

Event Program: ArtsIT and DLI 2017
October 30 & 31 Heraklion - Crete

ArtsIT & DLI 2017 common activities
Monday October 30, 2017

08:30 - 09:00	Welcome Reception	Next to Kastellaki
08:30 - 18:00	Registration	Next to Kastellaki
09:00 - 09:20	TEI of Crete Vice Rector Prof. M. Tsiknakis Welcome	Room: Kastellaki
	Municipality of Heraklion Welcome	Room: Kastellaki
	EBEH Welcome	Room: Kastellaki

ArtsIT 2017 conference

EACH DELEGATE PRESENTATION MUST TAKE 25 MINUTES MAX - 20 MINUTES + 5 Q & A

09:20 - 09:25	Chair / Welcome addresses	Room: Kastellaki
09:25 - 10:00	KEYNOTE AI That Models Players and Designs Games for Them Speaker: Professor Georgios N. Yannakakis, University of Malta	Room: Kastellaki
10:00 - 10:15 COFFEE/TEA BREAK		
Session chair Panagiotakis S.	Session Title Virtual Reality, Lighting & Spaces	Session Room Kastellaki
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, Nicola; Kraus, Martin	Serubugo, Sule
10:40 - 11:05	Facilitating Asymmetric Collaboration in Room-Scale Virtual Reality for Public Spaces Authors: Serubugo, Sule; Skantarova, Denisa; Evers, Nicola; Kraus, Martin	Serubugo, Sule
11:05 - 11:30	The Post-Virtual Reality: From the Interactive Experience to the Connective Experience Authors: Di Felice, Massimo; Borges Junior, Eli	Di Felice, Massimo
11:30 - 11:55	Designing a Lighting Installation through Virtual Reality Technology - the Brighter Brunshög case study Authors: Boa Kim, Emmanouil Xylakis, Andrei-Ducu Prodescu, Georgios Triantafyllidis, Ellen Kathrine Hansen and Michael Mullins	Xylakis, Emmanouil
11:55 - 12:20	Authoring a Pervasive Serious Game for Reflecting upon Urban Spaces Authors: Santos, Vanessa; Parés Burgués, Roc	Santos, Vanessa

DLI 2017 conference

EACH DELEGATE PRESENTATION MUST TAKE 25 MINUTES MAX - 20 MINUTES + 5 Q & A

09:20 - 09:25	Chair / Welcome addresses	Room: Karouzzou
09:25 - 10:00	KEYNOTE Moving Beyond Boundaries: Rethinking Early Years Learning in a Digital Era Speaker: Professor Eva Brooks, Aalborg University, Denmark	Room: Karouzzou
10:00 - 10:15 COFFEE/TEA BREAK		
Session chair Holte M.	Session Title Body & Mind Education	Session Room Karouzzou
10:15 - 10:40	Detecting depression using voice signal extracted by chatbots: A feasibility study Authors: Roniöts, Alexandros; Tsiknakis, Manolis	Roniöts, Alexandros
10:40 - 11:05	Training the mind: The GARDINER Platform Authors: Vidakis, Nikolas; Skaladaki, Maria; Konstantoulakis, Kostas; Kalikakis, Lefteris; Kalogiannakis, Michail; Vassilakis, Kostas	Kalikakis, Lefteris
11:05 - 11:30	New Entanglements between Instrumental, Shared and Mental Maps in the Exploration of Urban Space: an Experimental Project Authors: Guelton, Bernard	Guelton, Bernard
11:30 - 11:55	Analysis of Motivation in Virtual Reality Stroke Rehabilitation Authors: Epure, Paula; Holte, Michael Boelstoft	Epure, Paula
11:55 - 12:20	A Review on Individual Assessment of Strength Training using Smartphone Applications Authors: Jensen, Nicolai B.K.; Holte, Michael Boelstoft	Jensen, Nicolai B.K.

