf, Yazan	The Socialbot Network: When Bots Socialize for Fame and Money	UBC	70 70
PRIVNM	Zhang, Leah	Teaching Password Guessing Attacks Through Visualizations	Carleton	71
PRIVNM	Wong, Lola	Privacy Expectations in an Online Environment	UWO	72
PROMO	Longay, Steven	TreeSketch: Interactive Procedural Modelling of Trees on a Tablet	U of Calgary	*28
PROMO	Gomez, Dorian	Occlusion Vectors for Visibility Computations	U of Montreal	*29
PROMO	Grasberger, Herbert	Open CL-accelerated Computation of Field-Values	U of Victoria	30
PUPSTEX	Caron, Jacquelin	PUPs for texture	Carleton	*78
SHRDSP	Reetz, Adrian	WorldPointing Improving Selection by Storing Digital Items	USask	25
SHRDSP	Fatemi, Muhammad	Don't Mess Up My View: Access Control in Shared Visualizations	U of Victoria	26
SHRDSP	Lapierre, Nathan	Tweetris: A Study of Whole Body Interaction During	Dalhousie	31
SHRDSP	Vertegaal, Roel	DisplayStacks: Interaction Techniques for Stacks of Paper Computers	Queens	32
SHRDSP	Langer, Rebecca	Tutorial Stories: Introducing New Interaction	Waterloo	
SIMUL	Kardan, Samad	Utilizing Gaze Data for Determining User Performance	UBC	33 60
SIMUL	Wong, Nelson	Comparing Support for Deictic Gesturing in a Collaborative	USask	61
SKETCH	Wasson, Rajinder	Sketch-Based Interface for Image Learning	Carleton	*67
SKETCH	Istead, Joe		UWO	
VIRTPRES		Using Motion Capture to Edit and Manipulate Meshes  Touch-based interaction with pCubee	UBC	66 *07
VIRTPRES	Tang, Yichen Viswanathan,	Use of Head Mounted Display for testing the Two-Stream Hypothesis	McGill	*27 *07
VIKITKES	Rajkumar	Ose of fread Mounted Display for testing the Two-stream Hypothesis	MICGIII	*37
VIRTPRES	Wang, Peng	TeleHuman: A Cylindrical Display Portal for Life-size 3D Human	Queens	* 4 4
VIKII KES	wang, reng	Teleframan, A cynnarical Display Portai for Life-size 3D Hullian	Queens	*44