### 2007 Conference at a Glance

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<tr>
<th>DAY</th>
<th>COURSE 1</th>
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| SUN       | Intro to HCI – 18:00–21:30  
San Jose Ballroom IV | Intro to CSCW – 18:00–21:30  
San Jose Ballroom III | HCI History – 18:00–19:30  
Room A3 | Drawing Ideas – 18:00–21:30  
Room A4 & A5 |
| MONDAY    | Opening Plenary: Bill Moggridge – Reaching for the Intuitive  
CHI MADNESS | Social Impact Award: Gary Marsden – Doing HCI Differently – Stories from the Developing World  
CHI MADNESS | Lifetime Achievement Award: Jim Foley – Past, Present, and Future of HCI Education: What We Teach, How We Teach  
CHI MADNESS | Drawing Ideas – 18:00–21:30  
Room A4 & A5 |
| TUESDAY   | Interactive Session: Usability from the CIO’s Perspective  
SIG Beyond Usability: Social, Situational, Cultural, & Contextual Factors | Interactive Session: Get Real! What’s Wrong with HCI Prototyping & How Can We Fix It?  
SIG Sustainability & Interaction | Interactive Session: Let’s Talk About Usability & Interaction  
SIG Capturing Life Experiences | Interactive Session: Usability in the Age of Civic Computing  
SIG Challenges in International Usability |
| WEDNESDAY | Interactive Session: Web 2.0 & the Enterprise  
Papers Video | Interactive Session: Industrial Design  
Papers Multimodal Interactions | Interactive Session: Semantic Web HCI  
Papers Novel Navigation | Interactive Session: User Interface Evolution  
SIG Current Issues in Assessing & Improving Information Security |
| THURSDAY  | Interactive Session: Recommendations on Recommendations  
Papers Augmentation, Automation, & Agents | Interactive Session: Usability & Interaction  
Papers Usability & Usability and Automation | Interactive Session: The I in CHI  
SIG User Interface Design Language: XUL & XAML | Interactive Session: Ideas Lab: Inspirations, Innovations, and Insights  
SIG Technologies for Autism |

**SUN**

8:30–10:30 Opening Plenary: Bill Moggridge – Reaching for the Intuitive  
CHI MADNESS

11:30–13:00 Interactive Session: Usability from the CIO’s Perspective  
Papers:  
- Faces & Bodies in Interaction  
- Attention & Interruption  
- Capturing Life Experiences  
- On the Move  
- Large Displays  
- Challenges in International Usability  
- Tasks & Attention

14:30–16:00 Interactive Session: Who Killed Design?  
Papers:  
- Ubicomp Tools  
- Mobile Interaction  
- Politics & Activism  
- Navigation & Interaction  
- Medical  
- SIG  
- Challenges in International Usability  
- Papers:  
- Qualitative Research Methods  
- Empirical Studies of Web Interaction  
- ALTC  
- ALT.CHI  
- Evaluating Evaluation

16:30–18:00 Interactive Session: Taking CHI for a Drive  
Papers:  
- Expert/Novice  
- Mobile Applications  
- Navigation  
- Photo Sharing  
- Papers:  
- Qualitative Research Methods  
- Empirical Studies of Web Interaction  
- ALTC  
- ALT.CHI  
- Evaluating Evaluation

**MONDAY**

9:00–10:30 Social Impact Award: Gary Marsden – Doing HCI Differently – Stories from the Developing World  
CHI MADNESS

11:30–13:00 Interactive Session: “Get Real!” What’s Wrong with HCI Prototyping & How Can We Fix It?  
Papers:  
- Gaze & Eye Tracking  
- Online Representation of Self  
- Innovative Interactions  
- Papers:  
- Usability  
- Programming by Professionals  
- Play & Exercise

14:30–16:00 Interactive Session: Moving UX Into a Position of Corporate Influence  
Papers:  
- Usability  
- Web Usability  
- Papers:  
- Empirical Models  
- Mobile Interaction Techniques I  
- ALT.CHI  
- Re-Thinking Humans, Computers, Interaction, and Design

16:30–18:00 Interactive Session: Along the Path of Pervasive Computing  
Papers:  
- Tasks  
- Emergency Action  
- Papers:  
- Techniques II  
- Home Spirituality  
- Games  
- Capturing Longitudinal Usability

