Interesting?	Title		Authors
	3D Printers as Sociable Technologies: Taking Appropriation Infrastructures to the Internet of Things	Link	Thomas Ludwig, Alexander Boden, Volkmar Pipek
	A Quantified Past: Toward Design for Remembering With Personal Informatics	Link	Chris Elsden, David S Kirk, Abigail Durrant
	Adding Physical Objects to an Interactive Game Improves Learning and Enjoyment: Evidence from EarthShake	Link	Nesra Yannier, Scott Hudson, Eliane Stampfer Wiese, Kenneth Koedinger
	Applying the Norman 1986 User-Centered Model to Post-WIMP UIs: Theoretical Predictions and Empirical Outcomes	Link	G. Michael Poor, Samuel D. Jaffee, Laura Marie Leventhal, Jordan Ringenberg, Dale S. Klopfer, Guy Zimmerman, Brandi A. Klein
	Assessing Multiple Sclerosis with Kinect: Designing Computer Vision Systems for Real-world Use	Link	Cecily Morrison, Kit Huckvale, Robert Corish, Jonas F Dorn, Peter Kontschieder, Kenton P O'hara, Assess Ms Team, Antonio Criminisi, Abigail Sellen
	Bearing an Open ???Pandora??s Box??: HCI for Reconciling Everyday Food and Sustainability	Link	Adrian K Clear, Kirstie O'neill, Adrian Friday, Mike Hazas
	Co-interpreting Movement with Sensors: Assessing Parkinson??s Patients?? Deep Brain Stimulation Programming	Link	Helene Mentis, Rita Shewbridge, Sharon Powell, Melissa Armstrong, Paul Fishman, Lisa Shulman
	Colors -Messengers of Concepts: Visual Design Mining for Learning Color Semantics	Link	Ali Jahanian, Shaiyan Keshvari, Svn Vishwanathan, Jan Allebach
	Commensality and Social Use of Technology during Family Mealtime	Link	Hasan Shahid Ferdous, Bernd Ploderer, Hilary Davis, Frank Vetere, Kenton P O'hara
	Communicating Personal Genomic Information to Non Experts: A New Frontier for Human Computer Interaction	Link	Orit Shaer, Oded Nov, Lauren Westendorf, Madeleine Ball
	Design and Usability of Interactive User Profiles for Online Health Communities	Link	Andrea Hartzler, Bridget Weis, Carly Cahill, Wanda Pratt, Albert Park, Uba Backonja, David W Mcdonald
	Design for Rituals of Letting Go: An Embodiment Perspective on Disposal Practices Informed by Grief Therapy	Link	Corina Sas, Steve Whittaker, John Zimmerman
	Examining The Role Of Smart TVs And VR HMDs In Synchronous At-A-Distance Media Consumption	Link	Mark Mcgill, John H Williamson, Stephen A Brewster
	Exertion Games	Link	Floyd Mueller, Rohit Khot, Kathrin Gerling, Regan L Mandryk
	Exploring Low-Cost, Internet-Free Information Access for Resource-Constrained Communities	Link	Jennifer Pearson, Simon Robinson, Matt Jones
	How People Write Together Now: Beginning the Investigation with Advanced Undergraduates in a Project Course	Link	Judith S Olson, Dakuo Wang, Gary M Olson, Jingwen Zhang
	ICT-based Fall Prevention System for Older Adults: Qualitative Results from a Long-Term Field Study	Link	Corinna Ogonowski, Konstantin Aal, Daryoush D Vaziri, Thomas Von Rekowski, David Randall, Dirk Schreiber, Rainer Wieching, Volker Wulf
	Improv: An Input Framework for Improvising Cross-Device Interaction By Demonstration	Link	Xiang 'Anthony' Chen, Yang Li
	Increasing Activity in Enterprise Online Communities Using Content Recommendation	Link	Ido Guy, Inbal Ronen, Elad Kravi, Maya Barnea
	On Lions, Impala, and Bigraphs: Modelling Interactions in Physical/Virtual Spaces	Link	Steve Benford, Muffy Calder, Tom Rodden, Michele Sevegnani
	People Don??t Feel Guilty About Exploiting Machines	Link	Celso M De Melo, Stacy Marsella, Jonathan Gratch
	Personal Fabrication	Link	Stefanie Mueller, Patrick Baudisch
	Priming Effects and Strategic Influences in Social Tagging	Link	David Bodoff, Eran Vaknin
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	The Psychophysiology Primer: A Guide to Methods and a Broad Review with a Focus on Human???Computer Interaction	Link	Ben Cowley, Marco Filetti, Kristian Lukander, Jari Torniainen, Andreas Henelius, Lauri Ahonen, Oswald Barral, Ilkka Kosunen, Teppo Valtonen, Minna Huotilainen, Niklas Ravaja, Giulio Jacucci
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	'Maker' within Constraints: Exploratory Study of Young Learners using Arduino at a High School in India	Link	Sowmya Somanath, Lora Oehlberg, Janette Hughes, Ehud Sharlin, Mario Costa Sousa
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	"Not another Z piece!" Adaptive Difficulty in TETRIS	Link	Katharina Spiel, Sven Bertel, Fares Kayali
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	A City in Common: A Framework to Orchestrate Large-scale Citizen Engagement around Urban Issues	Link	Mara Balestrini, Yvonne Rogers, Carolyn Hassan, Javi Creus, Martha King, Paul Marshall
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	A Simple Nod of the Head: The Effect of Minimal Robot Movements on Children's Perception of a Low-Anthropomorphic Robot	Link	Cristina Zaga, Roelof A De Vries, Jamy J Li, Khiet P Truong, Vanessa Evers
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	"If a person is emailing you, it just doesn't make sense": Exploring Changing Consumer Behaviors in Email	Link	Frank R Bentley, Nediyana Daskalova, Nazanin Andalibi
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	"These are not my hands!": Effect of Gender on the Perception of Avatar Hands in Virtual Reality	Link	Valentin Schwind, Pascal Knierim, Cagri Tasci, Patrick Franczak, Nico Haas, Niels Henze
	"They're Just Tixel Pits, Man": Disputing the 'Reality' of Virtual Reality Pornography through the Story Completion Method	Link	Matthew Wood, Gavin Wood, Madeline Balaam
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	Always On(line)? User Experience of Smartwatches and their Role within Multi-Device Ecologies		Marta E Cecchinato, Anna L Cox, Jon Bird

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	An Evaluation of Input Controls for In-Car Interactions	Link	Alexander Ng, Stephen A Brewster, Frank Beruscha, Wolfgang Krautter
	As We May Ink? Learning from Everyday Analog Pen Use to Improve Digital Ink Experiences	Link	Yann Riche, Nathalie Henry Riche, Ken Hinckley, Sarah Fuelling, Sarah Williams, Sheri Panabaker
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	Can I Think of Something else when Using a BCI? Cognitive Demand of an SSVEP-based BCI	Link	Andã©Ol Evain, Ferran Argelaguet, Nicolas Roussel, Gã©Ry Casiez, Anatole Lã©Cuyer
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	Comparing Social Robot, Screen and Voice Interfaces for Smart Home Management	Link	Michal Luria, Guy Hoffman, Oren Zuckerman
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	CoReach: Cooperative Gestures for Data Manipulation on Wall-sized Displays	Link	Can Liu, Olivier Chapuis, Eric Lecolinet, Michel Beaudouin-Lafon

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