

UBICOMP 2002

SEPTEMBER 29 - OCTOBER 1

DRAKEN CINEMA AND CONFERENCE CENTER, GÖTEBORG, SWEDEN

CONFERENCE PROGRAM

ARRANGED BY



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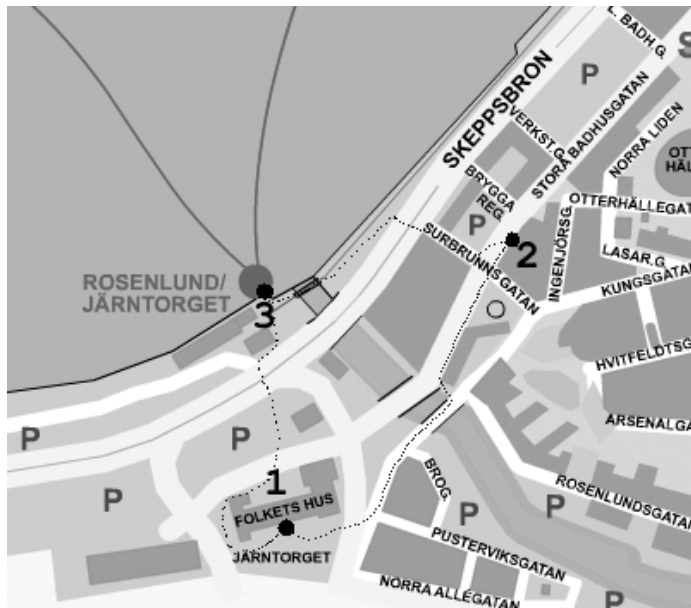


PHILIPS



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MAP



1. **Folkets Hus** (with the entrance to Draken and Vågen on the right and Restaurant Trappan on the left)
2. **Hotel Riverton**, official conference hotel
3. **Rosenlund Ferry Terminal**, for the closing reception

Unfortunately, extensive construction work in the area has obstructed some of the walkways! The above routes (indicated by dotted lines) should take you to the most important locations.

RESTAURANTS

Here are some restaurant suggestions. There are many other restaurants in the area, especially down Linnégatan and Andra Långgatan. Also, look in the Haga area for lots of cafés.

Restaurang Gillestugan ("husmanskost")

Järntorget 6, 031-24 00 50

Grandburger (fast food)

Järntorget 7, 031-711 17 55

A Hereford Beefstouw (Steakhouse)

Linnég. 5, 031-775 04 41

Stars'n' Bars Restaurang

Järntorget 4, 031-14 77 74

Mr. Rice (Asian)

Första Långg. 24-26, 031-24 60 20

Restaurang Maharani (Indian)

Första Långg. 8, 031-14 11 80

Röda Rummet

Järntorgsgatan, 031-13 49 23

Solrosen (vegetarian)

Kaponjärg. 4, 031-711 66 97

Bombay (Indian)

Andra Långg. 2, 031-12 00 39

Jazzå Bar & Restaurang

Andra Långg. 4, B 031-14 16 90

Restaurang La Coupole

Pusterviksg. 3, 031-13 94 94

Kyoto Sushi Bar (Japanese)

N. Allég. 8, 031-711 18 77

Pastahouse Venedig (Italian food)

Första Långg. 14, 031-14 48 02

Schumadia Restaurang o. Bar

Nordhemsg. 19 A, 031-14 47 87

Tegel Matsal & Balkong

Övre Majorsg. 4, 031-422 844

SUNDAY, SEPTEMBER 29

9.00 - 17.00 Doctoral consortium (invited students only)

Room: Läsö

You can meet the students from the Doctoral Consortium during the **spotlight on posters** at the *Posters and Video Reception* on Monday, 18.00 – 19.30!

9.00 - 17.00: Workshops (except W5!)

Note that all workshop participants must be registered at the conference!

Workshop that *might* accept extra participants are marked with a **star**, * - ask the organizers!

Coffee and refreshments will be served in the nearby Trappan restaurant, 10.00-11.00 and 15.00-16.00.

W1: Collaboration with Interactive Walls and Tables

Room: Galtö

W2: User centered Evaluations for Ubiquitous Computing Systems: Best Known Methods *

Room: Jonsö

W3: Supporting Spontaneous Interaction in Ubiquitous Computing Settings *

Room: Ellös

W4: Emotions in the World *

Room: Källö

W5: UbiCog '02: First International Workshop on Ubiquitous Computing for Cognitive Aids *

Room: Instö

Note the time: 13.00 – 19.00!

