About the Contributors

Katherine Blashki, with a recognised background in the communication, arts and information technology faculties at numerous universities, including Monash and Deakin Universities in Australia and Noroff University College in Norway, is also acknowledged for her extensive experience in the creative industries sector with a focus on game-based learning, creating narrative, and systems development. Previously Head of School of Multimedia Systems, Faculty of Information Technology at Monash University, Chair of New Media Technologies, a collaboration between the Faculties of Arts, and Science & Technology, both at Deakin University, and Director of Research and Education at AFTRS, Katherine now consults to aspiring higher education institutions across the world. With a demonstrated commitment to encouraging industry innovation, her research and writing credits include more than 110 papers and journals together with participation in community, industry, and international consultancies in communication, IT, and the creative industries. Katherine is currently Program Chair for the IADIS Games and Entertainment Technologies and Human Computer Interfaces conferences, held since 2005, and a past board member for Film Victoria based in Australia.

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Lau Bee Theng completed her PhD in 2006. Presently, she is a senior lecturer and ICT program coordinator at Faculty of Engineering, Computing and Science, Swinburne University of Technology, Sarawak Campus. Her research interest is mainly on assistive technologies utilizing ICT for the special people. She has published more than 40 articles in peer reviewed journals, book chapters and conference papers. She has successfully supervised 4 Masters of Science students and coordinated a few research projects on assistive technologies for special children, injury recognition and activity monitoring using multi depth sensors.

Lulit Bezuayehu is an expert in human-computer interface testing and evaluation with almost 20 years of user research experience. Having lived in a few countries (England, Ethiopia, and Thailand) and traveled extensively, Lulit is interested in understanding the global user experience and has conducted research with diverse users from around the world. Lulit is a User Experience Architect at Oracle, focusing on user research for Oracle’s Human Resources applications. She has a B.A. in Mathematics and Computer Science from the University of St. Thomas, a B.S. in Electrical Engineering from the University of Minnesota, and a MBA from Capella University.
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**Alexandre Melo Braga** holds a BS in computer science and a Master’s degree in computer science. He is PhD student in computer security and cryptography at the State University of Campinas – Unicamp (Brazil). Since 2000, he has been working as a consultant and researcher in information security, software security, secure software development, and applied cryptography, and has published several papers on those subjects. He is a part-time lecturer in cryptography, information security, and software development. He holds various professional certifications, including PMP, CSSLP, CISSP, SCJP, SCWCD, SCMAD.

**Eric Brangier** received his Ph. D. in 1991 in Psychology. After spending four years as a research engineer in a computer company, he was assistant professor, then Full Professor at the University of Lorraine. His research deals with the topics of ergonomics of products, ergonomics of complex systems, psychology of new technologies, cognitive ergonomics, user experience. His recent international scientific responsibilities were to be chairman of three scientific conferences (HCI Human Computer Interaction French meeting and Ergo’IA International conference). Pr. Eric Brangier has also been working as an expert for different committees (National Research and Safety Institute, INRS, Department of research and technology of a French ministry, Research founding society in Quebec). He has participated in 50 committees of international conferences. He was invited in Canada, Swiss, Portugal, Poland and Norway. He is the author of 2 books and more than 300 scientific papers and communications.

**Federico Cabitza**, BSc MEng PhD, got his master degree at the Politecnico of Milan in 2001. From 2001 to 2004, he worked as a software analyst in the private sector. In February 2007, he received the PhD in computer science with a thesis on computational models and architectures supporting collaboration and knowledge work in corporate domains. Currently, he is an assistant professor at the Università degli Studi di Milano-Bicocca where he teaches computing formalisms, socio-technical analysis of collaborative systems and knowledge management. His current research interests regard ICT-oriented domain analysis, user requirement elicitation and prioritization, and the design of computer-based support for cooperative work and knowledge management, with a focus on applications for the medical domain.

**Yoke Yie Chen** obtained her MSc in Business Information Technology from University of Manchester, UK, in 2007. She is currently working as a Lecturer in the Department of Computer and Information Sciences, Universiti Teknologi Petronas, Malaysia. Her field of interest includes text mining and intelligent system. She has published technical papers in international, national journals and conferences.

**Cheah Hui Chow** obtained her degree in Information and Communication Technology from Universiti Teknologi Petronas in 2011. She joined Shell Business Service Centre in August 2011 as part of their graduate program, which entitles her to switch between different roles within the organization in
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David Costa is a Human-Computer Interaction researcher at LaSIGE. He is originally from Lisbon, Portugal, where he studied Computer Engineering in the Faculty of Sciences of the University of Lisbon. David currently holds a master’s degree for his research on multimodal outputs (2011). During his period in LaSIGE research group, he was involved in an European project named “Gentle User Interfaces for Elderly People” (GUIDE), where he developed a multimodal adaptive fission engine for that system. From this collaboration resulted several publications on national and international conferences. With the GUIDE project recently completed, David is now working on a new project still focused on the elderly people named “Smartphones for Seniors” (S4S). His main research interests are multimodal interaction, mobile devices, and adaptive interfaces.

Fábio Costa completed his Bachelor degree in Informatics Engineering in 2011 from the University of Minho. Since then, he is attending the Master degree in Network Engineering and Communication Services in the same University. In 2012, he was integrated in a research group at the school of engineering from University of Minho called Algoritmi center. Currently, he is doing the final year of his master degree in the University of Pisa in Italy, thanks to the Erasmus programme, where is developing his Master’s thesis on Network Tomography. Thanks to his work developed so far, he was invited to stay at the University of Pisa as a PhD student.

