ACCEPTED SHORT PAPERS

H. Bruikman, A. van Drunen, H. Huang and V. Vakili (Technical University of Eindhoven, Netherlands). Lali: Exploring a Tangible Interface for Augmented Play for Preschoolers

B. De Carolis and V. Rossano (Dept. of Computer Science, University of Bari, Italy). A Team of Presentation Agents for Edutainment

P. Di Bitonto, T. Roselli and V. Rossano (Dept. of Computer Science, University of Bari, Italy). Formative Evaluation of a Didactic Software for Acquiring Problem Solving Abilities Using Prolog

T. Goettel (Dept. of Informatics, University of Hamburg, Germany). Virtual Sandbox - Adding Groupware Abilities to Scratch

A. Harfield, I. Jormanainen and H. Shujau (Dept. of Computer Science, University of Joensuu, Finland). First Steps in Distributed Tangible Technologies: A Virtual Tug of War

A. Hashagen (University of Bremen), C. Büching (Technologie-Zentrum Informatik, University of Bremen) and H. Schelhowe (University of Bremen) – Germany. Learning Abstract Concepts through Bodily Engagement: A Comparative, Qualitative Study

K. Hendrix, R. Van Herk (Philips Research, High Tech Campus, Eindhoven, Netherlands), J. Verhaegh and P. Markopoulos (Dept. of Industrial Design, Eindhoven University of Technology, Netherlands). Increasing Children’s Social Competence Through Games, an Exploratory Study

S. Hinske, M. Lampe (Institute for Pervasive Computing, ETH Zurich, Switzerland), S. Price (London Knowledge Lab; University of London, UK), N. Yuill (Dept. of Psychology, University of Sussex, UK) and M. Langheinrich (Faculty of Informatics, University of Lugano, Switzerland). Kingdom of the Knights: Evaluation of a Digitally Augmented Toy Environment for Playful Learning

J. P. Hourcade, K. B. Perry (Dept. of Computer Science, University of Iowa, USA). Exploring Children’s Investigation of Data Outliers

S. Johansson (The Oslo School of Architecture and Design, Norway). Sniff: Designing Characterful Interaction in a Tangible Toy

H. Karoff and S. L. Johansen (Centre for Playware, DPU/DTU, Denmark). Materiality, Practice and Body

C. Kefalidis (ItIsArt Ltd., Piraeus, Greece), G. Lazakidou and S. Retalis (Dept. of Technology Education and Digital Systems, University of Piraeus, Greece). CoolMap: The Collaborative Learning Tool for Private and Public Activation

J. Kim, D. Jung, K. Lee, Y. Jin (Korea Advanced institute of Science and Technology, Korea). Bubble Letters: a child-centric interface for virtual and real world experience

A. Kuhn, C. Quintana, E. Soloway (University of Michigan, USA). StoryTime: A New Way for Children to Write

A. Mansour, M. Barve, S. Bhat and E. Yi-Luen Do (Georgia Institute of Technology, USA). MunchCrunch – A Game to Learn Healthy-Eating Heuristics

J. Marco, E. Cerezo, S. Baldassarri (Computing and Systems Engineering Department of Zaragoza University, Spain), E. Mazzone and J. C. Read (University of Central Lancashire, UK). User Oriented Design and Tangible

IDC09 – Short Papers List
Interaction for Kindergarten Children

L. McKnight, J. Read (University of Central Lancashire, UK). Designing the ‘Record’ Button: using Children’s Understanding of Icons to Inform the Design of a Musical Interface

S. Price and T. Pontual Falcão (London Knowledge Lab, UK). Designing for Physical-Digital Correspondence in Tangible Learning Environments

I. Radu and B. MacIntyre (Georgia Institute of Technology, USA). Augmented-Reality Scratch: A Tangible Programming Environment for Children

E. Rubeigni (Università della Svizzera Italiana, Switzerland), A. Alessandrini and A. Rizzo (Computer Science Department, University of Siena, Italy). Drama Prototyping for Designing Urban Interactive System for Children

J. Silver (MIT Media Lab, USA). Awakening to Maker Methodology: The Metamorphosis of a Curious Caterpillar

I. Soute, M. Kaptein and P. Markopoulos (Eindhoven University of Technology, Netherlands). Evaluating Outdoor Play for Children: Virtual vs. Tangible Game Objects in Pervasive Games

M. Sugimoto, T. Ito, T. N. Nguyen (Interaction Technology Lab, University of Tokio, Japan), S. Inagaki (Kobe University, Japan). GENTORO: A System for Supporting Children’s Storytelling using Handheld Projectors and a Robot

M. Suzuki (Shiga University), I. Hatono, T. Ogino (Kobe University), F. Kusunoki (Tama Art University), H. Sakamoto (Kyoto Municipal Zoo), K. Sawada, Y. Hoki (Affiliated Junior High School, Shiga University) and K. Ifuku (Shiga University) – Japan. Explorations with LEGS in a Zoo

K. Vaajakallio, J.-J. Lee and T. Mattelmäki (School of Design, University of Art and Design, Helsinki, Finland). "It has to be a group work!" - Co-design with Children

I. Verenikina (Faculty od Education, University of Wollongong, Australia) and J. Herrington (Faculty of Art and Education, Murdoch University, Australia). Computer Game Design and the Imaginative Play of Young Children

M. Philetus Weller (Carnegie Mellon University), E. Yi-Luen Do (Georgia Institute of Technology) and M. D Gross (Carnegie Mellon University) – USA. State Machines are Child’s Play: Observing Children age 9 to 11 Playing with Escape Machine

N. Yiannoutsou, I. Papadimitriou, V. Komis ((ICTE Research Group, Department of ESECE, University of Patras), N. Avouris (Electrical & Computer Engineering Department, HCI Group) – Greece. "Playing with" Museum Exhibits: Designing Educational Games Mediated by Mobile Technology

D. Yifan Xu, J. Read, G. Sim and B. McManus (University of Central Lancashire, UK). Experience It, Draw It, Rate It – Capture Children’s Experiences with Their Drawings

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