TEI’17
Proceedings of the Eleventh International Conference on Tangible, Embedded, and Embodied Interaction

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Welcome to ACM TEI’17, the 11th-anniversary edition of the International Conference on Tangible, Embedded and Embodied Interactions, hosted at Keio University Graduate School of Media Design, known as Keio Media Design or KMD, in Yokohama, Japan, from March 20th to March 23rd, 2017.

This year’s conference marks TEI’s eleventh anniversary and the first time in Asia.

Welcome to Japan, a country of futuristic innovation with the blend of diverse culture and aesthetics!

The ACM International Conference on Tangible, Embedded and Embodied Interaction (TEI) addresses issues of human-computer interaction, novel tools and technologies, interactive art, and user experience. The work presented at TEI has a strong focus on how computing can bridge atoms and bits into cohesive interactive systems. The intimate size of this single-track conference provides a unique forum for exchanging ideas and presenting innovative work through talks, interactive exhibits, demos, hands-on studios, posters, art installations and performances.

The 11th TEI conference one year after the ten-year anniversary should set an outlook about the future directions of the community and the research. Therefore, we feel it is significant that the conference is hosted in Asia. In this new chapter, we are creating and experiencing the future together at TEI 2017. Related to past and future there is a fitting Japanese pro-verb: 温故知新 (On-ko-chi-shin). It means “you need to recall the past to understand the future” in English. We modified it slightly, as a tagline for our theme: “recall your past to grasp the future”. More than most other academic venues in the interaction area, the TEI community understands that our mind is embodied, so to design the future we need to grasp it. We welcome contributions and experiences that touch our future lives, wellbeing, productivity etc.

TEI’17 hosts a four-day program, starting on Monday March 20th with the Graduate Student Consortium and a series of Studios that engage participants in making tangible interfaces and interactions. The main program starts with an opening keynote on Tuesday March 21st by Natalie Jeremijenko, followed by talks on tangible applications for domains ranging from health to ideation in the morning and poster, demonstration and work-in-progress sessions in the afternoon, in which projects from Student Design Challenge, with the theme of Reality from Sci-Fi are on display for audience interaction and judging. Wednesday’s sessions discuss frameworks and principles for tangible interaction, present projects that make science tangible, and introduce new materials and fabrication techniques. On Thursday March 23rd, we have Seiichi Saito from Rhizomatiks giving a keynote, followed by talk sessions about novel experiences, and body and aesthetics.

This year we received 151 submissions to the Papers track. A total of 41 papers were selected after a double-blind peer review process of at least three reviewers and a meta-reviewer, resulting an acceptance rate of 27%.

For the Work-in-Progress track we received 87 submissions, which were subjected to a double-blind peer review process of two reviewers each. This resulted in 39 accepted submissions, making for an acceptance rate of 44.8%.
We thank all the authors, all the chairs and members of the organizing committee, the program committee and external reviewers, the local organizing committee, the sponsors, supporters and partners, and the TEI steering committee, together, we make TEI what it is, an exciting venue for sharing research and work on creative innovations. Let’s invent the future with Tangible, Embedded and Embodied Interactions!

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Table of Contents

TEI'17 Conference Organizing Committee .............................................................................................................xii

Session: Tangible Applications

- The Blue Studio: Designing an Interactive Environment for Embodied Multi-Stakeholder Ideation Processes ...........................................................................................................1
  Philemonne Jansma (Eindhoven University of Technology), Dorothé Smit (University of Salzburg),
  Jelle van Dijk (University of Twente), Thomas Latcham (Interactive RI.SE ICT),
  Ambra Trotto (Interactive RI.SE ICT & Umeå University),
  Caroline Hummels (Eindhoven University of Technology)

- Polipo – A Tangible Toy for Children with Neurodevelopmental Disorders .......................................................11
  Victoria Tam (Massachusetts Institute of Technology),
  Mirko Gelsomini (Politecnico di Milano & Massachusetts Institute of Technology),
  Franca Garzotto (Politecnico di Milano)

- Design Directions for Media-Supported Collocated Remembering Practices ....................................................21
  Mendel Broekhuizen (Eindhoven University of Technology & University of Technology Sydney),
  Elise van den Hoven (University of Technology Sydney, Eindhoven University of Technology,
  University of Dundee, & Macquarie University),
  Panos Markopoulos (Eindhoven University of Technology & University of Technology Sydney)

