

Accepted Research Notes Papers

d. March 7, 2013

Title	Presenter	Project
A 3-Dimensional Computer Simulation of Swallowing using Smoothed Particle Hydrodynamics	Andrew Ho	MOTION
A Password Manager that Doesn't Remember Passwords	Elizabeth Stobert	PRIVNM
A software pipeline for creation of patient-specific scenarios for neurosurgical simulation	Ryan Armstrong	HLTHSIM
Action-Based Communication in High Speed Games	Gregor McEwan	HSCEG
An Abstraction for Developer-Friendly Computer Vision	Gregor Miller	SHRDSP
An Interactive Model-based Approach for 3D Segmentation of Human Tongue from MR Volumes	Negar Mohaghegh	MOTION
Analysis of Adoption and use of Smartphones in Work Meetings	Rob Bajko	DINS
Automatic Human Utility Evaluation of ASR Systems: Does WER Really Predict Performance? <i>*CONDITIONAL ACCEPTANCE</i>	Siavash Kazemian	NEWS
ConsumptionCalendar: Visualizing Resource Use in Context	Dandan Huang	HCTSL
Design Guidance for Overcoming the Challenges of Natural User Interfaces	Anna Macaranas	KIDZ
Developing Cross-Display Applications using the Really Easy Displays (RED) Framework.	Roberto Calderon	SHRDSP
Development of a measure: How well a digital environment facilitates serendipity	Lori McCay-Peet	NEWS; NGAIA
Embedding digitized fibre fields in finite element models of muscles	Carlos Antonio Sanchez	MOTION
From Focus to Context and Back: Combining Mobile Projectors and Stationary Displays	Martin Weigel	SHRDSP
Heterogeneous Sensor Data Fusion: How Many Cameras Are Needed For An Accurate 3D Reconstruction of Large Scene?	Meng Xie	VIRTPRES
How do reviewing motivations differ across reviewers?	Syavash Nobarany	NAVEL, MEOW
How Do You Know Where I Am? Objective Measurements of Awareness with Digital Tabletop Embodiments	Andre Doucette	SHRDSP

How gender affects perception and interpretation of emotion in video game characters	Neesha Desai	BELIEVE, FRAGG
Human-Robot Communication for Collaborative Assembly	Brian Gleeson	AMBAID
In-place Annotation of Physical Objects with Pico-Projectors	Richard Tang	SHRDSP
Interactive Comics as Visual Narratives in Computer Security Education	Leah Zhang	PRIVNM
Issues Concerning the Design and Evaluation of Tangible User Interfaces for Learning	Jillian Warren	GRNCTY
Limber: Exploring Motivation in a Workplace ExerGame	Derek Reilly	GAMFIT
Personalized Simulations of Colour Vision Deficiency	David R Flatia	SIMUL
Predicting advice giving by examining email usage: a longitudinal study of the GRAND research network.	Itzchak (Zack) Haya	NAVEL
Providing Adaptive Support in an Exploratory Learning Environment by Mining User Interaction Data: A Pilot Study	Samad Kardan	SIMUL
Public Interaction Framework for Dynamic Digital Displays	Claude Fortin	PLAYPR
Reactive Environment for Network Music Performance	Dalia El-Shimy	VIRTPRES
Rendering the world to blind people via spatialized audio	Jeffrey Blum	AMBAID
The Perception and Estimation of Distances in S3D Films	Karim Benzeroual	MOVITA
Time, Decisions and Corrections: Exploring the Three Dimensions of Consistency Maintenance in Network Games	Cheryl Savery	HSCEG
Towards Personal Informatics Tools for Chronic Illness Management	Haley MacLeod	AESTHVIS
Tweeting on #tarsands: Twitter and environmental activism	Brittany White	DINS
Tweeting the Government: Preliminary findings from a genre analysis of Canadian federal government tweets	Elizabeth Shaffer	NGAIA
Two-Layered NPC Behaviour Architecture using Cyclic Scheduling	Richard Zhao	BELIEVE
Work vs. Play: A Study of Guide Dog Team Interactions <i>*CONDITIONAL ACCEPTANCE</i>	Sabrina Hauser	INCLUDE

