

Create10 Conference Programme

Wednesday 30 th June		Location		
8.45am	Registration opens	Merchiston foyer		
9.30am – 10.30am	Mika Tuomola : Keynote speaker <i>Inside Out: Dialogical Design of Digital Drama</i>	A17		
10.30am – 11.00am	Full Paper: Daniel Fallman <i>Establishing Criteria of Rigor and Relevance in Interaction Design Research</i>	A17		
11.00am – 11.30	Coffee break	Conference room B32		
11.30am – 12.00	Full Paper: Dave Wood <i>Moving Across The Boundaries - Visual Communication Repositioned In Support of Interaction Design</i>	A17		
12.00pm – 12.30pm	Full Paper: David England <i>Art and Interaction - Some Reflections</i>	A17		
12.30pm – 1.30pm	Lunch	Conference room B32		
1.30pm – 2.30pm	Short presentations Theme: From Theory to Practice Max Zabramny, <i>Designing Digital experiences in an Analog World</i> Elena Nazzi, <i>Twitterido: designing for transitions in communicating through doing</i> Jim Wood, <i>Using Participatory design methods for interactions with ubiquitous computing technologies</i>	Short presentations Theme: Emotion Nena Roa Seiler, <i>My Virtual Emotional Mirror</i> Victor Kaptelinin, <i>Facing the Dark side of life</i> Chris Speed, <i>Internet of Old Things</i>	Emotion : A17 From Theory to Practice : Conference room B32	
2.30 pm– 3.00pm	Coffee break	Conference room B32		
3.00pm – 4.00pm	Short presentations Theme: Applications & methods Satoru Tokushima, <i>The world is canvas</i> Clare Hooper, <i>Supporting transitions with creative software engineering</i> Tin-Kai Chen, <i>Guideline for Complex Visual Content: A Design Case Study of an Innovative Digital Shadow Theater in Taiwan</i> Wen Huei Chou, <i>Multimedia design in the implementation of cultural research</i>	Short presentations Theme: Creative Process Licia Calvi, <i>A case on generative art: digital poetry</i> Shaun Mcwhinnie, <i>Describing Creativity with Card Sorting and Processing</i> Sarah Kettlely, <i>Fit for purpose? Pattern cutting and seams in wearables development</i>	Short presentations Theme: Prototyping & envisionment Goetz Wintergerst, <i>An important step towards better man-machine interfaces</i> Jonathan Hamilton, <i>Dipping 1200 toes into the pool of immersive interaction design</i> Dries De Roeck, <i>Bridging the Real and the Virtual: Low and High Fidelity Tabletop Prototyping</i>	Applications & methods : A17 Creative Process : Glass box B14 Prototyping & envisionment : Conference room B32
4.00pm – 5.00pm	poster sessions	B31		
6.30pm – 8.30pm presentation at 7.00 followed by performance	Create10 Design Exhibition Preview reception	Inspace 1 Crichton Street, Edinburgh EH8 9AB		

Thursday 1 st July		Location
9.00am	Registration	Merchiston foyer
9.30am – 10.30am	Jason Bruges: Keynote speaker <i>Jason Bruges Studio</i>	A17
10.30am – 11.00am	Full Paper: Sophia Atzeni, <i>A new approach to brainstorming: multitouch brainstorming</i>	A17
11.00am – 11.30	Coffee break	Conference room B32
11.30am – 12.00	Full Paper: Naveen Bagalkot, <i>MAGIC MIRROR- Exploring designing for transitions as they play out in everyday physical rehabilitation</i>	A17
12.00pm – 12.30pm	Full Paper: Øystein Veland, <i>Focusing design and staging design conversations in complex settings through "design documentary" filmmaking</i>	A17
12.30pm – 1.30pm	Lunch	Conference room B32
1.30pm – 2.00pm	Design Case Study: Jonathan Rez, <i>Rethinking retail experience</i>	A17
2.00pm – 2.20pm	Design Case Study: Michael Hart, <i>Creative Director, The Union agency, Edinburgh</i>	A17
2.20pm – 2.40pm	Design Case Study: Dave Ward, <i>Realise agency, Edinburgh</i>	A17
2.45pm – 3.15pm	break	Conference room B32
3.15pm – 4.00pm	Panel discussion chaired by Jason Bruges: Jonathan Rez, Michael Hart, Dave Ward	A17
Evening	- External Event - This Happened - Tickets are free and available on a first come first served basis. The capacity is 80. Booking opens 25th Jun - 1:00 pm http://www.thishappened.org/edinburgh/5/	- External Event - Inspace 1 Crichton Street, Edinburgh EH8 9AB

Friday 2nd July		Location
9.00am onwards	Registration	Merchiston foyer
9.30am – 10.30am	Ernest Edmonds: Keynote speaker <i>The Art of Interaction</i>	A17
10.30am – 11.00am	Kai Kasugai, <i>Creating Spatio-Temporal : Contiguities Between Real and Virtual Rooms in an Assistive Living Environment</i>	A17
11.00am – 11.30	Coffee break	Conference room B32
11.30am – 12.00	Kumiyo Nakakoji, <i>Toward Principles for Visual Interaction Design for Communicating Weight by using Pseudo-Haptic Feedback</i>	A17
12.00pm – 12.30pm	Tero Heikkinen, <i>Developing a physical color input device for studying digital sketching in design</i>	A17
12.30pm – 1.30pm	Lunch	Conference room B32
1.30pm – 4.00pm	Workshop: <i>Oli Mival, Kate Ho,</i> SICSA multitouch workshop	Workshop: Tom Flint, <i>Future Perfect: GPS The Future of Interactive Storytelling</i>
		Multitouch workshop : Glass box B14 Future Perfect : Conference room B32