- Wobble: Shaping Unobtrusive Reminders for Prospective Memories in the Home Context .................................31
  Jan Zekveld, Saskia Bakker (Eindhoven University of Technology),
  Annemarie Zijlema (University of Technology Sydney & Eindhoven University of Technology),
  Elise van den Hoven (University of Technology Sydney, Eindhoven University of Technology,
  University of Dundee, & Macquarie University)

- Window-Shaping: 3D Design Ideation by Creating on, Borrowing from, and Looking at the Physical World .................................................................37
  Ke Huo, Vinayak, Karthik Ramani (Purdue University)

Session: Expanding Foundations

- Designing for Embodied Being-in-the-World: Two Cases, Seven Principles and One Framework ..........................47
  Jelle van Dijk (University of Twente), Caroline Hummels (Eindhoven University of Technology)

- What a Life! Building a Framework for Constructive Assemblies .......................................................................57
  Joanne Leong, Florian Perteneder, Hans-Christian Jetter, Michael Haller
  (University of Applied Sciences, Upper Austria)

- Un-Crafting: De-Constructive Engagements with Interactive Artifacts .............................................................67
  Martin Murer, Verena Fuchsberger (University of Salzburg),
  Manfred Tscheligi (University of Salzburg & Austrian Institute of Technology)

- Texture Metaphors and Tangible Interaction: No Smooth Relationship? ...............................................................79
  Jörn Hurtienne, Daniel Reinhardt (Julius-Maximilians-Universität)

- Interactive Architecture: Exploring and Unwrapping the Potentials of Organic User Interfaces .........................89
  Sara Nabil (Newcastle University), Thomas Plötz (Newcastle University & Georgia Institute of Technology),
  David S. Kirk (Northumbria University)

Session: Making Science Tangible

- Tangible mtDNA: A Tangible Tabletop System for Exploring Genetic Mutations on Mitochondrial DNA Cancer Data ..............................................................................................................101
  Roozbeh Manshadi, Nauman Baig, Sean DeLong, Shahin Khayyer, Brian East (Ryerson University),
  Ali Mazalek (Ryerson University & Georgia Institute of Technology)
• BacPack: Exploring the Role of Tangibles in a Museum Exhibit for Bio-Design ..........111
  Anna Loparev, Lauren Westendorf, Margaret Flemings, Jennifer Cho (Wellesley College),
  Romie Littrell, Anja Scholze (The Tech Museum of Innovation), Orit Shaer (Wellesley College)

• Toward Wearable App Design for Children’s In-the-world Science Inquiry ............121
  Sharon Lynn Chu, Brittany Garcia (Texas A&M University)

Session: Fabrication and New Materials

• FoldMecha: Exploratory Design and Engineering of Mechanical Papercraft .............131
  Hyunjoo Oh, Jeeeu Kim, Cory Morales (University of Colorado at Boulder),
  Mark Gross, Michael Eisenberg (University of Colorado), Sherry Hsi (Concord Consortium)

• UTAP - Unique Topographies for Acoustic Propagation: Designing Algorithmic
  Waveguides for Sensing in Interactive Malleable Interfaces ................................141
  Jan Rod (Keio University),
  David Collins (Singapore University of Technology and Design & Massachusetts Institute of Technology),
  Daniel Wessolek, Thavishi Ilandara, Ye Ai, Hyowon Lee, Suranga Nanayakkara
  (Singapore University of Technology and Design)

• Flexy: Shape-Customizable, Single-Layer, Inkjet Printable Patterns
  for 1D and 2D Flex Sensing ..................................................................................153
  Nirzaree Vadgama, Jürgen Steimle (Saarland University)

Session: Novel Experiences

• Bendy: Exploring Mobile Gaming with Flexible Devices ........................................163
  Jessica Lo (Eindhoven University of Technology & Carleton University), Audrey Girouard (Carleton University)

• End-User Protootyping of Cross-Reality Environments ..........................................173
  Andrea Bellucci, Telmo Zarraonandia, Paloma Díaz, Ignacio Aedo (University Carlos III of Madrid)

• Virtual Lemonade: Let’s Teleport Your Lemonade! ..................................................183
  Nimesha Ranasinghe, Pravar Jain, Shienny Karwita (National University of Singapore),
  Ellen Yi-Luen Do (National University of Singapore & Georgia Institute of Technology)

