Proceedings of the
2016 International Working Conference on
Advanced Visual Interfaces

June 7-10, 2016 - Bari, Italy

General Chair: Maria Francesca Costabile
Program Chairs: Paolo Buono and Maristella Matera

Editors:
Paolo Buono, Rosa Lanzilotti, Maristella Matera

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It is my great pleasure to welcome you to ACM AVI 2016, the 13th edition of the Conference on Advanced Visual Interfaces. After 22 years, AVI is held again in Bari at the Hotel Villa Romanazzi Carducci, organized under the patronage of the University of Bari Aldo Moro and in cooperation with ACM SIGs and EUSSET.

This biannual appointment started in 1992 in Rome when, with Tiziana Catarci and Stefano Levialdi of Sapienza University of Rome, we conceived and organized the workshop on “Advanced Visual Interfaces”, the first international event on Human-Computer Interaction (HCI) issues promoted in Italy by ICT scientists. Since then, the AVI conferences are held every two years and have become well appreciated by the international community, attracting experts with a broad range of backgrounds, coming from all over the world and sharing a common interest on HCI, with the aim of making technology effective and useful for all people in their daily life. Because of advanced technology and new possibilities for user interaction, AVI has broadened the topics it covers, still keeping its main focus on the conception, design, implementation and evaluation of novel visual interfaces.

While rooted in Italy, AVI is a true international conference with respect to nationality of participants, authors of papers, and program committee members. The mixture of carefully selected research contributions paired with cordial Italian hospitality creates a unique conference atmosphere, which has made AVI an internationally recognized brand. The hotel Villa Romanazzi Carducci, which hosts AVI 2016, provides the right context for welcoming the AVI participants, thanks to its liberty-period villa immersed in a beautiful park with a large variety of trees.

I would like to dedicate AVI 2016 to the memory of Stefano Levialdi, who passed away in July 2015. Stefano was a pioneer of Computer Science in Italy. He was fascinated by the possibility that machines could recognize, understand, and reason. He worked for many years in pattern recognition, on parallel algorithms for image processing and languages for parallel computers. He created the Italian Chapter of IAPR (International Association for Pattern Recognition). He was one of the four researchers that in 1984 started the International Workshop on Visual Languages, sponsored by IEEE, which is still alive as the annual Symposium on Visual Languages and Human-Centric Computing. Stefano loved his work and dedicated plenty of energy to it. He had a very positive attitude and was a remarkably optimistic person. Before being a colleague, he was a friend of his collaborators. He enjoyed working with many people, and he published papers with more than 150 different international co-authors. Several of us had the pleasure to work with Stefano. I was very lucky to have him as a caring mentor and a great friend. He gave to all of us just as many important contributions to the literature as he did beautiful memories.

With this, welcome you all to AVI 2016. We have worked hard to make this conference as pleasurable for you as possible, and we hope you will truly enjoy it.

Maria Francesca Costabile
AVI 2016 General Chair
The 13th edition of the Conference on Advanced Visual Interfaces (Bari, June 7-10 2016) attracted a relevant collection of submissions on different topics, with a main focus on Information Visualization and design and evaluation of advanced user interfaces. The review process resulted into a strong scientific program that well represents current research and developments in the field. World leading researchers, from 22 different countries and 4 continents (Europe, America, Asia, and Australia) will present their work in 27 long papers, 17 short papers, 30 posters, 6 hands-on demos, and 5 workshops.

Paper selection involved a highly qualified group of researchers. A rigorous peer-reviewing process was carried out, with an acceptance rate of 28% for long papers (96 submissions). Each paper was reviewed by at least three members of the Program Committee, one of them being an "Associate Chair" coordinating the review process of that specific paper. The selected long and short papers compose an articulated scientific program that addresses some of the most interesting issues (either "classic" or novel) in the HCI field. The various sessions explore research questions and solutions in several domains, and cover a wide range of topics. In addition, interactive posters and demos, describing promising work in progress and late-breaking ideas, will certainly stimulate interesting discussions and hands-on experience with innovative solutions.

