

EAI International Conferences on

**ARTSIT, INTERACTIVITY & GAME CREATION**

**&**

**DESIGN, LEARNING & INNOVATION**

30– 31 OCTOBER 2017 | HERAKLION, CRETE, GREECE

### **Welcome to Heraklion Crete:**

Birthplace of the first European civilization; the Minoan period beginning around 3000 BC, with its capital at Knossos.

### **Welcome to Heraklion**

Heraklion is the largest urban center in Crete with approximately 200,000 people, the capital of the region and the economic center of the island. The town enjoys a dynamic and imaginative combination of natural beauty climate, strategic position, cultural heritage and scientific background. This has created an appropriate environment to support a particular mechanism which adds value to the broader entrepreneurial activity in the region and stimulate the local economy. Today Heraklion is the top choice for tourist destinations in the Mediterranean thanks to its strategic geopolitical position connecting three continents and many different cultures; In conclusion, the city is also the commercial and scientific center of the island.

### **History of Heraklion**

Heraklion is close to the ruins of the palace of Knossos, which in Minoan times was the largest centre of population on Crete. Though there is no archaeological evidence of it, Knossos might well have had a port at the site of Heraklion as early as 2000 BC.

History connects the place with antiquity and Europe. It was to Crete, according to Greek mythology, that Zeus, the Father of Gods, brought the beautiful young virgin Europa with whom he had fallen in love. Their romantic union gave birth to their son, Minos, whose name was borrowed by all the subsequent kings of Crete as well as the historic civilization. During the Minoan era, Heraklion was probably the port for Knossos, the cradle of Minoan civilization (2000-1450 B.C.). References to Heraklion were made by ancient historians such as Strabo, who in his writings of the first century A.D. refers to the port of Knossos as Herakleium, obviously so named in honour of Hercules (Heracles) who had come to Crete to capture a wild bull and thus fulfil the seventh of his Twelve Labours.

### **Museums**

Visitors wanting to know the history of Crete, the achievements and the way of life of its previous inhabitants, can visit our museums and admire, from close up, the treasures on view.

The visitor can admire a number of finds that come from different periods of time, and different parts of Crete, in the various rooms of the [Archaeological Museum](#), where treasures of the Palace of Knossos hold an important place.

The [Historical Museum](#) with its various collections offers to the visitor a trip through time from the first centuries A.D. until nowadays, with emphasis on the dramatic history of the city of Heraklion.

In the *Museum for the Battle of Crete and National Resistance* the visitor can see relics of the glorious, but heart breaking, period of Cretan resistance to occupation between 1941 and 1945.

In the exhibition room of the church of *St. Aikaterini of Sinai* one can admire representative art work of the Cretan Renaissance that exudes a certain religious awe to the visitor. Damaskinos holds a special place amongst this very special school of work.

Lastly, one can see a totally different exhibition, but equally important and interesting, in the [Museum of Natural History](#) where representative samples of the flora and fauna of Crete are exhibited.

### A Tour of the City

Coming to Heraklion for the first time, the visitor nowadays may be somewhat surprised by the changes that are taking place in Crete's capital city; Heraklion is celebrating its rich history and moving onwards to a future full of potential.

Where, at one time, the number of cars in the city centre would have made walking difficult, you will now find large city-centre spaces cleared of traffic. You can enjoy walking in one of the most historically and socially fascinating cities facing the Aegean Sea, on streets free from traffic noise and rush. The city has opened up in so many ways, making the city a place of discovery. These changes bring a harmony too; between the traditionally warm, considerate people of Heraklion, and the fine buildings that surround us, the open public spaces and views over the ocean. Many landmarks tell their story about the city and the island that gave birth to gods, to rebellion, and to a place that inspires people.

Heraklion today is living between the fast moving currents of regeneration and a deep desire to maintain links with a past. Both these strands define its character. In the last hundred years alone, we have seen huge changes, which can be quite easily followed, in buildings and streets that reflect the changing fortunes of Crete. The 'old town' areas of the city, established from mediaeval times, now offer visitors some fantastic walks in the heart of the city.

Walking around Heraklion, starting at the fishing harbour close to the [modern port](#), what will strike you first is the Venetian fortress at the harbour gate. The fortress was originally built by the Venetians and called [Rocca al Mare](#), but is now known by its Turkish name, [Koules](#). It has a mixed history; for centuries it was used as protection against invaders, as were the great [city walls](#) and ditches. These are among the longest city walls in Europe.

