

CrossWorlds: Theory, Development & Evaluation of Social Technology

Monday, June 30

10:30 Opening

11:00 **Keynote Eva Hornecker:** Shared interactions beyond the desktop: how new interface types can support sociable user experiences

12:00 *Lunch*

13:00 **Session: Social Aspects of Technology I**

Chair: Kalja Kanellopoulos

Diane Dufort: Analyzing and classifying Cultural Pervasive Games: a typology to bridge the gap between designers and cultural institutions

Arne Berger: Designing designers (*Guest Presentation*)

Axel Platz: How is my experience?

14:20 **Panel: Challenges of Interdisciplinary Work on New Technology**

Chair: Andreas Bischof

discussion between Peter Ohler, Betty Mohler, Celso de Melo, Eva Hornecker

15:20 **Session: Social Aspects of Technology II**

Chair: Benny Liebold

Magdalena Laib: Snack-O-Mat – a machine for initiating small talk in waiting situations

Florian Muhle: “Social technology“ as social actor?

Martina Truschzinski: How can technology simulate emotional aspects?

(*Guest Presentation*)

16:20 **Demo Session**

Vincent Kűszter: Stereoscopic multi-user interaction with individual views

Michael Storz: User aware multi touch table

Christian Rau: Smart virtual worker

Anke Tallig: Mediator – a perception component for social robots

Tuesday, July 1

9:00 **Invited Talk Celso de Melo:** The social functions of emotions in humans and computers

10:15 **Session Robots and Design**

Chair: Andreas Bischof

Laura Hoffmann: In touch with robots

A.Rosenthal-von der Pütten:

 How design characteristics of robots determine evaluation
 and uncanny valley

Andreas Bischof: Engineering social machines - HRI as Interdisciplinary field of
 research (Guest Presentation)

11:30 **Invited Talk Betty Mohler:** Perception research using immersive virtual reality technology

13:30 **Session: Differences between Real and Virtual World**

Chair: Daniel Pietschmann

Michael Brill: Die happy? Faces of virtual death in computer games

Maria Wirzberger: "I don't need it!" – Modeling ad-induced Interruption while using a
 smartphone-app

14:25 **Capstone Talk Nicole Krämer:** Interacting with robots and virtual agents – An overview of research on prerequisites and social effects