

	E2 (Karey)	E3 (Jarmo)
9 - 9.45	Designing a Mobile App for Planning and Execution of Effective Workshops (Filip Kis)	Cognitive modeling of dynamic team training (Henrik Artman, Mario Romero)
	Memory training using sound feedback (Kjetil Falkenberg)	How to represent dynamic 3D-objects on a 2D-screen? (Henrik Artman, Mario Romero)
	Interacting with trees (Kjetil Falkenberg, Eva-Lotta Sallnäs Pysander)	(recruited group) affordances and limitations of ambient visualizations (Pargman, Katzeff, Romero)
Break		
10 - 10.45	Designing and Prototyping a Pee-dometer to Investigate Training in Machine Learning (Karey Helms, Ylva Fernaeus)	Visualizing our colossal energy footprint (Daniel Pargman, Mario Romero)
	New Interactions for Digital Women's Health - Group 11 (Madeline Balaam)	Evaluation of Climate Calculators (Elina Ericsson, Cecilia Katzeff)
	New Interactions for Digital Women's Health - Group 12 (Madeline Balaam)	Evaluation of Consupedia interface and feedback (Elina Ericsson, Cecilia Katzeff, Roberto Rufo Gonzales)
Break		
11 - 11.45	Designing for the dynamics of energy practices (Hanna Hasselqvist)	Digital Mindfulness/ Designing for Mindful Breathing and Relaxation - Group 13 (Tina Zhu, Anders Hedman, Charles Windlin, Pavel Karpashevich)
	Designing for the dynamics of energy practices (Hanna Hasselqvist)	Digital Mindfulness/ Designing for Mindful Breathing and Relaxation - Group 14 (Tina Zhu, Anders Hedman, Charles Windlin, Pavel Karpashevich)
	Eating Insects would be good (Daniel Pargman, Cecilia Katzeff)	Small group formations of virtual characters using a 3D game engine (Christopher Peters, Fangkai Yang)
		Micro-timing in recordings of Jazz ensembles (Andre Holzapfel, Alex Hoffman)