With its huge dark hallways and cells, the fortress was also a prison to many Cretan rebels and those who broke the law imposed by successive occupiers of Crete. Koules is built on two tiers and offers a commanding view of Heraklion from the battlements. Nowadays, the harbour itself is home to brightly coloured fishing boats and busy tavernas selling fresh fish.

Looking back towards the city you will see the strong arches which housed boats under repair and were used as an arsenal for storing guns and gunpowder. The greatest threat to the Venetian stronghold of Heraklion, or Candia, as it was named, was thought to come from the seaward side of the city, and indeed, many naval skirmishes were fought off this coast. The view northward takes in the uninhabited island of Dia, where evidence of ancient Minoan settlement (approx 2700-1450 BC) was found by the diver, Jacques Cousteau. Boat trips can be booked from travel shops throughout central Heraklion, as can excursions to various places of interest.

The centre of Minoan civilisation and capital of Minoan Crete, [Knossos](#), lay 5km south of Heraklion. Knossos flourished for approximately two thousand years. It had large palace buildings, extensive workshop installations and luxurious rock-cut cave and tholos tombs. As a major centre of trade and the economy, Knossos maintained ties with the majority of cities in the Eastern Mediterranean.

### **Education and Research**

Academic Institutes:

[University of Crete](#)

[Technological Educational Institute \(T.E.I.\)](#)

Research Centres:

[Foundation for Research and Technology - Hellas](#)(FORTH)

[Science and Technology Park of Crete \(STEP-C\)](#)

[Hellenic Centre for Marine Research](#)

[CretAquarium](#)

Further information can be found at the site of the Municipality of Heraklion

<https://www.heraklion.gr/en/> Copyright © 2017.

### **Two International collocated Conferences in Heraklion: ArtsIT2017 & DLI 2017**

#### **6th EAI International Conference: ArtsIT, Interactivity & Game Creation**

##### **SCOPE**

ArtsIT, Interactivity & Game Creation 2017 is meant to be a place where people in arts, with a keen interest in modern IT technologies, meet with people in IT, having strong ties to arts in their works. Since 2009 the event has become a leading scientific forum for dissemination of cutting-edge research results in the area of Arts, Design & Technology – now extended to include the open related topics Interactivity (Interaction Design, Virtual Reality, Augmented Reality etc) and Game Creation (e.g. Serious Games, Gamification, Leisure Gaming, GamePlay, etc.).

#### **2nd EAI International Conference on Design, Learning & Innovation**

##### **SCOPE**

Design, learning, and innovation frame the world of ICT, play and playfulness opening doors into an increasingly playful world. Whether it is about developing tools, technologies, environments, as well as content and approaches that can spark and nurture a passion for learning and transforming domains such as education, rehabilitation/therapy, work places and cultural institutions, design, learning and innovation are a powerful catalyst in empowering individuals to participate, communicate and create to be able to exceed their own limits in a playful way: Such is the spirit behind driving the DLI 2017 conference. Making this spirit explicit and visible is crucial to identify how specific tools, technologies, methodologies and solutions shape opportunities for how people can learn and engage with the demands of life. Today, challenges in the fields of design, learning, and innovation are often approached by trans-disciplinary teams and solutions, such as tools, technologies, methods and theories developed for other purposes are mobilized to be utilized in unlocking new frameworks for understanding these fields and thereby opening up to partnerships that can enrich learning in formal and informal learning practices. DLI 2017 intends to foster such dynamics.

Academics, designers, researchers and practitioners with a background in the fields of design, learning, and innovation towards creating, shaping, incubating playful learning designs, tools, technologies, experiences, processes and outcomes, are invited to contribute and participate in the DLI 2017. The conference asks for submission of papers and posters as well as proposals for workshops and symposiums. Furthermore, the conference hosts a Doctoral colloquium.

It is an honor to welcome delegates to Heraklion. We truly hope that your experience of Heraklion approaches your expectations, and that you, perhaps, return in the not too distant future. When you do, a warm welcome is guaranteed by the Cretans.

October 2017

Nikolas Vidakis, Ph.D.

