

GRAND 2013 Poster and Demo Session -Accepted Submissions

**Updated April 5, 2013*

GRAND 2013 Accepted Posters and Demos				
Project	Contact Author	Title	Institution	Demo
ADNODE	Patryk Stasiczek	Material Matters; New Ecologies of Form Generation and Production	ECUAD	Y
ADNODE	John Harvey	Iterative Development of Illustration-inspired Visualizations of Four-dimensional Flow Data	OCAD	
AESTHVIS	Kody Dillman	OneSpace: Seeing Oneself in a Shared Mirror for Play and Learning	U Calgary	Y
AESTHVIS	Amber Choo	Aesthetics: GRAND Definitions	SFU	Y
AESTHVIS	Michael Pouris	VITA: Visually Immersive and Tactile Animation	Ryerson	
AESTHVIS	Tiffany Inglis	Pixelating Vector Line Art	Waterloo	
AFEVAL	Max Birk	Converging Selves: Self-Discrepancy Theory as a Tool in PX Evaluation	U Saskatchewan	
AFEVAL	Samad Kardan	Combining Eye Gaze and Interface Actions for Modleing Students	UBC	
AFEVAL	Rina Renne Wehbe	EEG-Based Assessment of Video and In-Game Learning	UOIT	
AMBAID	Nehil Jain	ISAS - Environmental Awareness App for the Blind	McGill	Y
AMBAID	Ozgun Eylul Iscen	The Science, Poetics and Theories of Touch	SFU	
AMBAID	Hong Pan	Haptic Exploration of 2D Images	U Ottawa	
AMBAID	Jan Anlauff	Auditory Feedback for Beginner Slackline Practice	McGill	
BELIEVE	Kevin Schenk	ScriptEase II: Platform Independent Story Creation Using Generated Scripts	U Alberta	Y
BELIEVE	Gail Carmichael	Coherent Emergent Stories	Carleton	
CAPSIM	James Gregson	A comparative study of fluid velocity estimation techniques for whole-field fluid imaging	UBC	
CAPSIM	Olivier Remillard	Embedded Thin Shells	McGill	
CAPSIM	Matthew O'Toole	A Primal-Dual Coding Camera	U Toronto	Y
CPRM	Serena Hillman	Connecting Grandchildren with Grandparents Suffering from Chronic Pain	SFU	
CPRM	Mehdi Karamnejad	Immersive virtual Reality and Affective Computing for Gaming, Fear and Anxiety Management	SFU	
CPRM	Mark Nazemi	Soundscapes: A prescription for managing anxiety in a clinical setting	SFU	Y
DIGIKIDZ	Yichen Dang	A system to support distributed play for very young children	U Saskatchewan	Y
DIGIKIDZ	Azadeh Forghani	Designing Video Communication Systems for Families with Young Children	SFU	
DIGIKIDZ	Jillian Warren	Youtopia: a hybrid tangible multi-touch sustainability game	SFU	Y