W6: Workshop on Socially-informed Design of Privacy-enhancing Solutions in Ubiquitous Computing *

Room: Nolö

W7: Security in Ubiquitous Computing

Room: Plattö

W8: Concepts and Models for Ubiquitous Computing *

Room: Mossö

W9: Design and Evaluation of Notification Interfaces for Ubiquitous Computing *

Room: Orust

SUNDAY NIGHT OPENING RECEPTION

19.00 - 22.00: Opening Reception at Restaurant Trappan, Folkets Hus.

The restaurant is in the same building as the main conference venue. Many Swedish specialties will be served, including all the varieties of pickled herring and snaps we can find!

Extra reception tickets can be bought for SEK 500 at the registration desk.

AFTER-HOURS AT RIVERTON SKYBAR

The **Skybar** at **Hotel Riverton** will be open during the conference **every night until 24.00**.

ONGOING EVENTS, MONDAY-TUESDAY

9.00 - 18.00: Disappearing Computer Jamboree Exhibition

Location: Vågen Restaurant

All 16 projects in this European Union research program will be present with interactive exhibits.

Poster Exhibition

Location: Kongressen

Late-breaking results will be presented as posters in Kongressen, directly adjacent to the Draken lobby. You can meet the poster authors during the **spotlight on posters** at the *Posters and Video Reception* on Monday, 18.00 – 19.30!

MONDAY, SEPTEMBER 30

All sessions are in the Draken Cinema unless noted!

Buffet lunches are served in the Vågen Restaurant in connection to the Disappearing Computer exhibition.

Coffee is served in the Draken lobby.

8.15 - 8.30: Conference opening

By general chair Lars Erik Holmquist and program chair Gaetano Borriello

8.30 - 10.00: Opening key-note: Programmable Matter by Wil McCarthy

10.00 - 10.30: Coffee and refreshments

10.30 - 12.00: Paper session I: Mobile and Context-Aware Systems

Chair: Anind Dey, Intel Research (Berkeley), USA

ComicDiary: Representing Individual Experiences in a Comics Style (full paper). *Yasuyuki Sumi (ATR Media Information Science Laboratories), Ryuuki Sakamoto (Japan Advanced Institute of Science and Technology), Keiko Nakao (ATR Media Information Science Laboratories), Kenji Mase (ATR Media Information Science Laboratories)*

Rememberer: A Tool for Capturing Museum Visits (tech note). *Margaret Fleck, Marcos Frid, Tim Kindberg, Eamonn O'Brien-Strain, Rakhi Rajani, Mirjana Spasojevic (Hewlett Packard Labs Palo Alto)*

Context-Aware Computing: A Test Case (full paper). *Jenna Burrell (Intel Research), Geri K Gay (Cornell University), Kiyoo Kubo (Cornell University), Nick Farina (Cornell University)*

Mobile Reality: A PDA-Based Multimodal Framework Synchronizing a Hybrid Tracking Solution with 3D Graphics and Location-Sensitive Speech Interaction (full paper). *Stuart Goose (Siemens Corporate Research), Heiko Wannin (University of Saarlandes), Georg Schneider (Fachhochschule Trier)*

12.00 - 13.30: Lunch

13.30 - 15.00: Paper session II: User Studies and Design

Chair: Joelle Coutaz, CLIPS-IMAG, Université Joseph Fourier, France

User Study Techniques in the Design and Evaluation of a Ubicomp Environment (full paper). *Sunny Consolvo (Intel Research Seattle), Larry Arnstein (University of Washington), and B. Robert Franza (University of Washington)*

Supporting Human Activities— Exploring Activity-Centered Computing (tech note). *Henrik Bærbak Christensen and Jakob E. Bardram (University of Aarhus)*

Change Blind Information Display for Ubiquitous Computing Environments (full paper). *Stephen S. Intille (MIT)*

Issues in Personalizing Shared Ubiquitous Devices (full paper). *Jonathan Trevor, David M. Hilbert, Bill N. Schilit (Fuji-Xerox Palo Alto Laboratory)*

15.00 - 15.30: Coffee and refreshments

15.30 - 17.00: Paper session III: Perceptual Interfaces and Responsive Environments

Chair: GuangYou Xu, TsingHua University, China

Perceptual Components for Context Aware Computing (full paper). *James L. Crowley (INRIA), Joëlle Coutaz (Université Joseph Fourier), Gaeten Rey (Université Joseph Fourier), Patrick Reignier (INRIA)*

Face-responsive interfaces: from direct manipulation to perceptive presence (full paper). *Trevor Darrell, Konrad Tollmar, Frank Bentley, Neal Checka, Loius-Phillipe Morency, Ali Rahimi and Alice Oh (MIT AI Lab)*