General Chair, ArtsIT & DLI 2017

Head of [NiLE-lab](#)

[Department of Informatics Engineering](#), [TEI of Crete](#)

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ARTSIT 2017 & DLI 2017

SPONSORS



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OF COMMERCE & INDUSTRY**

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**MUNICIPALITY OF  
HERAKLION**

**UNDER THE AUSPIECE OF:**



**HELLENIC REPUBLIC**  
**Ministry of Education,  
Research and Religious  
Affairs**







## GEORGIOS N. YANNAKAKIS

Title: AI That Models Players and Designs Games for Them

### Abstract

Can we understand how players feel, think and react and, in turn, automatically design new games for them? How can we use computational processes to model aspects of player experience? Can those computationally designed games be considered creative? What happens when we design together with an AI instead? Do we merely co-design or can a machine truly foster our creativity as human designers?

In this talk I will address the above questions by positioning computer games as the ideal application domain for AI, computational creativity, and affective computing for the unique features they offer. Advanced methods for player experience modeling, game adaptation, and procedural content generation will be showcased via a plethora of game-based projects developed

### Bio

Georgios N. Yannakakis (yannakakis.net) is an Associate Professor at the Institute of Digital Games, University of Malta and Director of the game technology area. He is a leading expert of the game artificial intelligence research field with core theoretical contributions in machine learning, evolutionary computation, affective computing and player modelling, computational creativity and procedural content generation. He has published more than 200 papers and his work has been cited broadly. He has attracted funding from several EU and national research projects (mainly FP7, H2020) and received multiple awards for published work in top-tier journals and conferences. His work has been featured in *New Scientist*, *Science Magazine*, *The Guardian*, *Le Monde* and other venues. He is regularly invited to give keynote talks in the most recognised conferences in his areas of research activity and has organized a few of the most respected conferences in the areas of game AI and game research. He is an Associate Editor of the *IEEE Transactions on Affective Computing* and the *IEEE Transactions on Computational Intelligence and AI in Games* journals.





### Stavroula Zoi

Dr. Stavroula Zoi is a researcher and member of the teaching staff of Athens School of Fine Arts since 2004, where she exerts educational and scientific work, at undergraduate (Multimedia Laboratory), and postgraduate level (Master “Digital forms of Art”, Greek-French Master “Art, virtual reality and multiuser systems of artistic expression”, Athens School of Fine Art, Paris-8 University). Her scientific activity concerns different uses of digital technologies in artistic education and expression (e.g. complex platforms for hybrid artworks, educational virtual spaces, applications for smart devices, human computer interaction).



### Manthos Santorineos

Manthos Santorineos, is an Associate Professor in the Athens School of Fine Arts. Since 1984, he has been active in promoting art and technology, having established the *Department of Art and Technology* at the *Tounda Centre* (1987), the *Fournos Center for Digital Culture* (1991) and the *Mediaterra Festival* (1998).

Since, 2000 he is responsible for the Multimedia Lab, in the Athens School of Fine Arts and since 2012, he is Co-Director of the Greek – French Master “Art & Virtual Reality”, ASFA - Paris-8 University.

His works belong to the fields of video art, interactive installations, net-based projects and VR. He has participated in various conferences, committees and seminars which concerned digital art, education and digital technology.

**Title:** Investigating emerging (cultural) perspectives of a mixed reality, as shaped by the spread of the new (especially low cost) technology

### Abstract

The wide spread of (especially low cost) mechanisms of interaction and visual representation creates the prerequisites for a large-scale expansion of virtual and augmented reality, at professional and at amateur level. At the same time, it provokes, to a large extent, superficial approaches regarding their use. As a result, important technological achievements are not substantially used for the benefit of culture, and moreover, their dynamic combination with other areas of knowledge is not achieved.

In this talk, we present methods and results towards approaching the issue of integration of technological mechanisms into a wider cultural context. These methods and results have been developed in the scope of the Greek-French Master «Art, virtual reality and multiuser systems of artistic expression», between Athens School of Fine Arts and Paris-8 University.