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DIGILAB	Anne Ramsay	Augmented materiality: Touchscreens, materials engineering, and digital labour	Wilfrid Laurier	
DIGILAB	Shannon Lucky	A Comparative Analysis of Location Based Game Development Platforms	U Alberta	
DIGILAB	Nancy Zenger	Work, Play and the Montreal Indie Games Scene	Concordia	
DIGILAB	Joachim Desplands	The Critical Hit Games Collaboratory	Concordia	
DIGLT	Ying Deng	Tango Cards: A Card-Based Design Tool for Designing Tangible Learning Games	SFU	
DIGLT	Leah Zhang	Interactive Comics as Visual Narratives in Computer Security Education	Carleton	Y
DIGLT	David Rojas	The Effect of Sound on Visual Fidelity Perception in Stereoscopic 3D	UOIT	
DINS	Chang Lin	Networked Individualism in Everyday Life	U Toronto	
DINS	Shali Liu	AcademiaMap App: Social Digital Infrastructure for Wired Academics	Dalhousie	Y
DINS	Tamara Shepherd	Regulating Digital Infrastructures: The Development of a Wireless Code for Canada	Ryerson	
ENCAD	Naghmi Shireen	Exploring representations for parallel development of design solutions using parametric systems	SFU	Y
ENCAD	Jeffrey Guenther	Shiro - A Language for Describing Parametric Alternatives	SFU	Y
ENCAD	Loutfouz Zaman	Alternatives in Generative Design	York	
ENCAD	Sixuan Wang	Building Information Modeling, Remote Simulation and 3D Virtualization	Carleton	
FRAGG	Maren Wilson	FemShep and the Facebook Effect: Crowdsourcing a Female Hero	U Alberta	
FRAGG	Andrea Budac	FemShep and the Media Effect: Gaming Media and a Female Hero	U Alberta	
FRAGG	Rachel Muehrer	Women, Games & Misogyny: How Grassroots Activism is beginning to Reshape the Industry	York	
GAMFIT	Kathrin Gerling	Wheelchair-Based Game Interaction for Older Adults	U Sask	Y
GAMFIT	Hamilton Hernandez	Bringing Action to Exergames for Children with Cerebral Palsy	Queen's	
GAMFIT	Bryn Ludlow	Elders & Memory	U Toronto	Y
GAMFIT	Dennis Kappen	CYCLOSHOOT“ Exergaming, heart rate and user experience	UOIT	
HCTSL	Mengting Sun	Informative Art for Energy Use Feedback	SFU	Y
HLTHSIM	Hossein Azari	Natural User Interactions in VR for Healthcare and Simulation	U Alberta	Y
HLTHSIM	Jennifer Windsor	Colorectal Cancer Outcomes in Alberta	U Alberta	Y
HLTHSIM	Jing Jin	Hybrid Simulation of Brain-Skull Growth	UWO	

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HSCEG	Amin Tavassolian	The Effect of Temporal Adaptation Granularity and Game Genre on the Time-Balancing Abilities of Adaptive Time-Varying Minigames	U Saskatchewan	
HSCEG	Francesco Tordini	Subjective saliency of natural sounds: an exploratory analysis	McGill	
HSCEG	Max Graham	Player Behavioural Modelling to Reduce the Impact of Network Latency on Multiplayer Online Games	Queen's	
INCLUDE	Robert Douglas	Formal and Informal Messages: Early Reflections on How Context & Content Influence ICT Use at the End-Of-Life	McGill	Y
INCLUDE	David Smith	macGRID: A virtual world environment for human participant research.	McMaster	
INCLUDE	Katherine Sellen	Social Connection for Seniors in Isolation	OCAD	Y
INCLUDE	Nell Chitty	Cardinal: A simple gesture-based system for reducing fatigue during eye-typing	OCAD	
MEOW	Naureen Nizam	The use of social media during live events: Implications for social navigation on websites	Dalhousie	
MEOW	Victor Guana	A GRANDer Forum	U Alberta	Y
MEOW	Eleni Stroulia	Digital Platforms	U Alberta	Y
MOTION	Sheldon Andrews	Policies for Goal Directed Multi-Finger Manipulation	McGill	Y
MOTION	John Lloyd	ArtiSynth: a Fast and Interactive Simulation Platform for Studying Biomechanical Systems	UBC	Y
MOTION	Mohammad Norouzi	Compact binary hashing for large-scale similarity search	U Toronto	
MOVITA	Sean Arden	Custom Camera Support for Film and Video Production	ECUAD	
MOVITA	Denise Quesnel	An exploration into Variable Frame Rates (VFR) 3D narrative productions	ECUAD	Y
MOVITA	Anna Hawkins	Novel approaches to 3D Interactions using Full Body Gestures	Concordia	Y
NAVEL	Thomas Robbins	Analysis of the 2012 NAVEL Survey	Dalhousie	
NAVEL	Tomasz Niewiarowski	Interactive network visualization of research collaborations using social media data	Dalhousie	Y
NEWS	Yimin Chen	All the News That's Fit to Tweet: Comparing Twitter and Print News Reports	UWO	
NEWS	Amanda Feder	The Oldest Game	Concordia	Y
NEWS	Ruzette Tanyag	CBC NEWSWORLD HOLODECK	OCAD	Y
NGAIA	Noreen Kamal	Policy Decision Support for Improving Emergency Departments Using Big Data Research	UBC	
NGAIA	Azin Ashkan	Variability of User Browsing Behavior in Sponsored Search	Waterloo	
NGAIA	Kristof Kessler	Task-type-specific use of facets in discovering online content	UBC	
NGAIA	Rafa Absar	Why context matters? Engaging the mobile searcher	UBC	

