

Time	Room M279	Room Z011	Room Z009
08:00 08:30	Credentials pickup (Desk is located in the ground floor)		
08:30 09:00	Opening Session		
09:00 10:00		Keynote Matthias Rauterberg Ambient Culture: A Possible Future for Entertainment Computing	
10:00 10:30	Break		
10:30 12:30	Session Work in Progress	Session (chair: Luiz Fernando Gomes Soares) SocialTV Systems 1. Awareness and Conversational Context Sharing to Enrich TV Based Communication 2. An Architecture for Non-Intrusive User Interfaces for Interactive Digital Television 3. Model-driven creation of Staged Participatory Multimedia Events on TV 4. EPG-Board a Social Application for the OmegaBox Media Center	Session (chair: Lyn Pemberton) Users Studies 1. Human-centered Design of interactive TV games with SMS backchannel 2. Acceptable System Response Times for TV and DVR 3. Exploring the Effects of Interactivity in Television Drama 4. Focusing on Elderly: an iTV Usability Evaluation Study with Eye-Tracking
12:30 12:45		Book Presentation (Zvezdan Vukanovic) Who's Who of World's Leading Experts in IDTV, Media Management and Economics	
12:30 14:30	Lunch and Poster Exhibition		
14:30 16:30	Session Work in Progress	Session (Jens F Jensen) The Future of TV 1. Accessibility of Interactive Television for Users with Low Vision: Learning from the Web 2. Will broadcasters survive in the online and digital domain? 3. Conceiving Shape Shifted TV: A Computational Language for Truly Interactive TV 4. User interfaces based on 3D avatars for interactive television	Workshop The future of Television: Is it Ambient Entertainment? Artur Lugmayr and Konstantinos Chorianopoulos 1. Observing Interaction with Public Displays 2. Swarms – The next social revolution? 3. Development of a Metadata Repository for Digital Film Production Metadata based on the Material eXchange Format (MXF) 4. TV 2.0 - New potentials for IP-based TV through web technologies and the use of metadata – two examples, digicast

			<p>5. Migrating the User Interface between the Digital TV and Mobile Devices</p> <p>6. P2 – Portable Personality a Middleware Solution for Smart User Profile Management and Distribution</p> <p>7. Ambience, ambience, ambience – What are Ambient Media?</p> <p>8. Supporting Community Awareness in Everyday Places with Interactive TV</p>
16:30 17:00	Break		
17:00 18:00	<p>Session Work in Progress</p>	<p>Panel T-Learning Lyn Pemberton</p>	<p>Workshops: Results Overview (chair: Artur Lugmayr) Johan Lilius Petri Vuorimaa David Geerts Gunnar Harboe Lora Aroyo</p>

Work in Progress Papers:

1. Using Text Matching to recommend TV shows. Jan Hess, Tim Reichling, Volker Wulf, Steffen Rumpf & Gerd Flender.
2. Interactivity & interactive Television – an integrative approach to study communicative settings. Jan Kallenbach & Pirkko Oittinen
3. A Java-XML-Based Platform for Prototyping of Interactive Digital Television Programs. Joao Benedito dos Santos Junior, Paulo Muniz de Avila, Herick Nogueira Marques, Marcos Augusto Loiola
4. A Content Management for Developing Digital Terrestrial Television Applications. Gaetanino Paolone & Eliseo Clementini
5. ELU Approach to Design of Educational Applications for iDTV. Daniela Ponce, Kamila Olsevicova, Vladimir Bures, Zdenek Mikovec & Pavel Cech
6. Watching User-generated Content Cross the Barrier to iTV. Jaime Russell
7. Investigational Ethnographic Methodology & Evaluation to the Local TV Channel Creation that allows interaction with the Community. Patricia Vasconcelos, Fabricio Fava, Thais Kampf, Albert Schilling & Elizabeth Furtado
8. “Different” and “exciting” – the impact of STB and mobile phone interactivity on TV viewing experiences. Tommy Standval & Susanne Sperring
9. DVR’s and micro-social networking – recreating the shared watching experience of TV. Sergio Goldenberg
10. TV-centricity – Requirements Gathering for Triple Play services. W. Seager, H. Knoche & Angela Sasse
11. User driven business models – assessing the value of the long tail for audiovisual services. Sander Limonard & Richard Tee
12. "My Social Tube" - User Generated Content and Communication on Interactive DTV. Evangelia Mantzari, Adam Vrechopoulos
13. A Convergent Proposal for Accessible Interactive TV Applications Development. Lara Piccolo, Amanda Melo & Maria Baranauskas
14. A Creative Adaptation of Eye Tracking Analysis for Children’s new Media Research. Nisha Weeramanthri, Andrew Turk
15. An examination of the new paradigm shift facing IDTV stations. Zvezdan Vukanovic

16. A user to use communication service for MHP applications. F. Garcia-Sanchez, A-J Garcia-Sanchez
17. Living@Room: a TV-based social experience for multimedia content streaming - Andrea Ghittino, Arianna Iatrino, Sonia Modeo, Ferdinando Ricchiuti
18. CollaboraTV: using asynchronous communication to make TV social again. Chris Harrison, Brian Amento
19. The Didactics of Punk Production. Ken Newman, Robbie Grigg
20. Remote User Experience Testing of Peer to Peer Television Systems: A Pilot Study on the Tribler. Jenneke Fokker, Arnold Vermeeren, Huib de Ridder