• LaserViz: Shared Gaze in the Co-Located Physical World .....................................191
  Vincent van Rhenen (University of Salzburg & Eindhoven University of Technology),
  Bernhard Maurer, Dorothée Smit, Martin Murer (University of Salzburg),
  Manfred Tscheligi (University of Salzburg & AIT Austrian Institute of Technology)

Session: Body and Aesthetics

• Bio-Sensed and Embodied Participation in Interactive Performance .....................197
  Asreen Rostami, Donald McMillan (Stockholm University),
  Elena Márquez Segura (Uppsala University & University of California, Santa Cruz),
  Chiara Rossito (Stockholm University), Louise Barkhuus (IT University of Copenhagen (ITU))

• Torrent: Integrating Embodiment, Physicalization and Musification
  in Music-Making ......................................................................................................209
  Aura Pon, Eric Pattison, Lawrence Fyfe, Laurie Radford, Sheelagh Carpendale (University of Calgary)

• Collective Loops — Multimodal Interactions Through Co-located Mobile Devices
  and Synchronized Audiovisual Rendering Based on Web Standards .......................217
  Norbert Schnell, Benjamin Matuszewski, Jean-Philippe Lambert,
  Sébastien Robaszkiewicz (IRCAM Centre Pompidou),
  Oussama Mubarak, Dominique Cunin, Samuel Bianchini (EnsadLab), Xavier Boissarie, Gregory Cieslik (Orbe)

• Learning from the Crackle Exhibition ...................................................................225
  Kristina Andersen (STEIM), Nicholas Ward (University of Limerick)

• Tacit Narratives: Surfacing Aesthetic Meaning by Using Wearable
  Props and Focusing .................................................................................................233
  Claudia Núñez-Pacheco, Lian Loke (University of Sydney)
Session: Demos and Posters

- **Designing and Making the Datacatchers: Batch Producing Location-Aware Mobile Devices** ........................................... 243
  Andy Boucher, William Gaver (Goldsmiths, University of London),

- **Data Flow, Spatial Physical Computing** ................................................................. 253
  Alvaro Cassinelli, Daniel Saakes (Korea Advanced Institute of Science and Technology)

- **Button+: Supporting User and Context Aware Interaction through Shape-Changing Interfaces** ........................................... 261
  Jihoon Suh (University of Washington), Wooshik Kim (Korea Advanced Institute of Science and Technology),
  Andrea Bianchi (Korea Advanced Institute of Science and Technology)

- **LangWidgets: A Tangible Navigation System for Semantic Fields** ........................................... 269
  Alisa Goikman (Austrian Academy of Sciences)

- **An Exploration of Mobile Shape-Changing Textures** ........................................... 275
  Eve Hoggen (Aarhus University & Aalto University), Yi-Ta Hsieh, Kalle Myllymää (University of Helsinki),
  Vuokko Lantz (Emberion Oy), Johan Kildal (IK4-Tekniker), Julian Eiler (Aalto University),
  Giulio Jacucci (University of Helsinki)

- **3D-modeling and 3D-printing Explorations on Japanese Tea Ceremony Utensils** 283
  Pierre Lévy, Shigeru Yama (Eindhoven University of Technology)

- **Expected Behavior and Desired Appearance of Insect-Like Desk Companions** ........................................... 289
  Diana Löffler, Alexandra Kaul, Jörn Hurtienne (Würzburg University)

- **Needle as Input: Exploring Practice and Materiality When Crafting Becomes Computing** ........................................... 299
  Sarah Schoemann, Michael Nitsche (Georgia Institute of Technology)

- **Sketching-in-Light: Enabling Hybrid Prototyping of Low-Resolution Lighting Displays** ........................................... 309
  Marius Hoggenmueller (University of Munich (LMU) & The University of Sydney),
  Alexander Wietzoff (University of Munich (LMU)), Martin Tomitsch (The University of Sydney)

- **AWElectric: That Gave Me Goosebumps, Did You Feel It Too?** ........................................... 315
  Kristin Neidlinger (Sensoree Design Lab), Khiet P. Truong (University of Twente),
  Caty Telfair (University of California, Berkeley), Loe Feijis (Technical University Eindhoven),
  Edwin Dertien, Vanessa Evers (University of Twente)

- **Popfab: A Case for Portable Digital Fabrication** ........................................... 325
  Nadya Peek (Massachusetts Institute of Technology), Ilan Moyer (Shaper Tools Inc.)

