



INTERACCIÓN 2016 PROGRAM

Opening of INTERACCIÓN and Opening Conference

Room: Sala Menor Day: 14 Time: 9:00 - 10:30

Opening Event

Juan Manuel Corchado Rodríguez - *Vice Chancellor for Research and Transfer of the University of Salamanca and President of CEDI*

José Antonio Macías - *President of AIPO*

Ángel Velázquez - *President of ADIE*

Francisco José García Peñalvo - *President of Interacción 2016 and SIIE 2016*

Opening Conference

Multimodal Human-Computer Interfaces. **Stephen Brewster**, *School of Computing Science at the University of Glasgow.*

(S1) HCI & Gamification, Videogames and Serious Games (I)

Room: 2.5 Day: 14 Time: 11:00 - 12:30

Chair: Francisco Gutiérrez Vela

(N48) Interactive Narrative design for geolocated experiences. (full paper)

José Rafael López-Arcos, Francisco Luis Gutiérrez Vela, Natalia Padilla-Zea y Patricia Paderewski Rodríguez

(N30) Evaluation of UX in Geolocated Serious Games with AR. (Short paper)

Carina S. González-González, Belén Armas-Torres y Yeray Barrios-Fleitas

(N20) Interaction in video games for people with impaired visual function: improving accessibility. (short paper)

Josefa Molina López, Nuria Medina Medina y Rafael Prieto de Lope

(N14) Interaction in serious games. (short paper)

Rafael Prieto de Lope, Nuria Medina-Medina y Josefa Molina López

(S2) Natural Interaction (I)

Room: 2.6 **Day:** 14 **Time:** 11:00 - 12:30

Chair: Cristina Manresa

(N36) Tangible activities for children with developmental disorders. (full paper)

Clara Bonillo, Eva Cerezo, Sandra Baldassarri y Javier Marco

(N12) Incorporation of Head-Up Display Devices in Real-Vehicular Environments to Improve Efficiency in Driving. (full paper)

José A. Sánchez, Alejandro G. Tuero, Laura Pozueco, David Melendi, Xabiel G. Pañeda y Roberto García

(N38) Looking for an Adequate Monitoring Mechanism for Rehabilitation Systems Based on Movement Interaction. (full paper)

Alberto Mora Plata, Juan E. Garrido, José A. F. Valls, Víctor M. R. Penichet y María D. Lozano

(S3) Usability and User Experience (UX) (I)

Room: Sala Menor **Day:** 14 **Time:** 16:00 - 17:30

Chair: Toni Granollers

(N49) SUSApp: A Mobile App for Measuring and Comparing Questionnaire-Based Usability Assessments. (full paper)

Alba de Castro y José A. Macías

(N2) Scientific Production on Web Usability. (short paper)

Carolina Navarro-Molina, Laura Pruñonosa-Medina, Antonio Vidal-Infer, Adolfo Alonso-Arroyo y Juan-Miguel López-Gil

(N44) A Set of Heuristics for Usable Security and User Authentication. (full paper)

Paulo C. Realpe, Cesar A. Collazos, Julio Hurtado y Antoni Granollers

(N56) Study of the Usability of the Private Social Network SocialNet using Heuristic Evaluation. (short paper)

José Miguel Toribio Guzmán, Alicia García-Holgado, Felipe Soto Pérez, Francisco J. García-Peñalvo y Manuel A. Franco Martín

(S4) HCI & Health and People with Disabilities

Room: 2.5 **Day:** 14 **Time:** 16:00 - 17:30

Chair: Covadonga Rodrigo / Ana García Serrano

(N7) Analysis of Blood Cell Morphology in touch-based devices using a CAPTCHA. (full paper)

Antoni Jaume-i-Capó, Carlos Mena-Barco y Biel Moyà-Alcover

(N25) Using smartwatches for behavioral issues in ASD. (short paper)

Javier Gómez, Juan Carlos Torrado y Germán Montoro

(N39) Towards Encouraging Communication in Hospitalized Children through Multi-Tablet Activities. (short paper)

Fernando García-Sanjuan, Javier Jaen y Sandra Jurdi

(N1) Managing emotions for the treatment of patients with chronic low back pain. (short paper)

Fran Valenzuela Pascual, Jordi Virgili Gomà y R. M. Gil Iranzo

(S5) Interactive Systems (I)

Room: 2.2 **Day:** 14 **Time:** 18:00 - 19:30

Chair: Victor Penichet

(N23) Integrating user stories to inspire the co-design of digital futures for cultural heritage. (full paper)

Paloma Díaz, Ignacio Aedo y Andrea Bellucci

(N35) Toolkit for the Development of Interactive Collaborative Environments: Architecture and Proof of Concept. (full paper)

Clara Bonillo, Eva Cerezo, Javier Marco y Sandra Baldassarri

(N3) Social4all: Collaborative platform for improving Web accessibility. (short paper)