## EVA BROOKS

Title:

### **Moving Beyond Boundaries: Rethinking Early Years Learning in a Digital Era**

#### Abstract

Children are increasingly relying on digital technology for play and learning. Across Europe, many children have access to digital technologies in homes and communities from birth. In Denmark 97 % of children of 3-5 years-of-age attend a preschool, and the municipalities, who govern 72 % of the preschools, are increasingly putting a focus on digitalising play and learning for young children. While the digital era is impacting on the lives of society's youngest citizens, it is only recently that technologies have been introduced in a wider sense to younger children's education. However, as yet, the technology has merely been considered as a supplement, rather than a resource with qualities that can enhance and renew a pedagogical practice. This is problematic, as there is an urgent societal need for people to develop the skills and knowledge required to navigate in a complex technological world.

#### Bio

Eva Brooks is a professor in IT-based design, learning and innovation at Aalborg University, Denmark. Furthermore, she is the director of the laboratory Xlab: Design, Learning, Innovation ([https://www.facebook.com/XlabDLI/?ref=aymt\\_homepage\\_panel](https://www.facebook.com/XlabDLI/?ref=aymt_homepage_panel)). Eva Brooks has a strong expertise in children and young people's technology mediated play and learning in formal and semiformal educational practices (child-computer interaction). In this regard, her expertise relates to the design of digital technologies and learning environments as well as to learning processes and outcomes that emerge when children interact with digital technologies. Her perspective considers playful, inclusive, and participatory aspects of design and learning. When it comes to play, Eva Brooks' focus is on "play for the sake of play" where learning outcomes are considered as added values rather than the goal. In line with these perspectives, innovation is approached from a user-driven process-oriented angle. Her research interest has always been attached to trans-disciplinary teamwork and thus, innately, competencies are wide with additional focus on establishing close collaborations with stakeholders, including addressing ethics, meanings and values. Furthermore, she has a strong interest and expertise in methodologies and methods for qualitative and design oriented research also of mixed methods approaches. Professor Eva Brooks has been involved as leader (WP, Country, and/or Project Coordinator, etc) in several European research projects, for example, LUDI, LUCAS, IdeaGarden, Pl@yground, Creativity Workshops, KidsLab, Today's Stories, financed by COST, Erasmus, FP7, Innovation Programme, FP6. More information is available on request via [eb@learning.aau.dk](mailto:eb@learning.aau.dk)

## ArtsIT & DLI 2017 common activities

Sunday October 29, 2017

### **14:00 - 15:00**                      **Meeting Point & Welcome**

The Little Garden Coffee shop  
In front of the Knossos Entrance  
<https://goo.gl/maps/S8yFfEgiX7o>

### **15:00 - 17:00**                      **Social Event: Knossos Palace**

Guided tour to the Knossos Palace (<https://goo.gl/maps/9byUKwH8XXR2>)  
FREE Entrance with proof of academic status (Profs and Students)  
NON academics accompanying partners fee is 15 euro  
Transport: Public Bus (ASTORIA Bus Stop, City Center)  
Starting Point: City Center (<https://goo.gl/maps/oJhCBhz1f7L2>)

### **21:00 - 24:00**                      **Socialising Around Heraklion City (Optional)**

**Day 1 -Monday October 30, 2017**

**ARTsIT 2017**

**Room: Kastellaki**

08:30 - 09:00	Welcome Reception	Next to Kastellaki
08:30 - 18:00	Registration	Next to Kastellaki
09:00 - 09:10	TEI of Crete Welcome	
09:10 - 09:15	Municipality of Heraklion Welcome	
09:15 - 09:20	EBEH Welcome	
09:20 - 09:25	Chair / Welcome addresses	

09:25 - 10:00 **KEYNOTE**

AI That Models Players and Designs Games for Them

**Speaker:** Professor Georgios N. Yannakakis, University of Malta

10:00-10:15 COFFEE BREAK

**Session Title: Virtual Reality, Lighting & Spaces**

10:15 - 10:40 Self-Overlapping Maze and Map Design for Asymmetric Collaboration in Room-Scale Virtual Reality for Public Spaces

**Authors:** Serubugo, Sule; Skantarova, Denisa; Evers, Nicolaj; Kraus, Martin

10:40 - 11:05 Facilitating Asymmetric Collaboration in Room-Scale Virtual Reality for Public Spaces

**Authors:** Serubugo, Sule; Skantarova, Denisa; Evers, Nicolaj; Kraus, Martin

11:05 - 11:30 The Post-Virtual Reality: From the Interactive Experience to the Connective Experience