**TUESDAY**

9:00–10:30 Lifetime Achievement Award: Jim Foley – Past, Present, and Future of HCI Education: What We Teach, How We Teach  
CHI MADNESS

11:30–13:00 Interactive Session: Web 2.0 & the Enterprise  
Papers:  
- Video  
- Security  
- Emotion & Empathy  
- Collaboration at Work  
- Student Design Competition  
- Papers:  
- Tags, Tagging, & Notetaking  
- Augmentation & Augmentation

14:30–16:00 Interactive Session: Industrial Design  
Papers:  
- Multimodal Interactions  
- Distributed Interaction  
- Learning & Education  
- Designing for Specific Cultures  
- Development Process  
- Papers:  
- Mobile Kits & Stuff  
- ALT.CHI  
- Life on Mars: HCI in Space, Cyberspace, and Beyond

16:30–18:00 Interactive Session: Semantic Web HCI  
Papers:  
- Novel Navigation  
- People, Looking at People  
- Input Techniques  
- Location Aware Systems  
- Ethnography  
- Papers:  
- Social Network Sharing  
- Competition: Student Research Competition

**WEDNESDAY**

8:30–9:00 CHI MADNESS

9:00–10:30 Interactive Session: Recommendations on Recommendations  
Papers:  
- Augmentation, Automation, & Agents  
- Distributed Coordination  
- Usability  
- Kids & Family  
- Papers:  
- Alternative Interaction  
- SIG

Papers:  
- Usability Evaluation  
- Programming By & With End-Users  
- Trust & Engagement  
- Models of Mobile Interaction  
- Research-ish  
- Interactive Session: The I in CHI  
- SIG

14:30–16:00 Interactive Session: User Interface Evaluation  
Papers:  
- Color/Blind  
- Social Influence  
- Learning  
- SIG  
- XUL Business Models  
- Technologies for Autism  
- Interactive Session: Toward a Less WIMPy Web

16:30–18:00 Closing Plenary: Niti Bhan – The Mobile as a Post-Industrial Platform for Socio-Economic Development  
SIG