- **Combining Practices in Craft and Design** ................................................................. 331
  Clement Zheng (Georgia Institute of Technology & National University of Singapore),
  Michael Nitsche (Georgia Institute of Technology)

- **SqueezaPulse: Adding Interactive Input to Fabricated Objects Using Corrugated Tubes and Air Pulses** ........................................... 341
  Liang He (University of Maryland), Gierad Laput, Eric Brockmeyer (Carnegie Mellon University),
  Jon E. Froehlich (University of Maryland)

- **Experience and Ownership with a Tangible Computational Music Installation for Informal Learning** ........................................... 351
  Anna Xambó (Georgia Institute of Technology), Brigid Drozda (Museum of Design Atlanta),
  Anna Weisling, Brian Magerko, Marc Hue, Travis Gasque, Jason Freeman (Georgia Institute of Technology)

- **Kinetic Pelvic Limb Model to Support Students’ Understanding of Spatial Visualization in Gross Anatomy** ........................................... 361
  Erica Malone, Jinseil Hwaryoung Seo, Michelle Pine, Brian Smith (Texas A&M University)

- **The Haptic Body Scale: Designing Imprecision in Times of the Quantified Self** ........................................... 367
  Anne Wohlrauf (Universität der Künste Berlin), Fabian Hemmert (Bergische Universität Wuppertal),
  Reto Wettach (Fachhochschule Potsdam)
Session: Works in Progress

- **WireMolding: 3D Modeling Approach Involving Molding with Wire** ................................................................. 375
  Kazumi Yoshimura, Keita Watanabe (Meiji University)

- **A Thermal Pattern Design for Providing Dynamic Thermal Feedback on the Face with Head Mounted Displays** .................................................................................................................................................. 381
  Zikun Chen, Roshan Lalitha Peiris, Kouta Minamizawa (Keio University)

- **Quantifying Children’s Engagement with Educational Tangible Blocks** ................................................................. 389
  Jaewon Cho, Junwoo Yoo, Ju-young Shin, Jun-dong Cho (Sungkyunkwan University), Andrea Bianchi (Korea Advanced Institute of Science and Technology)

- **HapticAid: Haptic Experiences System Using Mobile Platform** ......................................................................................... 397
  Tomosuke Maeda, Keitaro Tsuchiya, Roshan Peiris (Keio University Graduate School of Media Design (KMD)), Yoshihiro Tanaka (Nagoya Institute of Technology), Kouta Minamizawa (Keio University Graduate School of Media Design (KMD))

- **Escaping Chair: Furniture-Shaped Device Art** ................................................................................................................ 403
  Takeshi Oozu, Aki Yamada, Yuki Enzaki, Hiroo Iwata (Tsukuba University)

- **devEyes: Tangible Devices on Augmented Passive Surfaces** ............................................................................................. 409
  Liviu Coconu (Independent Researcher), Hans-Christian Hege (Zuse Institut Berlin (ZIB))

- **Grassffiti: Drawing Method to Produce Large-scale Pictures on Conventional Grass Fields** ........................................ 413
  Yuta Sugiru (Keio University), Koki Toda (The University of Tokyo), Takashi Kikuchi (Keio University), Takayuki Hoshi (The University of Tokyo), Youichi Kamiyama (Keio University), Takeo Igarashi, Masahiko Inami (The University of Tokyo)

- **Sprite Catcher: A Handheld Self-Reflection and Mindfulness Tool for Mental Healthcare** ........................................ 419
  Matthew Barker, Janet Van der Linden (The Open University)

- **Balance, Cogito and Dott: Exploring Media Modalities for Everyday-life Reflection** ................................................... 427
  Ine Mols (Eindhoven University of Technology & University of Technology Sydney), Elise van den Hoven (University of Technology Sydney, Eindhoven University of Technology, Macquarie University, & University of Dundee), Berry Eggen (Eindhoven University of Technology)

- **Designing Swing Compass with Liveliness: From Personal to Public Interactions** ......................................................... 435
  Kenny K. N. Chow (The Hong Kong Polytechnic University)

- **Felted Paper Circuits Using Joomchi** .......................................................................................................................... 443
  Nicholas A. Knouf (Wellesley College)

- **Field Computing: Wearable Devices for Citizen Science** ................................................................................................. 451
  Jen Liu (Carnegie Mellon University)