**Authors:** Di Felice, Massimo; Borges Junior, Eli

11:30 - 11:55 Designing a Lighting Installation through Virtual Reality Technology - the Brighter Brunnshög case study

**Authors:** Triantafyllidis, Georgios; Kim, Boa; Predescu, Andrei-Ducu; Hansen, EllenKathrine; Mullins, Michael

11:55 - 12:20 Authoring a Pervasive Serious Game for Reflecting upon Urban Spaces

**Authors:** Santos, Vanessa; Parés Burguès, Roc

12:20 - 13:30 LUNCH BREAK

**Day 1 -Monday October 30, 2017**

**ARTsIT 2017**

**Session Title: Cognition, Interaction, Motivation & Art-Science Collaboration**

13:30 - 13:55 The Impact of Virtual Reality Training on Patient-Therapist Interaction

**Authors: Christensen, Daniel J.R.;** Holte, Michael Boelstoft .

13:55 - 14:20 The Influence of Biofeedback on Exercise Correctness and Muscle Activity

**Authors: Toader, Laurentiu;** Jensen, Nicolai B.K.; Holte, Michael Boelstoft

14:20 - 14:45 The Engagement Effect of Players' Agency over their Characters' Motivation

**Authors: Christensen, Daniel Svejstrup;** Jakobsen, Mette; Kraus, Martin

14:45 - 15:10 Expressive Human Pose Deformation Based on the Rules of Attractive Poses

**Authors: Oshita, Masaki;** Yamamura, Kei; Honda, Aoi

15:10 - 15:35 Sensory Augmentation: Toward a Dialogue between the Arts and Sciences

**Authors: de Rooij, Alwin;** van Dartel, Michel; Ruhl, Antal; Schraffenberger, Hanna; van Melick, Bente; Bontje, Mathijs; Daams, Mischa; Witter, Michel

15:35 - 15:50 COFFEE BREAK

**Session Title: IGDA Game Accessibility SIG - Research and Development**

15:50 - 16:15 Sound-Product Interaction for Appealing Senses: A Study on Children, Toys and Sounds

**Authors: Yavuz, Cemil;** Akbulut, Dilek; Şık, Aydın

16:15 - 16:40 Design of a Game Community Based Support System for Cognitive Game Accessibility

**Authors: Westin, Thomas;** Yildiz, Sammy; Carlsson, Anton; Järnbrand, Henrik; Sandberg, Tomas

16:40 - 17:05 User Interfaces and 3D Environment Scanning for Game-Based Training in Mixed-Reality Spaces

**Authors: Krukowski, Artur;** Vogiatzaki, Emmanouela

18:00 - 20:00 **Social Event: Archaeological Museum of Heraklion with Guided tour**

([http://odysseus.culture.gr/h/1/eh151.jsp?obj\\_id=3327](http://odysseus.culture.gr/h/1/eh151.jsp?obj_id=3327))

**FREE Entrance** with proof of academic status (Profs and Students)

**NON academics** accompanying partners fee is 15 euro

**Transport:** by foot as museum is located at City Center

**Starting Point:** Opposite of museum's entrance

21:00 - 24:00 **Gala Dinner**

**Day 1 -Monday October 30, 2017**

**DLI 2017**

08:30 - 09:00	Welcome Reception	Next to Kastellaki
08:30 - 18:00	Registration	Next to Kastellaki
09:00 - 09:10	TEI of Crete Welcome	
09:10 - 09:15	Municipality of Heraklion Welcome	
09:15 - 09:20	EBEH Welcome	
09:20 - 09:25	Chair / Welcome addresses	Room: Karouzou

09:25 - 10:00 **KEYNOTE**

Moving Beyond Boundaries: Rethinking Early Years Learning in a Digital Era

**Speaker:** **Professor Eva Brooks**, Aalborg University, Denmark Room: Karouzou

10:00-10:15 COFFEE BREAK

**Session Title: Body & Mind Education**

10:15 - 10:40 Detecting depression using voice signal extracted by chatbots: A feasibility study

**Authors:** **Roniotis, Alexandros**; Tsiknakis, Manolis

10:40 - 11:05 Training the mind: The GARDINER Platform

**Authors:** Vidakis, Nikolas; Skalidaki, Maria; Konstantoulakis, Kostas; **Kalikakis, Lefteris**; Kalo-  
giannakis, Michail; Vassilakis, Kostas