We are especially honored to welcome our invited speakers. Patrick Baudisch (Hasso Plattner Institute, Potsdam University, Germany), Nadia Bianchi Bertouze (Interaction Centre, University College London – UCL, UK), and Daniel M. Russell (Google, USA).

Patrick Baudisch’s speech focuses on the challenges that HCI researchers have to face for addressing the massive change that 3D printing and personal fabrication are bringing to interactive computing. Nadia Bianchi Bertouze discusses the opportunities that the affective body offers to technology designers; by illustrating a case of physical rehabilitation, she discusses how its use could lead to interesting new solutions and effective therapies.

By reporting on a study conducted with a group of Google analysts, Daniel M. Russell discusses the reasons why Information Visualization tools are not used as much as one might expect across the analytic landscape.

The program is further enriched by 5 workshops that provide a forum to discuss research questions and challenges. The titles of the workshops are: “Advanced Visual Interfaces for Cultural Heritage (AVI-CH 16)”; "Road Mapping Infrastructures for Advanced Visual Interface Infrastructures Supporting Big Data Applications in Virtual Research Environments”; “HCI and the Educational Technology Revolution”, “Smart Ecosystems cReation by Visual dEsign (SERVE)”; “Valuable visualization of healthcare information: from the quantified self data to conversations”. This volume also includes one paper for each workshop, which briefly describes topics, objective and the abstract of the works that will be discussed at the workshop.

Also on behalf of the AVI Steering Committee, we would like to express our strong gratitude to all the people whose passionate and strenuous work ensured the quality of the AVI 2016 program: the Associate Chairs and the Program Committee members; the Workshop Chairs Catherine Plaisant and Massimo Zancanaro; the Demo and Poster Chairs Barbara Rita Barricelli and Antonio Piccinno; the Publicity chair and Webmaster Giuseppe Desolda. The success of AVI 2016 is the results of the efforts by all these researchers who offered a valuable service to this scientific community.

Last, but not least, we would like to thank all the authors who, by presenting their research at the conference, enthusiastically share their results to the AVI community.

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KEYNOTES

Personal Fabrication in HCI: Trends and Challenges
Patrick Baudisch, Hasso Plattner Institute at Potsdam University (Germany)

The affective body argument in technology design
Nadia Bianchi Berthouze, Interaction Centre of the University College London (United Kingdom)

Simple is Good: Observations of visualization use amongst the big data digerati
Daniel M. Russell, Google Research (United State of America)
LONG AND SHORT PAPERS

Touchless Interfaces

"Smart Lighting for Fashion Store Windows" (Long paper)
Paolo Cremonesi, Antonella Di Rienzo, Franca Garzotto and Pietro Piazzolla (Politecnico di Milano, Italy)

"Mid-Air Browsing and Selection in Image Collections" (Long paper)
Panayiotis Koutsabasis and Chris Domouzis (University of the Aegean, Hermoupolis, Syros, Greece)

"Visual Guidance with Unaware Blur Effect" (Long paper)
Hajime Hata (University of Electro-Communications, Japan), Hideki Koike (Tokyo Institute of Technology, Japan) and Yoichi Sato (The University of Tokyo, Japan)

"Exploring Two-Handed Indirect Multi-touch Input for a Docking Task" (Short paper)
Henri Palleis and Vanessa Niedermeier (University of Munich, Germany)

"Touchless Interfaces for Public Displays: Can We Deliver Interface Designers from Introducing Artificial Push Button Gestures?" (Short paper)
Vito Gentile, Salvatore Sorce (University of Palermo, Italy), Alessio Malizia (Brunel University, United Kingdom), Dario Pirrello and Antonio Gentile (University of Palermo, Italy)