LUNCH BREAK

12:20 - 13:20 TEI of Crete Rector Prof. G. Papadourakis Welcome			Room: Next to Kastellaki		
13:20 - 13:30			Room: Kastellaki		
Session chair Triantafyllidis G.	Session Title Cognition, Interaction, Motivation & Art-Science Collaboration	Session Room Kastellaki	Session chair Stary C.	Session Title Digital Game-Based Learning	Session Room Karouzzou
13:30 - 13:55	The Impact of Virtual Reality Training on Patient-Therapist Interaction Authors: Christensen, Daniel J.R.; Holte, Michael Boelstoft	Christensen, Daniel J.R.	13:30 - 13:55	Change Of Learning Environment Using Game Production 9E" Theory, Methods And Practice Authors: Kofeod, Lise Busk; Reng, Lars; Schoenau-Fog, Henrik	Kofeod, Lise Busk
13:55 - 14:20	The Influence of Biofeedback on Exercise Correctness and Muscle Activity Authors: Toader, Laurentiu; Jensen, Nicolai B.K.; Holte, Michael Boelstoft	Toader, Laurentiu	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; Charalampikos, Orestis; Glykokokalos, Georgios; Kontokalou, Paterfoni; Kalogiannakis, Michail; Vidakis, Nikolas	Glykokokalos, Georgios
14:20 - 14:45	The Engagement Effect of Players' Agency over their Characters' Motivation Authors: Christensen, Daniel Svejstrup; Jakobsen, Mette; Kraus, Martin	Christensen, Daniel Svejstrup	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	Lasithiotakis, Michail Angelos
14:45 - 15:10	Expressive Human Pose Deformation Based on the Rules of Attractive Poses Authors: Oshita, Masaki; Yamamura, Kei; Honda, Aoi	Oshita, Masaki	14:45 - 15:10	Computer coding at school and game creation Authors: Manassakis, Vasilis; Barbosa, Isabel; Magalhães, Magalhães; Panselinas, Giorgos; Almeida, Castália; Alves, Ermelinda; Matarese, Loredana; Mossa, Pasquale; Baptista, Amílcar; Brandão, Sara; Azevedo, Katarzyna	Panselinas, Giorgos
15:10 - 15:35	Sensory Augmentation: Toward a Dialogue between the Arts and Sciences Authors: de Rooij, Alwin; van Dartel, Michel; Ruhl, Antai; Schraffenberger, Hanna; van Melick, Bente; Bontje, Mathijs; Daams, Mitscha; Witter, Michel	de Rooij, Alwin	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; Skarsouls, Emmanuel	Kalogerakis, Michael

COFFEE/TEA BREAK

15:35 - 15:50			Room: Next to Kastellaki		
Session chair Vassilakis K.	Session Title IGDA Game Accessibility SIG - Research and Development	Session Room Kastellaki	Session chair Papadakis N.	Session Title Learning in Special Education & Inclusion CCI - Child-Computer Interaction	Session Room Karouzzou
15:50 - 16:15	Sound-Product Interaction for Appealing Senses: A Study on Children, Toys and Sounds Authors: Yavuz, Cemil; Akbulut, Dilek; Şik, Aydın	Yavuz, Cemil	15:50 - 16:15	Access Moodle Using Smart Mobile Phones. A case study in a Greek University. Authors: Papadakis, Stamatias; Kalogiannakis, Michail; Sifaki, Eirini; Vidakis, Nikolas	Papadakis, Stamatias
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	Westin, Thomas	16:15 - 16:40	Promoting Inclusion and Global Democratic Citizenship Through Digital Dialogic Collaborative Learning: Diversity Matters! Authors: Sorensen, Elsebeth Korsgaard	Sorensen, Elsebeth Korsgaard
16:40 - 17:05	User Interfaces and 3D Environment Scanning for Game-Based Training in Mixed-Reality Spaces Authors: Krukowski, Artur; Vogiatzaki, Emmanouela	Krukowski, Artur	16:40 - 17:05	Designing Inclusive Reflective Learning with Digital Democratic Dialogue Across Boundaries and Diversities Authors: Sorensen, Elsebeth Korsgaard; Brooks, Eva	Sorensen, Elsebeth Korsgaard

17:05 - 17:25 Introductory Talk to Minoan Civilization by Dr Gareth Owens, Erasmus+ Coordinator, TEI of Crete



18:00 - 20:00

21:00 - 24:00 Gala Dinner