11:05 - 11:30 New Entanglements between Instrumental, Shared and Mental Maps in the Exploration  
of Urban Space: an Experimental Project

**Authors:** **Guelton, Bernard**

11:30 - 11:55 Analysis of Motivation in Virtual Reality Stroke Rehabilitation

**Authors:** **Epure, Paula**; Holte, Michael Boelstoft

11:55 - 12:20 A Review on Individual Assessment of Strength Training using Smartphone Applications

**Authors:** **Jensen, Nicolai B.K.**; Holte, Michael Boelstoft

12:20-13:30 LUNCH BREAK

Day 1 -Monday October 30, 2017

DLI 2017

**Session Title: Digital Game-Based Learning**

13:30 - 13:55 Change Of Learning Environment Using Game Production: Theory, Methods And Practice

**Authors:** Kofoed, Lise Busk; Reng, Lars; Schoenau-Fog, Henrik

13:55 - 14:20 Learning History through Location-Based Games: The Fortification Gates of the Venetian walls of the city of Heraklion

**Authors:** Vassilakis, Kostas; Charalampakos, Orestis; Glykokokalos, Georgios; Kontokalou, Persefoni; Kalogiannakis, Michail; Vidakis, Nikolas

14:20 - 14:45 Facilitating Learning in Isolated Places through an autonomous LMS

**Authors:** Vassilakis, Kostas; Makridis, John; Lasithiotakis, Michail Angelos; Kalogiannakis, Michail; Vidakis, Nikolas,

14:45 - 15:10 Computer coding at school and game creation

**Authors:** Manassakis, Vasilis; Barbosa, Isabel; Magalhães, Magalhães; Panselinas, Giorgos; Almeida, Castália; Alves, Ermelinda; Mataresse, Loredana; Mossa, Pasquale; Baptista, Amílcar; Brandão, Sara; Azevedo, Katarzyna

15:10 - 15:35 On the Design of Digital Game-Based Learning Environments for Education of the General Public on Focused Scientific Topics with an Application to Underwater Acoustics

**Authors:** Kalogerakis, Michael; Skarsoulis, Emmanuel

15:35-15:50 COFFEE BREAK

**Session Title: Learning in Special Education & Inclusion CCI - Child-Computer Interaction**

15:50 - 16:15 Access Moodle Using Smart Mobile Phones. A case study in a Greek University.

**Authors:** Papadakis, Stamatis; Kalogiannakis, Michail; Sifaki, Eirini; Vidakis, Nikolas

16:15 - 16:40 Promoting Inclusion and Global Democratic Citizenship Through Digital Dialogic Collaborative Learning: Diversity Matters!

**Authors:** Sorensen, Elsebeth Korsgaard

16:40 - 17:05 Designing Inclusive Reflective Learning with Digital Democratic Dialogue Across Boundaries and Diversities

**Authors:** Sorensen, Elsebeth Korsgaard; Brooks, Eva

18:00 - 20:00 **Social Event: Archaeological Museum of Heraklion with Guided tour**

([http://odysseus.culture.gr/h/1/eh151.jsp?obj\\_id=3327](http://odysseus.culture.gr/h/1/eh151.jsp?obj_id=3327))

**FREE Entrance** with proof of academic status (Profs and Students)

**NON academics** accompanying partners fee is 15 euro

**Transport:** by foot as museum is located at City Center

**Starting Point:** Opposite of museum's entrance

21:00 - 24:00 **Gala Dinner**



**Day 2 –Tuesday October 31, 2017**

**ARTsIT 2017**

08:30 - 09:00	Welcome Reception	Next to Kastellaki
08:30 - 12:00	Registration	Next to Kastellaki
09:00 - 09:15	Chair / Welcome addresses	
09:15 - 10:00	<b><u>Keynote Talk</u></b>	
	Investigating emerging (cultural) perspectives of a mixed reality, as shaped by the spread of the new (especially low cost) technology	
	<b>Speaker:</b> <a href="#">Manthos Santorineos</a> , Associate professor & <a href="#">Voula Zoi</a> , Athens School of Fine Arts	
10:00-10:15	COFFEE BREAK	