Information Visualization I

"Interver: Drilling into Categorical-Numerical Relationships" (Long paper)
Maoyuan Sun (Virginia Tech & Informatica Corporation, United States of America) and Gregorio Convertino (Informatica Corporation, United States of America)

"Target Expansion Lens: It is Not the More Visual Feedback the Better!" (Long paper)
Maxime Guillon (University Grenoble Alpes and Aesculap SAS, France), François Leitner (Aesculap SAS, France) and Laurence Nigay (University Grenoble Alpes, France)

"Identifying Best Practices for Visualizing Photo Statistics and Galleries using Treemaps" (Short paper)
John Alexis Guerra Gómez, Cati Boulanger (Yahoo Labs, United States of America), Sanjay Kairam (Stanford University, United States of America) and David A. Shamma (Yahoo Labs, United States of America)

"Treemaps and the Visual Comparison of Hierarchical Multi-Attribute Data" (Short paper)
Kent Wittenburg (Mitsubishi Electric Research Laboratories Inc., United States of America) and Tommaso Turchi (Brunel University, United Kingdom)

Interface Design I

"Go With the Flow: Effects of Transparency and User Control on Targeted Advertising Using Flow Charts" (Long paper)
Yucheng Jin, Karsten Seipp, Erik Duval and Katrien Verbert (KU Leuven, Belgium)
Mathieu Le Goc (Inria, Université Paris-Sud and Université Paris-Saclay, France) Pierre Dragicicvic (Inria and Université Paris-Saclay, France), Samuel Huron (Telecom ParisTech and Université Paris-Saclay, France), Jeremy Boy (New York University, United States of America) and Jean-Daniel Fekete (Inria and Université Paris-Saclay, France)

"Flexible Trees: Sketching Tree Layouts" (Short paper)
Javad Sadeghi, Charles Perin (University of Calgary, Canada), Tamara Flemisch (Technische Universität Dresden, Germany), Mark Hancock (University of Waterloo, Canada) and Sheelagh Carpendale (University of Calgary, Canada)

"Timelines for Mobile Web Usability Evaluation" (Short paper)
Fabio Paternò, Antonio Giovanni Schiavone and Pierpaolo Pitardi (CNR – ISTI, Italy)

Information Visualization II

"NetFork: Mapping Time to Space in Network Visualization" (Long paper)
Valentino Di Donato, Maurizio Patrignani and Claudio Squarcella (Roma Tre University, Italy)

"Assessing Topic Representations for Gist-Forming" (Long paper)
Eric Alexander and Michael Gleicher (University of Wisconsin-Madison, United States of America)

"Network Explorer: Design, Implementation, and Real World Deployment of a Large Network Visualization Tool" (Short paper)
John Alexis Guerra Gómez, Aaron Wilson, Juan Liu, Dan Davies, Peter Jarvis and Eric Bier (Palo Alto Research Center, United States of America)

Interfaces for Smart Environments

"Go and Grow: Mapping Personal Data to a Living Plant" (Long paper)
Fadi Botros, Charles Perin, Bon Aseniero and Sheelagh Carpendale (University of Calgary, Canada)

"What-I-See: A Tangible Visualization of Energy" (Long paper)
Filipe Quintal, Clinton Jorge, Valentina Nisi and Nuno Nunes (Universidade da Madeira/Madeira Interactive Technologies Institute, Portugal)

"Watchpoint: Freehand Pointing with a Smartwatch in a Ubiquitous Display Environment" (Long paper)
Keiko Katsuragawa (University of Waterloo, Canada), Krzysztof Pietroszek (California State University, United States of America), James Wallace and Edward Lank (University of Waterloo, Canada)

Body Interaction

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"YouTouch! – Low-Cost User Identification at an Interactive Display Wall" (Long paper)
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3D Gestures

"Designing 3D Gesture Guidance: Visual Feedback and Feedforward Design Options" (Long paper)
William Delamare, Thomas Janssoone, Celine Coutrix and Laurence Nigay (Université Grenoble Alpes, France)

