

CHI 2009 Workshop: Challenges in Evaluating Usability and User Experience In Reality Based Interaction

Agenda

Time	Activities
9:00 – 9:20	Opening, welcome and Presentation of the white paper Presenter: Georgios Christou
9:20 – 9:50	Best Paper Presentation Moderator: Effie Lai-Chong Law Gray, W. “The cognitive science of immediate interactive behavior or why milliseconds matter for reality-based interfaces”
9:50 – 10:35	Paper Presentations Moderator: Effie Lai-Chong Law Hirshfield, L. “Using brain measurement to evaluate reality based interactions” Sjölie, D. “Using brain imaging to assess interaction in immersive VR” Heldal, I. “Assessing Collaboration in Virtual Environments”
10:35 – 11:00	Coffee Break
11:00 – 12:30	Paper Presentations Moderator: Kasper Hornbæk Dias, P. “Usability evaluation in virtual environments through empirical studies involving users” Christou, G. “Knowledge-based usability evaluation for reality-based interaction” Dow, S. “How does reality-based interaction affect users?” Law, E. L-C. “80Days: Reality-based interaction game for geography” Green, W. “Social interaction experiences in reality-based interaction”
12:15 – 2:00	Lunch
2:00 – 3:00	Topic Track Discussions Moderator: William Green Track 1: Experiences and Practices Track 2: Current Evaluation Methods Track 3: Proposed Evaluation Frameworks
3:00 – 3:30	Group Dissemination Moderator: William Green
3:30 – 4:00	Coffee Break
4:00 – 4:50	Plenary Discussion Moderator: Kasper Hornbæk
4:50 – 5:00	Conclusion and Closing Moderator: Georgios Christou