Rubén González Crespo, Elena Verdú, Jordán Pascual Espada y Daniel Burgos

(N17) Instawatch: A freeware tool for video annotation. (full paper)

Francisco Javier Bermúdez Ruiz

(S6) Natural Interaction (II)

Room: 2.5 **Day:** 14 **Time:** 18:00 - 19:30

Chair: Eva Cerezo

(N46) Age group differences in performance using diverse input modalities: insertion task evaluation. (full paper)

Diana Carvalho, Luís Magalhães, Maximino Bessa y Eurico Carrapatoso

(N54) Gestural Interaction in Mobile Devices: Analysis based on the user's posture. (full paper)

W. Gonzalo Pomboza-Junez y Juan A. Holgado-Terriza

(N43) Preliminary evaluation of the Kinect V2 sensor for its use in virtual TV sets with natural interaction. (full paper)

Roi Méndez, Julián Flores, Enrique Castelló y Rubén Arenas

(S7) HCI & Gamification, Videogames and Serious Games (II)

Room: 2.5 **Day:** 15 **Time:** 9:00 - 10:30

Chair: Carina S. González-González

(N45) Gamification of cognitive training: a crowdsourcing inspired approach for older adults. (full paper)

Alberto Mora, Carina S. González-González, Joan Arnedo-Moreno y Alexis Álvarez

(N29) Principles of Design for Serious Games to Teaching of Literacy for Children with Hearing Impaired. (full paper)

Sandra Cano, César A. Collazos, Cristina Manresa, Victor Peñeñory y Jaime Muñoz Arteaga

(N11) A Cooperative Process for a Learnability Study with Down Syndrome Children. (short paper)

Alfredo Mendoza G., Francisco J. Álvarez R., Jaime Muñoz A., Cristian Rusu, Francisco Acosta E. y Ricardo Mendoza G.

(N28) Design of an Interactive System for teaching Deaf Children Vowels. (short paper)

Julián Sotelo, Jaime Duque, Andrés Solano y Sandra Cano

(S8) Natural Interaction (III)

Room: 2.6 **Day:** 15 **Time:** 9:00 - 10:30

Chair: Sandra Baldassarri

(N16) Mobile Accessibility: A Head-tracker for Users with Motor Disabilities. (full paper)

Cristina Manresa-Yee, Maria Francesca Roig-Maimó y Javier Varona

(N51) Does stereoscopic 3D 360 video enhance user's VR experience? An Evaluation Study. (full paper)

Maximino Bessa, Miguel Melo, David Narciso, Luís Barbosa y José Vasconcelos-Raposo

(N42) Creating Interactive and Realistic Augmented Reality Experiences. (short paper)

Álvaro Montero, Telmo Zarraonandia, Paloma Díaz y Ignacio Aedo

(N26) Design and usability evaluation of Virtual Environments created on the 3DGEN platform. (short paper)

Jesús David Cardona, Jenny Medeiros y Andrés Solano

(S9) Workshop: EnGendering Technologies

Room: 2.5 **Day:** 15 **Time:** 11:00 - 12:30

Chair: Carina S. González-González

(N47) Gender and Computational Thinking: Review of the literature and applications. (full paper)

Elisenda Eva Espino Espino y Carina S. González-González

(N8) Inclusion of Gender Perspective in Design and IT Environments. (full paper)

Ana M. González Ramos y Teresa Rojas-Rajs

(N34) Sensibilización en torno a la brecha digital de género: una experiencia pedagógica. (short paper)

Adriana Gil-Juárez, Joel Feliu i Samuel-Lajeunesse y Montse Vall-llovera

(N52) Gender Differences In Computing Programs: Colombian Case Study. (full paper)

Beatriz Eugenia Grass Ramírez, Cesar A. Collazos y Carina S. González-González

(S10) Interactive Systems (II)

Room: 2.6 **Day:** 15 **Time:** 11:00 - 12:30

Chair: Pere Ponsa

(N4) Alarm Trend Catcher: Projecting Operating Conditions in the Electrical Power Grid Domain with Interactive Alarm Visualization. (full paper)

Rosa Romero-Gómez y David Diez

(N31) Activity Taxonomy: Selecting Modeling Elements for Interactive Systems. (short paper)

María L. Villegas, César A. Collazos, William J. Giraldo, Juan M. González y Josefina Guerrero

(N33) Distributing Web Interaction Capabilities: The Web Interaction Hub. (full paper)

Felix Albertos-Marco, Victor M.R. Penichet y Jose A. Gallud

(N19) Designing an interaction architecture by scenarios for Deaf people. (short paper)

José Rafael Rojano-Cáceres, Guillermo Molero-Castillo, Héctor Sánchez-Barrera, Manuel Eleazar Martínez-Gutiérrez y José Antonio Ortega-Carrillo

(S11) Interacción 2016 & SIIE 2016- Special track: Interaction, Learning and Education

Room: Sala Menor **Day:** 15 **Time:** 16:00 - 17:30

Chairs: José Antonio Macías and Ángel Velázquez

(SIIE) Autoría y analítica de aplicaciones móviles educativas multimodales. (Full paper)

Iván Ruiz-Rube, José Miguel Mota Macias, Tatiana Person, Anke Berns and Juan Manuel Dodero.