"Magic Mirror Interface for Augmented Reality Maintenance: an Automotive Case Study" (Long paper)
Michele Fiorentino (Politecnico di Bari, Italy) Rafael Radkowskki (Iowa State University, United States of America), Antonio Boccaccio (Politecnico di Bari, Italy) and Uva Antonio Emmanuele (Politecnico di Bari, Italy)

"Three-Point Interaction: Combining Bi-Manual Direct Touch with Gaze" (Long paper)
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Interfaces for Information Management

"PimVis: Exploring and Re-finding Documents in Cross-Media Information Spaces" (Long paper)
Sandra Trullemans, Audrey Sanctorum and Beat Signer (Vrije Universiteit Brussel, Belgium)

"LifeBook: A Mobile Personal Information Management System on the Cloud" (Long paper)
Rita Francese, Michele Risi (University of Salerno, Italy), Giuseppe Scanniello (University of Basilicata, Italy) and Genoveffa Tortora (University of Salerno, Italy)

"Spreadsheets as User Interfaces" (Short paper)
Alan Dix (University of Birmingham, United Kingdom), Rachel Cowgill (University of Huddersfield, United Kingdom), Christina Bashford (University of Illinois, United States of America), Simon McVeigh (University of London, United Kingdom) and Rupert Ridgewell (British Library, United Kingdom)

Immersive Interfaces

"Wearable Immersive Storytelling for Disabled Children " (Long paper)
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"Natural User Interfaces to Support and Enhance Real-Time Music Performance" (Long paper)
Roberto De Prisco, Delfina Malandrino, Gianluca Zaccagnino and Rocco Zaccagnino (University of Salerno, Italy)

"Fitmersive Games: Fitness Gamification through Immersive VR" (Short paper)
Elena Tuveri, Luca Macis, Fabio Sorrentino, Lucio Davide Spano and Riccardo Scateni (University of Cagliari, Italy)
"Interface for Augmenting Spatial Orientation of Pilots via Low Cognitive Load, Peripheral Vision" (Short paper)
M. Eduard Tudoreanu (University of Arkansas, United States of America)

"Gestural Text Input Using a Smartwatch" (Short paper)
Keiko Katsuragawa, James Wallace and Edward Lank (University of Waterloo, Canada)

"Monitoring and Adaptation in Smart Spaces for Disabled Children" (Short paper)
Franca Garzotto, Mirko Gelsomini, Alessandro Pappalardo, Claudio Sanna, Erica Stella and Michele Zanella (Politecnico di Milano, Italy)

Interface Design / Interface Evaluation

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"HyNote: Integrated Concept Mapping and Notetaking" (Short paper)
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"Influence of Error Rate on Frustration of BCI Users" (Short paper)
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Sebastian Feuerstack (Institute for Information Technology, Germany) and Bertram Wortelen (University Oldenburg, Germany)

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"Exploiting Visual Notations for Data Exploration: The EFESTO Platform"
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"End-User Development for Lifelogging and eWellness"
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"Annotating Live Video with Tablet Computers: A Preliminary User Study"
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"Step by Step: Investigating Foot Gesture Interaction"
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"AmI@Home: A Game-Based Collaborative System for Smart Home Configuration"
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“Time-load: Visualization of Energy Consumption Loads over Time”
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“Supporting Singers with Tangible and Visual Feedback”
Assunta Matassa (University of Turin, Italy) and Fabio Morreale (Queen Mary University of London, United Kingdom)

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(University of Bari Aldo Moro, Italy)

“The SeismoCloud App: Your Smartphone as a Seismometer”
Emanuele Panizzi (Sapienza University of Rome, Italy)

“PlayVR: a VR Experience for the World of Theater”
Fabio Pittarello and Eugenio Franchin (University Ca' Foscari of Venice, Italy)