**THURSDAY**
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<th>Time</th>
<th>C4</th>
<th>A6</th>
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<th>ALMADEN BALLROOM I</th>
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<th>COMMONS</th>
<th>SPECIAL EVENTS</th>
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<tr>
<td>8:30-10:30</td>
<td><strong>SIG Online Health Communities</strong></td>
<td><strong>Course 12</strong> Usability Process Improvement - ISO Standards</td>
<td><strong>Course 9</strong> How to Collect Field Data &amp; Produce a Tested Design in 1-8 Weeks</td>
<td><strong>Course 7</strong> Collaborative Behavior and Supporting Technologies</td>
<td><strong>Course 5</strong> Personal Information Management in Theory and Practice</td>
<td><strong>Course 6</strong> Usability and Product Development</td>
<td><strong>Conference Reception &amp; Exhibits Grand Opening 18:30-22:00</strong></td>
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<tr>
<td>11:30-13:00</td>
<td><strong>SIG Usability and Free/Libre/Open Source Software</strong></td>
<td><strong>Course 13</strong> An Introduction to Human-Robot Interaction Design and Evaluation</td>
<td><strong>Course 10</strong> Top Field Interview Mistakes: Recognizing and Preventing Them</td>
<td><strong>Course 11</strong> After the Interviews: Making Sense of Fieldwork Data</td>
<td><strong>Course 12</strong> Where Usability Meets Desirability: Visual Design with Persons &amp; Goals</td>
<td><strong>Course 13</strong></td>
<td><strong>Newcomers’ Orientation 10:30-11:30 Civic Auditorium</strong></td>
</tr>
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<td>14:30-16:00</td>
<td><strong>SIG Let’s Get Emotional: Emotion Research in HCI</strong></td>
<td><strong>Course 14</strong> Web Usability for Assistive Technology</td>
<td><strong>Course 15</strong> Information Foraging Theory</td>
<td><strong>Course 16</strong> Design of Spatial Applications</td>
<td><strong>Course 17</strong> Card Sorting &amp; Cluster Analysis for Information Architecture Design</td>
<td><strong>Course 18</strong> Understanding Users in Context: An In-Depth Introduction to Fieldwork</td>
<td><strong>Spotlight on Work-in-Progress Posters (1B1-1D4) 10:30-11:30 Civic Auditorium</strong></td>
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<td>16:30-18:00</td>
<td><strong>SIG End User Software Engineering</strong></td>
<td><strong>Course 19</strong> Information Foraging Theory</td>
<td><strong>Course 20</strong> Expert Reviews - For Experts</td>
<td><strong>Course 21</strong> Analyzing Qualitative Data From Field Studies</td>
<td><strong>Course 22</strong> Doing Mobile Interaction Design</td>
<td><strong>Course 23</strong></td>
<td><strong>Job Fair 18:00-20:00 Commons</strong></td>
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<td>9:00-10:30</td>
<td><strong>SIG Beyond Usability for Safety Critical Systems</strong></td>
<td><strong>Course 22</strong> Rapid Prototyping &amp; Evaluation with Web Mashups</td>
<td><strong>Course 23</strong> An Introduction to Designing for the Scent of Information</td>
<td><strong>Course 24</strong> Building Affinity Diagrams to Reveal User Needs &amp; Engage Developers</td>
<td><strong>Course 25</strong> Designing for the Scent of Information</td>
<td><strong>Course 26</strong></td>
<td><strong>Spotlight on Work-in-Progress Posters (1A1-1A6) 10:30-11:30 Civic Auditorium</strong></td>
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<td>11:30-13:00</td>
<td><strong>SIG Trust 2.1 Advancing the Trust Debate</strong></td>
<td><strong>Course 24</strong> An Introduction to Designing for the Scent of Information</td>
<td><strong>Course 25</strong> Building Affinity Diagrams to Reveal User Needs &amp; Engage Developers</td>
<td><strong>Course 26</strong> Designing for the Scent of Information</td>
<td><strong>Course 27</strong> Designing for the Scent of Information</td>
<td><strong>Course 28</strong></td>
<td><strong>SIGCHI Member Meeting 18:10-19:30 Civic Auditorium</strong></td>
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<td>14:30-16:00</td>
<td><strong>SIG Research Community</strong></td>
<td><strong>Course 26</strong> An Introduction to Designing for the Scent of Information</td>
<td><strong>Course 27</strong> Building Affinity Diagrams to Reveal User Needs &amp; Engage Developers</td>
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<td><strong>Course 29</strong> Designing for the Scent of Information</td>
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<td><strong>Hospitality Events 18:30-20:30 Marriott Hotel, Fairmont Hotel</strong></td>
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<td><strong>SIG Design Community</strong></td>
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<td><strong>Course 29</strong> Designing for the Scent of Information</td>
<td><strong>Course 30</strong></td>
<td><strong>20:30-22:30 Tech Museum</strong></td>
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<td>9:00-10:30</td>
<td><strong>SIG Engineering Community</strong></td>
<td><strong>Course 27</strong> Empirical Research Methods for Human Computer Interaction</td>
<td><strong>Course 28</strong> How to Build Rich Personas from Field Data</td>
<td><strong>Course 29</strong> Usability Testing: Creating Good Test Tasks</td>
<td><strong>Course 30</strong> Usability Testing: Creating Good Test Tasks</td>
<td><strong>Course 31</strong></td>
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<td>16:30-18:00</td>
<td><strong>SIG Usability Community SIG</strong></td>
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<td>8:30-9:00</td>
<td><strong>SIG Evaluating Experience- Focused HCI</strong></td>
<td><strong>Course 30</strong> Advanced Data Collection &amp; Analysis Tools for HCI Research &amp; Usability</td>
<td><strong>Course 31</strong> Keeping the Web in Web 2.0: An HCI Approach to Designing Web Applications (1/2)</td>
<td><strong>Course 32</strong> The Top 5 Universal Design Problems &amp; Ways to Solve Them</td>
<td><strong>Course 33</strong> The Top 5 Universal Design Problems &amp; Ways to Solve Them</td>
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<td>9:00-10:30</td>
<td><strong>SIG Education Community SIG</strong></td>
<td><strong>Course 30</strong> Advanced Data Collection &amp; Analysis Tools for HCI Research &amp; Usability</td>
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**Monday, October 8**

**SUN**

**MONDAY**

**TUESDAY**

**WEDNESDAY**

**THURSDAY**

**SPECIAL EVENT:**

**17:30-20:00 Concourse**