**Session Title: AR, Information Visualization, User Experience and Tangible Interactivity**

10:15 - 10:40	Reconsidering Registration: New Perspectives on Augmented Reality	
	<b>Authors:</b> <a href="#">Schraffenberger, Hanna</a> ; <a href="#">van der Heide, Edwin</a>	
10:40 - 11:05	Improving user experience for lost heritage sites through indirect augmented reality	
	<b>Authors:</b> <a href="#">Luther Nørlem, Mads</a> ; <a href="#">Jakobsen, Christian</a> ; <a href="#">Larsen, Jon B.</a> ; <a href="#">Kraus, Martin</a>	
11:05 - 11:30	Beyond Online-shopping: An Innovation Strategy to Enhance In-Store Shopping Experience	
	<b>Authors:</b> <a href="#">Li, Jianze</a> ; <a href="#">WANG, STEPHEN JIA</a>	
11:30 - 11:55	BubbleFeed: Visualizing RSS information in public spaces	
	<b>Authors:</b> <a href="#">Karuzaki, Effie</a> ; <a href="#">Partarakis, Nikolaos</a> ; <a href="#">Antona, Margherita</a> ; <a href="#">Stefanidis, Constantine</a>	
11:55 - 12:20	Walking on 2 Legs: 3D-Structured Method Alignment in Project Management	
	<b>Authors:</b> <a href="#">Stary, Christian</a>	
12:20-13:30	LUNCH BREAK	

Day 2 –Tuesday October 31, 2017

ARTsIT 2017

**Session Title: Interactivity, Evaluation Design and 3D landscapes**

13:30 - 13:55 Interact with Show-Window at Stores: Exploratory Study and Design Solution for Physical Retailers' Product Demonstration

**Authors:** li, jianze; HAMACHER, Andreas; WAGHORN, Daniel; BARNES, David; WANG, Stephen Jia

13:55 - 14:20 Ideal spaces Exhibition

**Authors:** Johansson, Michael; Gehmann, Ulrich

14:20 - 14:45 Deep Convolutional Generative Adversarial Network for Procedural 3D Landscape Generation Based on DEM

**Authors:** Wulff-Jensen, Andreas; Rant, Niclas Nerup; Møller, Tobias Nordvig; Billeskov, Jonas Aksel

14:45 - 15:10 Real Time Evaluation of Education Methods via Smart Mobile Technology

**Authors:** Tsamis, George; Nikos, Papadakis; Evangelos, Tzirakis; Evi, Katsaraki; Maria, Rousaki; John, Nikolopoulos; Kostas, Vasilakis

15:10 - 15:35 Between artistic creativity and documentation: An experiment on interaction with an installation for music-making

**Authors:** Bressan, Federica; Vets, Tim; Leman, Mark

15:35– 15:50 COFFEE BREAK

16:15 - 18:00 [Steering & Organizing Committee Meeting](#)

Best Paper Award & Student Best Paper Award Evaluation

18:00 [Closing ceremony](#)

Announcement of Best Paper Award & Student Best Paper Award

## Day 2 –Tuesday October 31, 2017

## DLI 2017

08:30 - 09:00	Welcome Reception	Next to Kastellaki
08:30 - 12:00	Registration	Next to Kastellaki
09:00 - 09:15	Chair / Welcome addresses	Room: Karouzou
09:15 - 10:00	BioSpil: Bringing Interactivity and Gaming into a Cinema-Context Authors: Eva Brooks	
10:00-10:15	COFFEE BREAK	

**Session Title: Improving Engagement**

10:15 - 10:40	Toward the MOOC capitalization using Fuzzy Analytical Hierarchy Process <b>Authors: AFA, Yassine;</b> Battou, Amal; Baz, Omar	
10:40 - 11:05	Physical Education Game Design Concepts of Children vs. Professionals Designed in co-Design Sessions <b>Authors: Mast, Danica;</b> Schipper, Sylvia; de Vries, Sanne; Gielen, Mathieu; van Doorn, Fenne; Schut, Alice	
11:05 - 11:30	A Collaborative Video Sketching Model in the Making <b>Authors: Gunderson, Peter;</b> Hautopp, Heidi; Henningsen, Birgitte; Ørngreen, Rikke	
11:30 - 11:55	Playing a city <b>Authors: Olofsdotter Bergström, Annika;</b> Elovaara, Pirjo	
11:55 - 12:20	Mapping Situations in Implementing Learning Platforms <b>Authors: Tamborg, Andreas Lindenskov;</b> Allsopp, Benjamin Brink	
12:20-13:30	LUNCH BREAK	