- **Demulti Display: A Multiplayer Gaming Environment for Mitigating the Skills Gap** .................................................... 457
  Shogo Yamashita, Akira Matsuda, Natsuki Hamanishi (The University of Tokyo), Shunichi Suwa (Sony Computer Science Laboratories, Inc), Jun Rekimoto (The University of Tokyo & Sony Computer Science Laboratories)

- **Exploring a Modular Approach to Redesigning Interfaces for Physical Interactive Devices** ........................................ 465
  Michael D. Jones, Casey Walker, Zann Anderson, Candice Lusk, Andrew Bryce (Brigham Young University)

- **Tangible Audio Game Development Kit: Prototyping Audio Games with a Tangible Editor** ........................................... 473
  Michael Urbaneke, Florian Güldenpfennig (Technische Universität Wien)

- **Extending the Design Space of Tangible Objects via Low-Resolution Edge Displays** .................................................. 481
  Ahmed Sabbir Arif, Brien East, Sean DeLong, Roozbeh Manshaei (Ryerson University), Aparna Gupta, Manasvi Lalwani (Georgia Institute of Technology), Ali Mazalek (Ryerson University & Georgia Institute of Technology)
• **ForceClicks: Enabling Efficient Button Interaction with Single Finger Touch** ..................489
  Sangeon Yong, Edward Jangwon Lee (Korea Advanced Institute of Science and Technology),
  Roshan Peiris (Keio University), Liwei Chan (National Chiao Tung University),
  Juhan Nam (Korea Advanced Institute of Science and Technology)

• **My Tablet Is Moving Around, Can I Touch It?** ..............................................................495
  Alejandro Catala, Mariët Theune, Dirk Heylen (University of Twente)

• **Vital+Morph: A Shape-changing Interface for Remote Biometric Monitoring** ...............503
  Alberto Boem, Kai Sasaki, Shiori Kano (University of Tsukuba)

• **Designing Interactive Systems for Balance Rehabilitation after Stroke** .........................511
  Héctor A. Caltenco, Anna Olsson, Afshin Aliyari, Charlotte Magnusson (Lund University),
  David McGookin, Mikko Kytö (Aalto University),
  Ingibjörg Hjaltadóttir, Thóra B. Hafsteinssdóttir, Helga Jónsdóttir, Ingibjörg Bjartmarz (University of Iceland)

• **Nellodee 1.0: A Living Book to Enhance Intimacy with Head Gestures and Kinetic Typography** ..............................................................517
  Sanghyun Yoo (Arizona State University), Chandana Lakshminarayana (University of California, San Diego),
  Avinandan Sugimoto, Ko Sugimoto, Kano Sugimoto (Korea Advanced Institute of Science and Technology)

• **Exploring Eyes-free Interaction with Wrist-Worn Deformable Materials** .......................521
  Victor Cheung, Alex Keith Eady, Audrey Girouard (Carleton University)

• **Human and Dog: An Experimental Game using Unequal Communication Mechanic** ......529
  Hsincheng Hou, Kuan-Ting Chou, Mike Y. Chen (National Taiwan University)

• **Vibrette: Aiding Smoke Cessation with Tangible Game Devices** ..................................537
  Michael Urbanek, Peter Fikar, Roman Ganhö, Michael Habiger, Hilda Tellioğlu (Technische Universität Wien)

• **EchoSnap and PlayableAle: Exploring Audible Resonant Interaction** ..........................543
  Peter Bennett (University of Bristol), Christopher Haworth (University of Leeds),
  Gascia Ouzounian (University of Oxford), James Wheale (Pervasive Media Studio)

• **InstructiBlocks: Designing with Ambiguous Physical-Digital Models** .........................551
  Peter Bennett, Mike Fraser, Duncan Boa, Ben Hicks (University of Bristol)

• **Elsa: Temporary Ice Jet 3D Printing** ...............................................................559
  Hiroki Fujia (Tokyo University of Technology), Akito Nakano (Keio University),
  Hisakazu Hada (Tokyo University of Technology)

• **HoloMuse: Enhancing Engagement with Archaeological Artifacts through Gesture-Based Interaction with Holograms** ..........................................................565
  Christina Pollalis, Whitney Fahnbulleh, Jordan Tynes, Orit Shaer (Wellesley College)