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PERUI	Patrick Dubois	Improving tutorial selection and use through enhanced user commenting facilities	U Manitoba	
PERUI	Matei Negulescu	Understanding Touch under Physical Activity	UBC	
PERUI	Filip Krynicki	HelpMeKnowMe: Crowdsourcing Self-Experimentation	Waterloo	
PLATFORM	Craig Mustard	Access Declarations: Revealing Data Access Patterns to Hardware	SFU	
PLATFORM	Pourya Shirazian	Physically-based animation of implicit surfaces using finite element methods on the GPU	UVIC	Y
PLATFORM	Svetozar Miucin	Analyzing Memory Access Patterns On The Go	SFU	
PLATFORM	James Macdougall	The Infinite Display	UVIC	
PLAYPR	Ian Arawjo	Jarbles: Tangible audio manipulation puzzle game for iOS	Concordia	
PLAYPR	Victoria Moulder	LBG Design Praxis: A Comparative Case Study	SFU	
PLAYPR	Carolyn Jong	Propinquity	Concordia	Y
PRIVNM	Michael Hacket	Investigating User Concerns with Federated Identity Systems	Dalhousie	
PRIVNM	Sadegh Torabi	Sharing Health Related Information on Online Social Networks: Risk Perceptions and Behavioural Responses	UBC	
PRIVNM	Jennifer Kayahara	Rethinking the Privacy Paradox: Privacy Concerns and Practices in New Media	U Toronto	
PRIVNM	Alexandre Fortier	Approaches to Negotiating Social Network Privacy	UWO	
PROMO	Thomas Burt	Interactive evolutionary modeling of plants	U Calgary	
PROMO	Parto Sa	Efficient Data-Parallel Tree-Traversal for Solid Modeling	U Vic	
PROMO	Ali Mahdavi Amiri	ACM: Atlas of Connectivity Maps for Semiregular Models	U Calgary	Y
PROMO	Kaveh Hassani	Automatic rule generation from sketch drawing for realistic 3D tree modeling using genetic programming	U Ottawa	
SHRDSP	Mohammad Salimian	Natural User Interfaces In A Health Care Environment	Dalhousie	
SHRDSP	Jeff Wilson	An Architecture for Web-Based Distributed Multi-Touch Applications	Carleton	Y
SHRDSP	Aneesh Tarun	Interaction Techniques for an Electronic Paper Computer with Multiple Large Flexible Electrophoretic Displays	Queen's	
SHRDSP	Doug Scheurich	A One-Handed Multi-Touch Mating Method for 3D Rotations	York	Y
SIMUL	Christophe Bortolaso	OrMiS: When Simulation-Based Training meets Interactive Surfaces	Queen's	Y
SIMUL	Mike Sheinin	A Mobile Platform for Personalized Simulations of Colour Vision Deficiency	U Saskatchewan	Y
SIMUL	Abdel-rahman Mohamed	Deep Convolutional Neural Networks for speech recognition	U Toronto	
SKETCH	Lawrence Fyfe	JunctionBox: A Toolkit that Enables Sketching with Sound	U Calgary	
SKETCH	Elahe Moghaddam	Sketch-Based Dance Choreography	U Calgary	Y

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SKETCH	Kamyar Abhari	Sketch based interface to facilitate collaborative surgical planning	UWO	
VIRTPRES	Yichen Tang	Multi-touch interactions on hand-held perspective-corrected 3D displays	UBC	Y
VIRTPRES	Naoto Hieda	Toward a Simplified Method for Digital Video Illumination	McGill	
VIRTPRES	Robert Teather	Pointing at Perspective Scaled 3D Targets	York	
VIRTPRES	Severin Smith	Real-Time Emergency Response: Modern Tools for Modern Disasters	McGill	Y
VSS	Milan Tofoloski	Visualization of Medical Interviews with Physicians and Caregivers of Children with Fetal Alcohol Spectrum Disorder	SFU	
VSS	Marjan Verstappen	Over the Influence: Recommunicating FASD	OCAD	Y
VSS	Dereck Toker	User-Adaptive Interventions for Information Visualization, Individual Differences and Eye tracking	UBC	