

Monday 9th January

9:30 – 10:00 Welcome and introduction

10:00 – 10:30 Coffee

10:30 – 11:30 Paper presentations

The logbook probe: facilitating auto-thick description for evaluation, Jofish Kaye

3E – Expressing emotions and experiences, Marketta Niemelä

Children as Affective Designers: I-Shadows Development Process, Ana Paiva

Affect in digital game worlds: A self-reported evaluation tool within a multi-disciplinary research context, Simon Niedenthal

11:30 – 12:30 Method demonstrations

Station 1: Logbook Probes, Jofish Kaye

Station 2: 3E, Marketta Niemelä

Station 3: I-Shadows, Ana Paiva

Station 4: Self-reported evaluation tool, Simon Niedenthal

12:30 – 14:00 Lunch

14:00 – 17:00 Method demonstrations continued (Coffee during demos).

17:00– 18:00 Ethics

18:00 – 19:00 Poster session + food

Tuesday

9:30 – 10:30 Paper presentations

Integrating User Experience into the Design Process with the Repertory Grid Technique:
Some preliminary Notes, Daniel Fällman

Bodystorming, Tomi Kankainen

Sensual Evaluation Instrument, Katherine Isbister

Wizard of Oz, Fiorella de Rosis

Multi-component assessment of users' responses to web page designs, Ed Sutherland

10:30 – 12:30 Method demonstrations (Coffee during demos)

Station 5: RGT, Daniel Fällman

Station 6: Bodystorming, Tomi Kankainen

Station 7: Sensual Evaluation Instrument, Katherine Isbister

Station 8: WoZ, Fiorella de Rosis

Station 9: Multi-component assessment, Ed Sutherland

12:30 – 14:00 Lunch

14:00 – 17:00 Method demonstrations continued (Coffee during demos)

17:00 – 18:00 PSB meeting

19:30 Dinner in Stockholm

Wednesday

9:30 – 10:30 Paper presentations

Closing the Affective Gap & Opening Up Evaluation, Kirsten Boehner, Cornell University

A Wild Evaluation of Users' Emotional Engagement, Petra Sundström, KTH

10:30 – 11:00 Coffee

11:00 – 11:30 Report from brainstorming session

11:30 – 13:00 Discussion

13:00 – 13:15 Closing

Lunch