• **Corus: A Holographic Candle System with Intuitive Gestural Interaction and Ambient Feedback to Promote Co-Sleeping** ..........................................................571
  Meric Corus, Aivi Hormia, Anna Kytö, Juhani Heikkinen, Hilda Tellioğlu (Tampere University of Technology)

• **Eyewear to Make Me Smile – Can Electric Muscle Stimulation Increase Happiness?** ....579
  Lai Yan-Chin, YuanLing Feng, Kai Kunze, Junich Fahnbulleh, Takuro Nakao (Keio University)

• **Spatial Calibration of Airborne Ultrasound Tactile Display and Projector-Camera System Using Fur Material** ..........................................................583
  Shigo Ko, Yuta Itoh, Yuta Sugiura (Keio University), Takayuki Hoshi (The University of Tokyo),
  Maki Sugimoto (Keio University)

• **DOK: Enhancing Child Patient Empowerment** ..........................................................589
  Marleen Van Bergeijk, Bart Hengeveld (Technische Universiteit Eindhoven),
  Selma Otto (Wilhelmina Kinderziekenhuis)

• **Tangible Interaction for Stroke Survivors: Design Recommendations** ............................597
  Charlotte Magnusson, Héctor A. Caltenco (Lund University), David McGookin, Mikko Kytö (Aalto University),
  Ingibjörg Hjaltadóttir, Thóra B. Hafsteinssdóttir, Helga Jónsdóttir, Ingibjörg Bjartmarz (University of Iceland)

• **Iyagi: An Immersive Storytelling Tool for Healthy Bedtime Routine** ............................603
  Manya Krishnaswamy, Bori Lee, Chirag Murthy, Hannah Rosenfeld, Austin S. Lee (Carnegie Mellon University)
Graduate Student Consortium

- **TurnTable: Towards More Equivalent Turn-Taking** .......................................................... 609
  Carolyn Fu (Massachusetts Institute of Technology), Kritika Dhanda (Harvard University),
  Marc Exposito (Massachusetts Institute of Technology), Haeyoung Kim (Harvard University),
  Yan Zhang (Massachusetts Institute of Technology)

- **Developing a Tangible Gaming Board for Post-Stroke Upper Limb Functional Training** .......................................................... 617
  Pan Wang, Gerald Choon Huat Koh, Christian Gilles Boucharenc,
  Tian Ma Xu (National University of Singapore), Hamasaki (HIKARISOFT Co. Ltd.),
  Ching Chuan Yen (Singapore Institute of Technology)

- **BalnSAR - Using Spatial Augmented Reality to Train Children’s Balancing Skills in Physical Education** .......................................................... 625
  Danica Mast, Michel Bosman, Sylvia Schipper, Sanne de Vries (The Hague University of Applied Sciences)

- **ShapeShift: Mediating User Interaction Through Augmented Shading and Shadow** ............. 633
  Dixon Lo, Jiyoung Ko, Austin Lee (Carnegie Mellon University)

- **Seamless Multithread Films in Virtual Reality** .......................................................... 641
  Oneris Daniel Rico Garcia, Benjamin Tag, Naohisa Ohta, Kazunori Sugiura (Keio University)

**Session: Arts and Performance**

- **Sparkly: Designing “Sparkle” of Interactive Jewelry** .......................................................... 647
  Maho Oki, Koji Tsukada (Future University Hakodate)

- **Second Skin: An Exploration of eTextile Stretch Circuits on the Body** .......................................................... 653
  Rachel Freire (Rachel Freire Studio), Cedric Honnet (DataPaulette), Paul Strohmeier (University of Copenhagen)

- **Brighter than a Thousand Suns: A Uniform to Detect and Display Radiation** .......................................................... 659
  Susamma Hertrich (Academy of Art and Design FHNW), Aikotshi Honda (Ahonda.org)

- **Distorted Reality: Augmented 3D Photogrammetry Over HoloLens™** .......................................................... 665
  Denis Vlieghe (Cube-zero), Austin S. Lee, Wayne Chung (Carnegie Mellon University)

- **InTouch Wearables: Exploring Ambient Remote Touch in Child-Parent Relationships** .......................................................... 671
  Jinsil Hwayoung Seo, Annie Sungkajun, Meghan Cook (Texas A&M University)

- **Tea with Crows: Experiencing Proactive Ubiquitous Technology by Interactive Art** .......................................................... 677
  Young Suk Lee (Indiana University)

