



IDC 2009 SHORT PAPERS (POSTERS) - FRIDAY June 5th, 10.30-12.30

Edutainment & Engaging Education

- S.1** B. De Carolis and V. Rossano (University of Bari, Italy)
A Team of Presentation Agents for Edutainment
- S.2** P. Di Bitonto, T. Roselli and V. Rossano (University of Bari, Italy)
Formative Evaluation of a Didactic Software for Acquiring Problem Solving Abilities Using Prolog
- S.3** T. Goettel (University of Hamburg, Germany)
Virtual Sandbox - Adding Groupware Abilities to Scratch
- S.4** C. Kefalidis (ItIsArt Ltd., Greece), G. Lazakidou and S. Retalis (University of Piraeus, Greece)
SyCo: A Collaborative Learning Tool for Generating Ideas in Private and in Public
- S.5** A. Mansour, M. Barve, S. Bhat and E. Yi-Luen Do (Georgia Institute of Technology, USA)
MunchCrunch – A Game to Learn Healthy-Eating Heuristics
- S.6** M. Philetus Weller (Carnegie Mellon University, USA), E. Yi-Luen Do (Georgia Institute of Technology, USA) and M. D Gross (Carnegie Mellon University, USA)
State Machines are Child's Play: Observing Children age 9 to 11 Playing with Escape Machine

Tangible Interfaces

- S.7** H. Bruikman, A. van Drunen, H. Huang and V. Vakili (Technical University of Eindhoven, The Netherlands)
Lali: Exploring a Tangible Interface for Augmented Play for Preschoolers
- S.8** A. Harfield, I. Jormanainen and H. Shujau (University of Joensuu; Finland)
First Steps in Distributed Tangible Technologies: A Virtual Tug of War
- S.9** K. Hendrix, R. Van Herk (Philips Research, The Netherlands), J. Verhaegh and P. Markopoulos (Eindhoven University of Technology, The Netherlands)
Increasing Children's Social Competence Through Games, an Exploratory Study
- S.10** S. Johansson (The Oslo School of Architecture and Design, Norway)
Sniff: Designing Characterful Interaction in a Tangible Toy
- S.11** J. Marco, E. Cerezo, S. Baldassarri (Zaragoza University, Spain), E. Mazzone and J. C. Read (University of Central Lancashire, UK)
User Oriented Design and Tangible Interaction for Kindergarten Children
- S.12** S. Price and T. Pontual Falcão (London Knowledge Lab, UK)
Designing for Physical-Digital Correspondence in Tangible Learning Environments
- S.13** E. Rubegni (Università della Svizzera Italiana, Switzerland), A. Alessandrini and A. Rizzo (University of Siena, Italy)
Drama Prototyping for Designing Urban Interactive System for Children

Augmented Reality

- S.14** S. Hinske, M. Lampe (ETH Zurich, Switzerland), S. Price (London Knowledge Lab and University of London, UK), N. Yuill (University of Sussex, UK) and M. Langheinrich (University of Lugano, Switzerland)
Kingdom of the Knights: Evaluation of a Digitally Augmented Toy Environment for Playful Learning
- S.15** 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
- S.16** I. Radu and B. MacIntyre (Georgia Institute of Technology, USA)
Augmented-Reality Scratch: A Tangible Programming Environment for Children
- S.17** M. Sugimoto, T. Ito, T. N. Nguyen (University of Tokyo, Japan), S. Inagaki (Kobe University, Japan)
GENTORO: A System for Supporting Children's Storytelling using Handheld Projectors and a Robot

Mobile Devices

- S.18** Kuhn, C. Quintana, E. Soloway (University of Michigan, USA)
StoryTime: A New Way for Children to Write
- S.19** M. Suzuki (Shiga University, Japan), I. Hatono, T. Ogino (Kobe University, Japan), F. Kusunoki (Tama Art University, Japan), H. Sakamoto (Kyoto Municipal Zoo, Japan), K. Sawada, Y. Hoki (Affiliated Junior High School - Shiga University, Japan) and K. Ifuku (Shiga University, Japan)
Explorations with LEGS in a Zoo
- S.20** T. Winkler (University of Luebeck, Germany), M. Ide (Institute for Quality Development at Schools in Schleswig-Holstein, Germany), C. Wolters and M. Herczeg (University of Luebeck, Germany)
WeWrite: 'On-the-Fly' Interactive Writing on Electronic Textiles with Mobile Phones
- S.21** N. Yiannoutsou, I. Papadimitriou, V. Komis, and N. Avouris (University of Patras, Greece)
"Playing with" Museum Exhibits: Designing Educational Games Mediated by Mobile Technology

Bodily Interaction

- S.22** Hashagen, C. Büching, and H. Schelhowe (University of Bremen, Germany)
Learning Abstract Concepts through Bodily Engagement: A Comparative, Qualitative Study
- S.23** H. Karoff and S. L. Johansen (Centre for Playware, Denmark)
Materiality, Practice and Body
- S.24** J. Silver (MIT Media Lab, USA)
Awakening to Maker Methodology: The Metamorphosis of a Curious Caterpillar

Games

- S.25** K. Vaajakallio, J.J. Lee and T. Mattelmäki (University of Art and Design - Helsinki, Finland)
"It has to be a group work!" - Co-design with Children
- S.26** Soute, M. Kaptein and P. Markopoulos (Eindhoven University of Technology, Netherlands)
Evaluating Outdoor Play for Children: Virtual vs. Tangible Game Objects in Pervasive Games
- S.27** Verenikina (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

User Interfaces

- S.28** 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.29** J. P. Hourcade, K. B. Perry (University of Iowa, USA)
Exploring Children's Investigation of Data Outliers
- S.30** 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