Tuesday at a Glance

	Hall F	Hall E1	Hall E2	Hall G	Hall H	Hall D
09:00–10:30	**Opening Plenary – Hall D** — Next Reality: The Future of Connected Everyday – Jun Rekimoto					
11:30–13:00	**DESIGN EXPO** Getting Down to Business	**PAPERS** Keeping Safe	**PAPERS** Managing Multiple Tasks	**PAPERS** Ambient Intelligence	**TO BE ANNOUNCED**	**SPECIAL AREA** What's My Method? A Game Show
14:30–16:00	**PAPERS/ SHORT TALKS** Robots I	**PAPERS** 3D-2D	**PAPERS** Information Management	**PAPERS** Universal Usability	**DEMOS** Computer-Supported Interactions	**PANEL** Video Visions of the Future: A Review
16:30–18:00	**PAPERS/ SHORT TALKS** Robots II	**PAPERS** Speech and Sound	**PAPERS** Collaboration	**PAPERS** In the Classroom	**DEMOS** Engaging the Digital Environment	**PANEL** Connecting With Large Market Customers

Wednesday at a Glance

	Hall F	Hall E1	Hall E2	Hall G	Hall H	Hall D
09:00–10:30	**DESIGN EXPO** Designing the Humane Interface	**PAPERS** Teamwork	**STUDENT COMPETITION** Finalists Presentation	**PAPERS** Stylus, Tap and Text	**PAPERS** Can You Feel Me Now?	**PANEL** Enhancing Independence of Older People
11:30–13:00	**DESIGN EXPO** Stories on UX Design/Panel	**PAPERS** Interruptions, Interrruptions, Interruptions	**STUDENT COMPETITION** Finalists Presentation	**PAPERS** Mobile Text Entry	**PAPERS** Can You See Me Now?	**SPECIAL AREA** Robotics & Transport
14:30–16:00	**PAPERS** Handhelds and Pervasive Computing	**PANEL** Trading Design Spaces	**PAPERS** Morphing, Blending and Pointing	**PAPERS/ SHORT TALKS** Measuring Usability	**DEMOS** Finding Your Way	**SPECIAL AREA** Ambient Intelligence
16:30–18:00	**PAPERS** Games	**CHI FRINGE** Connect	**PAPERS** Search and You Will Find	**PAPERS** Design Methods	**DEMOS** Enabling Alternative Interactions	**INVITED SESSION** Emerging Initiatives in HCI

Thursday at a Glance

	Hall F	Hall E1	Hall E2	Hall G	Hall H	Hall D
09:00–10:30	**NO SESSION**	**PAPERS** Modelling Human-Performance	**PAPERS** Online Trust	**PAPERS** Telephones, Sickness and Affect	**SPECIAL AREA** Mobile Communications	**PANEL** How to Trust Robots Further Than…
11:30–13:00	**NO SESSION**	**PANEL** Mobile Communications	**CHI FRINGE 2** Bots|Borgs	**PAPERS** Multi-Modal Creation	**DEMOS** Games and Virtual Environments	**PANEL** Interface and Interactions in Driving
14:30–16:00	**NO SESSION**	**PAPERS** Tangible Computing	**SPECIAL AREA** European HCI Research	**PAPERS** Sharing Your World	**DEMOS** Visualizing Information	**TO BE ANNOUNCED**
16:30–18:00	**Closing Plenary – Hall D** — The Future of Designing Experiences – Tim Brown					

Tuesday at a Glance

	Hall M	Hall N	Hall I	Hall K	Connectionary	Special Events
					HIGHLIGHT ON EXHIBITS 10:30 – 11:30	**NEWCOMERS ORIENTATION** 10:30 – 11:30 Hall H
	SIG Tips & Tricks for Better Internt'l Usability Test	**TO BE ANNOUNCED**	**SHORT TALKS** Out-of-Pocket Experiences	**SHORT TALKS** Sharing for a Better Tomorrow	**EXHIBITS OPEN** 10:00 – 18:00	**SIGCHI 101 FREE TUTORIAL** 13:15 – 14:15 Hall E1
	HCI OVERVIEWS User Centered Technologies and Society	**SIG** The Untapped World of Video Games	**SHORT TALKS** Tell Me How You Really Feel?	**SHORT TALKS** Feet-back and Other Haptic Happenings		**CONFERENCE RECEPTION** 20:00 – 22:30 Town Hall Vienna
	SIG End Users Creating Software	**SIG** eLearning and Fun	**SHORT TALKS** Hail Ubiquity!	**SHORT TALKS** Mark My Memories		

Wednesday at a Glance

	Hall M	Hall N	Hall I	Hall K	The Commons	Special Events
	SIG Safety-Critical Interaction	**TO BE ANNOUNCED**	**PAPERS** End-User Programming	**SHORT TALKS** Users Have Issues, Too	**INTERACTIVE POSTER HIGHLIGHTS** 10:30 – 11:30	**ACM SIGCHI MEMBERSHIP MEETING** 13:15 – 14:15 Hall E1
	HCI OVERVIEWS Special Needs and Aging	**SIG** Design Techniques for Mobile Apps	**PAPERS** Visualizing Work	**SHORT TALKS** Eye Told You So	**EXHIBITS OPEN** 08:30 – 18:30	**HOSPITALITY RECEPTIONS** 18:30 – 20:30 Conference Center
	HCI OVERVIEWS Global HCI	**SIG** Interactive Information Retrieval Systems	**SHORT TALKS** Social Dot Net	**SHORT TALKS** Web For All, and All For Web		
	SIG Universal Remote Console Standard	**SIG** Accessibility as a Component of Web Research	**SHORT TALKS** Sharing and Caring	**SHORT TALKS** Are You My Type?		

Thursday at a Glance

	Hall M	Hall N	Hall I	Hall K	The Commons	Special Events
	HCI OVERVIEWS Open Source, Patents, and Big Players	**SIG** Asynchronous Learning Networks	**SHORT TALKS** Sensor Sensibility	**SHORT TALKS** Come Play With Me	**INTERACTIVE POSTER HIGHLIGHTS** 10:30 – 11:30	**NONE**
	HCI OVERVIEWS Methodologies, Toolkits, and Performance	**SIG** Context-Sensitive Design	**PAPERS** On-Line Communities	**SHORT TALKS** Hands and Tools	**EXHIBITS OPEN** 08:30 – 16:30	
	SIG Personal Information Management	**SIG** Improving Information Usability	**SHORT TALKS** Truth, Lies, and Usability Tapes	**SHORT TALKS** We Do Windows		