**Graduate Student Consortium**

- **The Design and Evaluation of Embodied Interfaces for Supporting Spatial Ability** ............. 681
  Jack Shen-Kuen Chang (Purdue University & Ryerson University)

- **Designing Gaze Simulation for People with Visual Disability** .......................................................... 685
  Shi Qiu (Eindhoven University of Technology)

- **Communicating Built Heritage Information Using Tangible Interaction Approach** ............. 689
  Eslam Nofal (KU Leuven & Assiut University), Rabee M. Reffat (Assiut University),
  Andrew Vande Moere (KU Leuven)

- **Design of Age-Inclusive Tangible User Interfaces Using Image-Schematic Metaphors** .......................................................... 693
  Robert Tschan (University of Würzburg)

- **Coupling Motion and Perception in Body Based UI** .......................................................... 697
  Paul Strohmeier (University of Copenhagen)

- **Exploring Bio-Inspired Soft Fluidic Actuators and Sensors for the Design of Shape Changing Tangible User Interfaces** .......................................................... 703
  Kristian Gohlke (Bauhaus-Universität Weimar)

- **Negotiating Ambiguity in Describing Fabrics Through Technology** .......................................................... 707
  Anamary Leal (Virginia Tech)
[X]Changing Perspectives: Designing a Product Service System for Participatory Sensemaking in Multi-Stakeholder Dynamics around Public Issues ...................................................... 711
Philemonne Jaasma, Evert Wolters (Eindhoven University of Technology)

Maintaining and Constraining Performer Touch in the Design of Digital Musical Instruments ...................................................................................................................... 717
Robert H. Jack, Tony Stockman, Andrew McPherson (Queen Mary, University of London)

Performing with Technology ...................................................................................................................... 721
Asreen Rostami (Stockholm University)

Exploring Advance Interactions for Augmented Reality: From Casual Activities to In-Situ 3D Modeling ...................................................................................................................... 725
Ke Huo (Purdue University)

Student Design Challenge

Knock Knock to Unlock: A Human-centered Novel Authentication Method for Secure System Fluidity ...................................................................................................................... 729
Marisa Lu, Gautam Bose, Austin Lee, Peter Scupelli (Carnegie Mellon University)

Paranovirus: Bridging Realities Using Digital Media Simulations ...................................................................................................................... 733
Aaron Cook (Illinois Institute of Technology)

Interactive Wall: Dynamic Structure in Living Spaces ...................................................................................... 739
Arielle Chapin (Brown University)

The Sixth Sense: Augmenting Sensory Perception through Critical Design ...................................................................................................................... 745
Awais Hameed Khan, Alyssa DiSalvo, Ki Wang Ng, Shiva Balachandran, Trevor Hunter, Peter Worthy (The University of Queensland)

Phenomenologically Augmented Reality with New Wearable LED Sequential Wave Imprinting Machines ...................................................................................................................... 751
Pete Scourboutakos, Max Hao Lu, Sarang Nerker (University of Toronto),
Steve Mann (University of Toronto & WearTech™ Foundation)

MIDI Motion: Interactive Music Composition Gloves ...................................................................................... 757
Kristofer Klipfel (University of Colorado, Boulder)

Star-Force: A Playful Implementation of the Jedi-force ...................................................................................... 761
Shubham Jain, Shubham Sharma, Dhawal Babbar (Guru Gobind Singh Indraprastha University)

Studies

The Body as a Source of Aesthetic Qualities for Design: Explorations and Techniques ...................................................................................................................... 767
Claudia Núñez-Pacheco, Lian Loke (University of Sydney)

Paper Machines .............................................................................................................................................. 771
Hyeong Oh (University of Colorado, Boulder), Sherry Hsi (Concord Consortium),
Kristofer Klipfel, Mark D. Gross (University of Colorado, Boulder)

We-Coupling! Designing New Forms of Embodied Interpersonal Connection ...................................................................................................................... 775
Robb Mitchell (University of Southern Denmark), Jun Nishida (University of Tsukuba),
Enrique Encinas (University of Northumbria), Shunichi Kasahara (Sony CSL & Tokyo University)

Participatory Design 101: Co-Creating Tangible User Interfaces to Enrich a Business Trip Experience ...................................................................................................................... 781
Marie Beuthel, Anne Wohlauf (Berlin University of the Arts)

Author Index .............................................................................................................................................. 785
TEI’17 Conference Organizing Committee

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