“Authoring Augmented Digital Experiences in Museums”
Martin Risseeuw (WAAG, The Netherlands), Dario Cavada (eCTRL, Italy), Elena Not,
Massimo Zancanaro (Fondazione Bruno Kessler, Italy), Mark T. Marshall, Daniela Petrelli
(Sheffield Hallam University, United Kingdom) and Thomas Kubitzka (University of
Stuttgart, Germany)

“PanoramaGrid – A Graph Paper Tracing Framework for Sketching 360-degree Immersed
Experiences”
Frode Eika Sandnes (Oslo and Akershus University College of Applied Sciences and
Westerdals Oslo School of Art, Communication and Technology, Norway)

“Instigating Imagination: Teaching Interface and Typography as Metaphor”
Donald Tarallo (Fitchburg State University, United States of America)

“Inmersive End User Development for Virtual Reality”
Telmo Zarraonandia, Paloma Díaz, Ignacio Aedo and Alvaro Montero (University Carlos III
of Madrid, Spain)
"A Circular Visualization Technique for Collaboration and Quantifying Self"
Paolo Buono (University of Bari Aldo Moro, Italy)

"VR 3D Visualization Interface"
Sergio Calabria, Charlie Cullen and Bryan Duggan (Dublin Institute of Technology, Ireland)

"Dolphin Sam – A Smart Pet for Children with Intellectual Disability"
Simone Colombo, Franca Garzotto, Mirko Gelsomini and Mattia Melli (Politecnico di Milano, Italy)

"Rapid Development of Web Applications that Use Tilting Interactions in Single and Multi-Device Scenarios"
Linda Di Geronimo and Moira C. Norrie (ETH Zurich, Switzerland)

"Bridging physical space and digital landscape to drive retail innovation”
Antonella Di Rienzo (Politecnico di Milano, Italy), Paolo Tagliaferri, Francesco Arenella (Telecom Italia S.p.A., Italy), Franca Garzotto (Politecnico di Milano, Italy), Cristina Frà (Telecom Italia S.p.A., Italy), Paolo Cremonesi (Politecnico di Milano, Italy), Massimo Valla (Telecom Italia S.p.A., Italy)

"5-Step Approach to Designing Controlled Experiments”
Xiaojun Meng, Foong Pin Sym (University of Singapore, Singapore), Simon Perrault (Yale-NUS College, Singapore), Shengdong Zhao (University of Singapore, Singapore)
"AVI-CH 16 Advanced Visual Interfaces for Cultural Heritage"
Berardina De Carolis (Dipartimento di Informatica, University of Bari Aldo Moro); Cristina Gena (Department of Computer Science, University of Torino), Tsvi Kuflik (The University of Haifa), Fabrizio Nunnari (DFKI/MMCI)

"Road Mapping Infrastructures for Advanced Visual Interfaces Supporting Big Data Applications in Virtual Research Environments"
Marco X. Bornschlegl (University of Hagen), Andrea Manieri (Engineering Ingegneria Informatica SPA), Paul Walsh (Cork Institute of Technology), Tiziana Catarci (Sapienza University of Rome), Matthias L. Hemmje (University of Hagen)

"HCI and the Educational Technology Revolution"
Alan Dix (Talis and University of Birmingham), Alessio Malizia (Brunel University London), Silvia Gabrielli (CREATE-NET and University of Trento)

"SERVE: Smart Ecosystems cReation by Visual dEsign - Authoring Internet of Things and Smart Objects Applications"
Carmelo Ardito (University of Bari Aldo Moro), Andrea Bellucci (Universidad Carlos III de Madrid), Giuseppe Desolda (University of Bari Aldo Moro), Monica Divitini, Simone Mora (Norwegian University of Science and Technology)

"Valuable visualization of healthcare information: from the quantified self data to conversations"
Federico Cabitza (Università degli Studi di Milano-Bicocca), Daniela Fogli, Massimiliano Giacomin (Università degli Studi di Brescia), Angela Locoro (Università degli Studi di Milano-Bicocca)