Vision-Based Face Tracking System for Large Displays (tech note). *Yasuto Nakanishi (University of Electro-Communications – Tokyo), Takashi Fujii (University of Electro-Communications – Tokyo), Kotaro Kiatjima (University of Electro-Communications – Tokyo), Yoichi Sato (University of Tokyo), Hideki Koike (University of Electro-Communications – Tokyo)*

The FindIT Flashlight: Responsive Tagging Based on Optically Triggered Microprocessor Wakeup (tech note). *Hongshen Ma and Joseph A. Paradiso (MIT Media Lab)*

'ForSe FIElds' – Force Sensors For Interactive Environments (tech note). *Lisa McElligott (University Of Limerick, Media Lab Europe), Michelle Dillon (University Of Limerick, Media Lab Europe), Krispin Leydon (University Of Limerick), Bruce Richardson (University Of Limerick), Mikael Fernström (University Of Limerick), Joe Paradiso (Media Lab Europe, MIT Media Lab)*

17.15 - 18.00: Ubiquitous Computing Town Hall Meeting

Participants are invited to discuss the UbiComp conference and provide feedback for this and next year's organizers. The meeting will be moderated by UbiComp 2003 general chair Joe McCarthy.

18.00 - 19.30: Posters and Video reception

Spotlight on posters! Meet the poster presenters and the students at the Doctoral Consortium. Drinks and food will be served in the lobby of the Draken cinema.

19.30 - 20.30: Video program

The UbiComp 2002 video program will be screened in the Draken Cinema and consists of a broad selection of new and old ubiquitous computing videos.

21.00 - 23.00: Movie screening: Minority Report

Draken comes into its own as a state-of-the-art cinema, when we show the new Steven Spielberg movie **Minority Report**, starring Tom Cruise and based on a short story by legendary science fiction author Philip K. Dick! Several well-known HCI and UbiComp researchers, including a number of MIT graduates, acted as advisors for the design of the futuristic technology featured in the film. The screening will be introduced by UbiComp 2002 keynote speaker, SF author Wil McCarthy.

TUESDAY, OCTOBER 1

8.30 - 10.00: Papers session IV: Sharing and Accessing Information - Public and Private

Chair: Jim Crowley, INRIA Grenoble, France

Approximate Information Flows: Socially-based Modeling of Privacy in Ubiquitous Computing (full paper). *Xiaodong Jiang, Jason I. Hong, James A. Landay (University of California, Berkeley)*

The Personal Server: Changing the Way We Think About Ubiquitous Computing (full paper).

Roy Want, Trevor Pering, Gunner Danneels, Muthu Kumar, Murali Sundar, John Light (Intel Research)

QueryLens: Beyond ID-Based Information Access (full paper). *Shin'ichi Konomi (University of Colorado)*

Pin&Play: Networking Objects through Pins (tech note). *Kristof van Laerhoven, Albrecht Schmidt, Hans-Werner Gellersen (Lancaster University)*

Social Aspects of Using Large Public Interactive Displays for Collaboration (tech note). *Daniel M. Russell, Clemens Drews, Alison Sue (IBM Almaden Research Center)*

A Privacy Awareness System for Ubiquitous Computing Environments (tech note). *Marc Langheinrich (ETH Zurich)*

10.00 - 10.30: Coffee and refreshments

10.30 - 12.00: Paper session V: Location, Location, Location

Chair: Barry Brumitt, Microsoft Research, USA

A Hybrid Location Model with a Computable Location Identifier for Ubiquitous Computing (full paper). *Changhao Jiang and Peter Steenkiste (Carnegie Mellon University)*

A Novel Broadband Ultrasonic Location System (full paper). *Mike Hazas and Andy Ward (University of Cambridge)*

Location of Mobile Devices Using Networked Surfaces (full paper). *Frank Hoffmann and James Scott (University of Cambridge)*

SmartMoveX on a Graph – An Inexpensive Active Badge Tracker (tech note). *John Krumm (Microsoft Research Redmond), Lyndsay Williams (Microsoft Research Cambridge), Greg Smith (Microsoft Research Redmond)*

A Generic Location Event Simulator (tech note). *Kumaresan Sanmugalingam and George Coulouris (University of Cambridge)*

12.00 - 13.30: Lunch

13.30 - 15.00: Paper session VI: Sensors and Applications

Chair: Joseph Paradiso, MIT Media Lab, USA

Context Acquisition Based on Load Sensing (full paper). *Albrecht Schmidt, Martin Strohbach, Kristof van Laerhoven, Adrian Friday, Hans-W. Gellersen (Lancaster University)*

Proactive Instructions for Furniture Assembly (tech note). *Stavros Antifakos, Florian Michahelles, Bernt Schiele (ETH Zurich)*

WearNET: A Distributed Multi-Sensor System for Context Aware Wearables (tech note). *P. Lukowicz, H. Junker, M. Stäger, T. von Büren, G. Tröster (ETH Zurich)*