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Rüdiger Heimgärtner studied information science, linguistics and philosophy in combination with religious studies, as well as intercultural decision-making and responsibility. He worked as an electronics technician and hardware developer, later in international software and HCI projects as developer, designer, software architect, and project manager at Siemens and Continental. Following his doctoral thesis project at Siemens VDO (today Continental Automotive GmbH), he concentrated research on training and advising developers, designers and managers in the areas of user interface design, usability engineering, as well as project, process and quality management for the intercultural context. He is the founder and managing director of the company Intercultural User Interface Consulting (IUIC), which offers research, coaching and training for universal and Intercultural User Interface Design (IUID). Dr. Rüdiger Heimgärtner is member in the usability professionals association and in several research groups including internationalization of software as well as standardization of usability and accessibility engineering.

Pirita Ihamäki holds a MA Degree and M.Sc. (Economy) Degree in University of Turku from the Department of Cultural Production and Landscape Studies, Finland. She is PhD student of Digital Culture. Currently, she is working for concept designer with Coppersky Ldt. She research interests include: human-computer interaction, user centred design, adventure tourist services, mixed reality applications, social media and digital education applications. She has authored many conference papers and journal articles in these areas.
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**Amalia Kallergi** is a Human Computer Interaction researcher with a soft spot for data in collections. Educated as a computer scientist (BSc) and as a media-technologist (MSc), she conducted her PhD research on playful interfaces for scientific image data in collections at the Imaging & BioInformatics group of Leiden University, the Netherlands. Next to making video games and other toys for biologists to explore their images, Amalia has been frequenting classrooms, laboratories and other exciting places as a researcher, teacher, student and honours class coordinator.

**Ken Keane**, as a Senior Researcher at Madeira Interactive Technologies Institute, currently investigates the use of social media technologies in providing innovative social interaction between tourists and residents in the Madeira region of Portugal. He has an interest in the design spaces that are offered by mobile technologies, social media, and local communities and how they may increase social opportunities around culture, community, traditions, environment, and identity within the context of tourism. Currently in his third year as a PhD candidate at the University of Madeira, he is specializing in Human Computer Interaction with a focus on the role of Narrative in User Experience Design. He has strong interest in Qualitative research methods within a User centered design process, adopting techniques from the fields of Ethnography, Participatory design, User Experience Design, and Interaction design.

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Valentina Nisi’s background covers Fine Arts, Multimedia, and Interaction Design. Valentina’s main area of expertise is Digital Media Art and Design of digitally mediated experiences. In particular designing and producing experiences and services that connect people, content, and real spaces through the use of digital technologies. Beside research and design work, Valentina also enjoys writing stories for trans-media platforms, as well as for traditional cinema. In the last years, Valentina has been researching and publishing in the areas of Interaction Design, Digital Art and Entertainment as well as teaching graduate and undergraduate Students. Her teaching covers Service Design and Interaction Design, Visual Communication, Interactive Narrative and Industry sponsored Capstone Projects in the area of HCI.

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Stephan Puls studied Informatics at the Karlsruhe Institute of Technology (KIT). Since 2010, he is scientific researcher at the Institute for Process Control and Robotics at KIT. Besides teaching fundamentals of computer science to undergraduate students, his research interests center around human-robot cooperation including sensor data analysis, object and action recognition, and reasoning about situations.

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Christian Grund Sørensen is a Master of Theology, University of Copenhagen. Master of Science (IT), Aalborg University, Doctoral researcher at Center for Computer Mediated Epistemology, Aalborg University, Vicar in Danish Lutheran Church, and social media advisor. He is affiliated with EUROPLoT (EU project funded by EACEA), Kaj Munk Research Center, and Theological Pedagogical Center, Denmark. Born in 1968 and father of five, his academic interests are in several fields and focused on interdisciplinary approach: Persuasive technology, information architecture, HCI, multimedia learning, cultural mediation, museum research, system theory, rhetoric, rhetorical epistemology, logic, renaissance thinking, Søren Kierkegaard, Kaj Munk, philosophy, theology, homiletics, religious communication, ethics, and social media. He believes that interdisciplinarity and creative thinking fertilize academic episteme and allow us to facilitate new groundbreaking through multifaceted inspiration.

Mathias Grund Sørensen is an elite master-student of Computer Science in the Embedded Software group at Aalborg University. His primary work concerns formal model checking and he has in particular worked with discrete time model checking on Timed-Arc Petri Nets and extensions to the model checking tool TAPAAL. He also has a strong interest in machine intelligence and human-computer interaction and is in particular interested in the new possibilities emerging from recent shifts in mobile technology and interaction.

Maria Spichkova was born in 1980 in Moscow, Russia, obtained a Bachelor Degree in Computer Science at Moscow Power Engineering Institute (Technical University, Russia) in 2000 and a Master Degree in Computer Science at Dresden University of Technology (Germany) in 2003. Since 2003, she has been working in a researcher and lecturer role at Technical University Munich (Germany), where she received a Ph.D. in Computer Science in 2007 and has been involved, both as participant and as project leader, in a large number of research industrial projects in collaboration with AVL, DENSO Automotive, Robert Bosch GmbH, BMW Car IT, etc. Author of several journal and conference papers.
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and research reports, all in the area of Software & Systems Engineering. At the moment she conducts research activity related to specification, modelling, testing, and verification of safety-critical systems as well as to human factor related areas.

**Eric Stilan** has over 20 years of experience as a designer, illustrator, and Clio award-winning animator. He is an advocate for users with disabilities, focusing on low vision and color blindness, and strives to make his designs accessible for these users. Eric researches the cultural implications of icons and their use in existing and emerging technologies. He is a Principal Visual Designer for Oracle, where he has been instrumental in the visual design of PeopleSoft and Fusion applications. Eric was a key partner in developing methodologies to measure and evaluate the effectiveness of icons in Oracle’s enterprise applications. Eric has a BA in Visual Design and Animation from the State University of New York at Purchase.

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