**Session Title: Intelligent Learning Support**

13:30 - 13:55	Blocks as Symbolic Tools for Children's Playful Collaboration <b>Authors: Sylla, Cristina;</b> Brooks, Eva; Tümmler, Lisa	
13:55 - 14:20	i-Prolog: A Web-based Intelligent Tutoring System for Learning Prolog <b>Authors:</b> Stathaki, Afroditi; <b>Kondylakis, Haridimos;</b> Marakakis, Emmanouil; Kalogerakis, Michael	
14:20 - 14:45	Virtual collaboration exercise as means for experiential learning with ICT and digitalization at Higher Education <b>Authors: von Reusner, Florian;</b> Bresinsky, Markus	
14:45 - 15:10	Design fiction as norm-critical practice <b>Authors: Paxling, Linda</b>	
15:10 - 15:35	Implementing an Adaptive Learning System with the Use of Experience API	

**Day 2 –Tuesday October 31, 2017**

**DLI 2017**

**Session Title: Contextual Learning Design**

15:50 - 16:15 Using Gamification for Supporting an Introductory Programming Course. The Case of ClassCraft in a Secondary Education Classroom.

**Authors: Papadakis, Stamatis;** Kalogiannakis, Michail

16:15 - 16:40 Note Recognizer: Web application for detecting and processing musical characteristics from audio files or microphone in real-time.

**Authors: Malamos, Athanasios;** Fragkopoulos, Markos; Panagiotakis, Spyros

16:40 - 17:05 The Impact of Dynamic Light on Learning Environments. A Review on Methods

**Authors:** Hansen, EllenKathrine; Nielsen, Stine Maria Louring; Georgieva, Diana; **Schledermann, Kathrine Maria**

17:05 - 17:30 Designing User Centred Intelligent Classroom Lighting

**Authors:** Georgieva, Diana; **Schledermann, KathrineMarie;** Louring Nielsen, Stine Maria; Hansen, Ellen Kathrine

17:30 - 17:55 New forms of creative artistic expression through technology: An alternative perspective to education

**Authors: Triantafyllidis, Georgios;** Predescu, Andrei-Ducu

16:15 - 18:00 **Steering & Organizing Committee Meeting**

Best Paper Award & Student Best Paper Award Evaluation

18:00 **Closing ceremony**

Announcement of Best Paper Award & Student Best Paper Award

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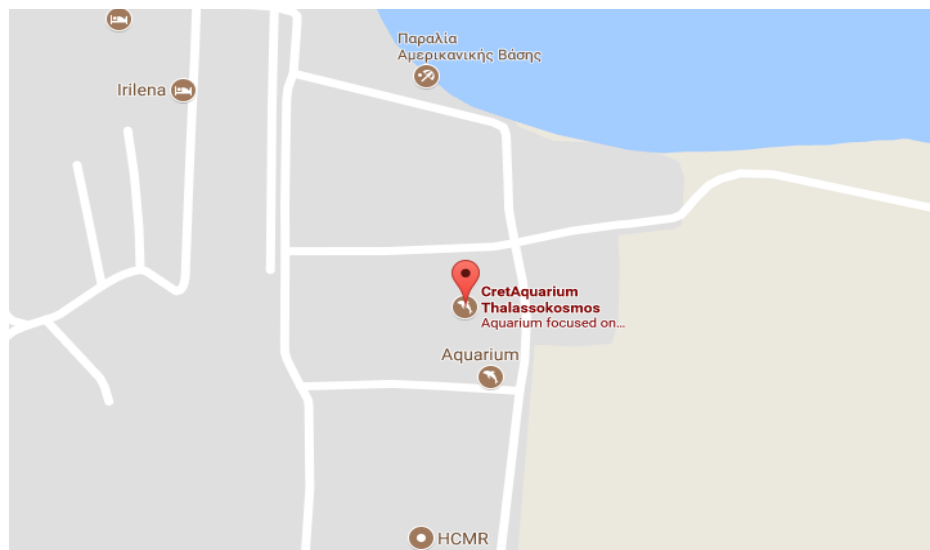


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