PlantCare: An Investigation in Practical Ubiquitous Systems (full paper). *Anthony LaMarca (Intel Research Seattle), Waylon Brunette (University of Washington), David Koizumi (Intel Research Seattle), Matthew Lease (Intel Research Seattle), Stefan B. Sigurdsson*

Using Low-Cost Sensing to Support Nutritional Awareness (tech note). *Jennifer Mankoff, Gary Hsieh, Ho Chak Hung, Sharon Lee, Elizabeth Nitao (University of California, Berkeley)*

15.00 - 15.30: Coffee and refreshments

15.30 - 17.00 Closing panel: Ubiquitous Computing in Domestic Environments

Organizer: Hans-Werner Gellersen, Lancaster University

Moderator: Jakub Wejchert, Future and Emerging Technologies, European Commission

Panelists: Gregory Abowd, Georgia Tech; Bill Gaver, Interaction Design Studio, Royal College of Art
Tom Rodden, Mixed Reality Laboratory, University of Nottingham; Staffan Truvé, GateSpace

17.00 - 17.15: Conference closing and announcement of UbiComp 2003

Looking back at the biggest UbiComp yet, and looking forward to next year...

Plus: The UbiComp 2002 award for best poster, sponsored by Springer!

TUESDAY NIGHT CLOSING RECEPTION

18.30 - 22.00: Reception at Göteborg IT University

Boats run from the nearby **Rosenlund** ferry terminal to **Lindholmen**. The trip takes approximately 5-7 minutes.

The main boat leaves at **18.10** and goes directly to Lindholmen.

The main return boat leaves at **22.10**.

These two boat-rides are **free** when you show your UbiComp badge!

Additional boats run from Rosenlund to Lindholmen (via Lundbystrand) at 18.06, 18.36, 19.06 and 19.36.

Return boats from Lindholmen to Rosenlund (via Lundbystrand) run at 20.14 and 14 minutes past every hour; the very last boat leaves at 00.14 (don't miss it!)

The cost for these boats is **16 SEK** (2 coupons) – please have correct change or pre-paid tickets!

Reception program:

19.00: Welcome presentation

By representatives of the Göteborg IT University

19.15: Presentation of the up-coming *Disappearing Computer 2* call

Jakub Wejchert of IST-FET will talk about the new funding call, which will be out in December. (This session is open for all conference delegates)

19.30: Disappearing Computer Jamboree closing session

Announcements and discussions of up-coming DC activities by the DC Steering Group and the DC community. (This session is open for Disappearing Computer delegates only)

Snacks and drinks will be served.

VIDEO PROGRAM

Monday, 19.30 - 20.30, in Draken
Total time ca. 1 hour

The following 19 videos will be shown in the UbiComp 2002 video program (although not necessarily in this order!) Some of the videos show visions or systems from the history of ubiquitous computing, while others demonstrate brand-new research concepts and prototypes. Several videos have been edited from their original length. Due to the necessity to use many different video sources, the image and sound quality will vary.

1980:

Office of the Professional (excerpt). Imperial College London

1992:

The Active Badge System (excerpt). AT&T Cambridge

1993:

Ubiquitous Computing. Xerox PARC

1998:

MusicFX: An Arbiter of Group Preferences for Computer-Supported Cooperative Workouts (excerpt). CStar, Accenture

1999:

Online Medicine Cabinet. CStar, Accenture

2000:

comHOME: Video Mediated Communication for Domestic Environments (excerpt). Centre for User-oriented IT design (CID), KTH

The secret life of Dr.WhatsOn. Nokia Mobile Phones

Sentient Computing. AT&T Cambridge

e-guide. Le Studio créatif de France Telecom R&D

2001:

Real-World Showroom. CStar, Accenture

UbiControl - providing new and easy ways to interact with various consumer devices.

Distributed Systems Group, ETH Zürich and Aware Home Research Initiative

eErie – eErie enhanced reality interactive experience. Swedish Institute of Computer Science

2002:

Roomware - the second generation. Ambiente, Fraunhofer IPSI

The Inspiration Watch - a wearable device to aid shopping. Hewlett-Packard Labs, Bristol

Smart Classroom. Tsinghua University

The Personal Server - Changing the ways we think about Ubiquitous Computing. Intel Research

iClub - An Interactive Dance Club. Stanford University

Interliving - Designing Interactive, Intergenerational Interfaces for Living Together. CID/KTH, INRIA and Université de Paris-Sud

Pro-Active Instructions for Furniture Assembly. Perceptual Computing and Computer Vision Group, ETH Zürich

DISAPPEARING COMPUTER EXHIBITION

