

COGNITION AND ARTIFICIAL INTELLIGENCE FOR HUMAN-CENTRED DESIGN

Saturday Aug 19 2017 (Full day) / Workshop 24

<http://hcc.uni-bremen.de/codesign2017/workshops/melbourne/>

Venue / RMIT Building 80 / Level 4, Room 24
RMIT University Building 80 (also known as SAB or Swanston Academic Building)
445 Swanston Street , Melbourne, Victoria, 3000

An Initiative of CoDesign 2017

CoDesign 2017 / <http://hcc.uni-bremen.de/codesign2017>

WORKSHOP PROGRAMME

09:00 – 09:30

SESSION I / Workshop opening /

09:00 – 09:15

Workshop Overview

09:15 – 09:30

Introductions (with one-slide overview)

(one minute per presentation)

09:30 – 10:00

SESSION 2 / PRESENTATIONS /

09:30 – 10:00

Modeling spatial auditory attention: handling equiprobable attended locations

by: Jaelle Scheuerman, K. Brent Venable, Maxwell T. Anderson, Edward J. Golob

10:00 – 10:30 / COFFEE BREAK

**10:30 – 12:30
SESSION 3 / PRESENTATIONS /**

10:30 – 11:00

Natural Emotions as Evidence of Continuous Assessment of Values, Threats and Opportunities in Humans, and Implementation of These Processes in Robots and Other Machines

by: Jean-Daniel Dessimoz

11:00 – 11:30

Approaches to Embed Bio-inspired Computational Algorithms in Educational and Serious Games

by: Michela Ponticorvo, Angelo Rega, Andrea Di Ferdinando Davide Marocco and Orazio Miglino

11:30 – 11:50

Estimating Position of Bio Electric Potential Dataset as A Natural Sensor using Time Series Approach

by: Imam Tahyudin, Hidetaka Nambo

11:50 – 12:10

Towards A Dual Process Approach to Computational Explanation in Human-Robot Social Interaction

by: Agnese Augello, Ignazio Infantino, Antonio Lieto, Umberto Maniscalco, Giovanni Pilato, Filippo Vella

12:10 – 12:30

Knowledge Explication: Current situation and future prospects

by: Satoshi Nishimura, Ken Fukuda, Takuichi Nishimura

12:30 – 14:00 / LUNCH BREAK

**14:00 – 16:00
SESSION 3 / PRESENTATIONS /**

14:00 – 14:20

Spatial Cognition, AI, and HCI — A Confluence for Human-Centred Design

by: Mehul Bhatt

14:20 — 14:40

Designing with citizens: Challenges and evaluation methods for crowd-sourced urban layouts

by: Johannes Mueller and Hangxin Lu

14:40 — 15:00

Inferring the Geographic Focus of Stories Using Crowdsourced Knowledge Bases

by: Christos T. Rodosthenous and Loizos Michael

15:00 — 15:20

Crowd Sourced Co-design of Floor Plans using Simulation Guided Games

by: Brandon Haworth, Muhammad Usman, Nilay Chakraborty, Glen Berseth, Petros Faloutsos and Mubbasir Kapadia

15:20 — 15:40

Towards an Information-Theoretic Framework for Quantifying Wayfinding Information in Virtual Environments

by: Rohit K. Dubey, Mubbasir Kapadia, Tyler Thrash, Victor R. Schinazi , and Christoph Hoelscher

15:40 — 16:00

Static and Dynamic Analysis in Computer-Aided Human-Centric Environment Design

by: Brandon Haworth, Muhammad Usman, Glen Berseth, Mubbasir Kapadia and Petros Faloutsos

16:00 — 18:00

SESSION 4 / GROUP DISCUSSIONS WITH COFFEE BREAK

16:00 — 16:30

COFFEE + DISCUSSIONS

16:30 — 18:00

SUB-GROUP DISCUSSIONS AND REPORTING BACK

18:00 — 18:15 (approx)

WORKSHOP CLOSURE