(N40) Challenges while MOOCifying a HE eLearning course on Universal Accessibility. (short paper)

Covadonga Rodrigo, Ana García-Serrano, José Luis Delgado y Francisco Iniesto

(SIIE) Leihoa: Una ventana a la realidad aumentada en Educación Infantil (Full paper)

Amaia Aguirregoitia Martínez, Iñigo Allende López, Jorge R. López Benito and Enara Artetxe González.

(N55) LEGA: A LEarner-centered GAMification Design Framework. (full paper)

Johan Paul Baldeón, Inmaculada Rodríguez y Ana Puig

(SIIE) AnEsCo: Anotación, Estudio y Comparación. Una propuesta tecnológica de apoyo al aprendizaje de guitarra. (Short)

Paloma Bravo and Iván González.

AIPO Assembly and Jesús Lorés Award

Room: Sala Mayor **Day:** 15 **Time:** 18:00 - 19:30

(S12) Usability and User Experience (UX) (II)

Room: 2.5 **Day:** 16 **Time:** 9:00 - 10:30

Chair: Rosa María Gil

(N50) Performing universal tasks using a mini iPad: usability assessment per people with intellectual disabilities. (full paper)

Tânia Rocha, Maximino Bessa y Luciana Cabral

(N10) The inclusion of methodologies user experience in the consulting industry: an approach to the experience of Capgemini. (short paper)

Cristina Gallego Gómez y Consuelo Puchades Ruiz

(N9) Towards a strategy for recognition of collective emotions on social networking sites. (full paper)

Gary Saccá y Jaime Moreno-Llorena

(N5) User experience experiments with mobile devices in outdoors activities. Use case: cycling and mountain biking. (short paper)

David Guerra-Rodríguez y Antoni Granollers

(S13) HCI & Software Development Process

Room: 2.6 **Day:** 16 **Time:** 9:00 - 10:30

Chair: Cesar Collazos

(N32) Adoption of the Personas Technique in the Open Source Software Development Process. (short paper)

Lucrecia Llerena, Nancy Rodríguez, Gary Sacca, John W. Castro y Silvia T. Acuña

(N27) Selecting the best mobile framework for developing web and hybrid mobile apps. (short paper)

Federico Botella, Pedro Escribano y Antonio Peñalver

(N13) A Process Framework for Serious Games Development for Motor Rehabilitation Therapy. (short paper)

Esperança Amengual Alcover, Antoni Jaume-i-Capó y Biel Moyà-Alcover

(N53) Use of Context for Recommending Code: an Approach Based on Frequent Pattern Mining. (short paper)

Paul Mendoza

(N22) A Production Model of Mobile Applications for Children with Mathematics Problems at Elementary School. (short paper)

Miguel Ángel Ortiz Esparza, Jaime Muñoz Arteaga, Francisco Javier Álvarez R., José Rafael Rojano C. y Josefina Guerrero García.

(S14) 2nd AIPO Best End of Degree/Master Project Contest and Closure of Interacción 2016

Room: 2.5 **Day:** 16 **Time:** 11:00 - 12:30

2nd AIPO Best End of Degree/Master Project Contest

Chair: Federico Botella

Award: Best End of Degree Project

Title: “TankWarVR: Juego Colaborativo sobre Plataforma Oculus Rift”

Presented by: Aurora Macías Ojeda

Student: Computer Science degree, University of Castilla-La Mancha

Supervisors: Elena M^a Navarro Martínez y Miguel Ángel Teruel Martínez

Award: Best End of Master Project

Title: “Lands of Fog, Implementation and Evaluation of a Full-body Interaction Virtual Environment for Promoting Social Behaviors in Children with Autism”

Presented by: Ciera Crowell

Student: Cognitive Systems and Interactive Media, Pompeu Fabra University

Supervisors: Joan Mora Guiard y Narcis Pares

Award: Best End of Degree Project (second place)

Title: “Evaluación Empírica de los Mecanismos de Usabilidad de Preferencias, Retroalimentación de Progreso y Abortar Operación en un Entorno Web”

Presented by: Herea Bouza Leirós

Student: Computer Science and Maths double degree, Universidad Autónoma de Madrid

Supervisor: Silvia Teresita Acuña

Award: Best End of Master Project (second place)

Title: “Creació d’EPUBs accessibles des d’editors de text i WYSIWYG”

Presented by: Jordi Roig Marcelino

Student: Master en Gestió de Continguts Digitals de la Universidad de Barcelona

Supervisor: Mireia Turró

Conference Closing