



15th Irish HCI Symposium

Belfast School of Art × School of Computing
Ulster University

iHCI Programme

17th (evening) - 18th November (main day) 2022

17th November 2022

On the evening before the main iHCI event, we will have a keynote lecture at 6pm on the 17th November 2022 at the School of Art (Conor Lecture theatre), Ulster University, Belfast. Whilst associated with iHCI, **this keynote is free and open to all.** Hence, **please register separately for this lecture using [Eventbrite - Register Here](#)**

6.00pm Chair: Prof. Raymond Bond
Pre-conference Keynote: Dr Simon Leigh, ORCHA / University of Warwick, 'Can we measure the 'quality' of health apps?'

7.00pm Pizza & donuts

18th November 2022

The programme for the iHCI 2022 Symposium on Friday 18th November 2022 at Belfast School of Art (Conor Lecture theatre), Ulster University Belfast. Supported by HSC R&D in Northern Ireland.

9.00 Registration, Coffee and Scones

9.45 Symposium Opening: Dr Brian Dixon & Prof. Luke Chen, Ulster University

10:00 Welcome from Dr. Kyle Boyd / Prof. Raymond Bond

Keynote Session Chair: Dr. Kyle Boyd

10:05 **Keynote 1: Prof. Harold Thimblebey, Swansea University, 'FixIT: Digital Healthcare' (45mins)**

11:00 Session 1: **Digital Health** (15 mins per presentation slot - this includes Q&A)

Chair: Prof. Dewar Finlay

- *Camille Nadal, **The TAC Toolkit: Supporting Design for User Acceptance of Health Technologies from a Macro-Temporal Perspective**, Trinity College Dublin, School of Computer Science and Statistics, Ireland.
- *Seamus Ryan, **Public Views on Digital COVID-19 Certificates: a Mixed Methods User Study**, Trinity College, Dublin, Ireland.
- *Julie Doyle, **A digital platform to support self-management of multiple chronic conditions (ProACT): Findings in relation to engagement during a one-year proof-of-concept trial**, NetwellCASALA, Dundalk Institute of Technology, Dundalk, Co. Louth.
- *Kathleen Ryan, **Understanding How eHealth Coaches Tailor Support For Weight Loss: Towards the Design of Person-Centered Coaching Systems**, School of Psychology, Dublin City University, Ireland.
- *Doireann Peelo Dennehy, **'She's Just My Life': Digital Design to Support Women's Self-Other Care in Relationships with their Mothers**, University of Limerick

12:15 Lunch (**Poster Session - refer to appendix**)

13:15 Rapid fire round (5 minute presentations by HCI Researchers - no Q&A)

Chair: Prof. Jonathan Wallace

1. *Gillian Cameron, **Developing a toolkit for the analysis of real world anonymous digital mental health intervention events**, [1] Inspire, Northern Ireland, UK, [2] Ulster University, School of Computing, Northern Ireland, UK, [3] Ulster University, School of Psychology, Northern Ireland, UK
2. *Stefan O'hare, **Immersive virtual reality for educational transition training in children with autistic spectrum disorder (ASD): A feasibility study**, [1] Ulster University, School of Computing, Northern Ireland, UK, [2] Ulster University, School of Education, Northern Ireland, UK
3. *Alice Tenant, **Designing accessible immersive interfaces for sensory preparedness in daily-living: Engaging autistic users**, Ulster University, Belfast School of Art & Design, Northern Ireland, UK
4. *Massoud Khodadadzadeh, **Imagined Speech Classification from Electroencephalography with a Features-Guided Capsule Neural Network**, Ulster University, School of Computing, Engineering and Intelligent Systems, Northern Ireland, UK,
5. *Helen Sheridan, **Exploring User's Mental Models of an AI-Driven Recruitment System Using Design Thinking Methods as an Approach to Ideating XAI**, TU Dublin
6. *Ozelle Kimalel, **A study protocol to measure the variability of user testing methods in the medical device industry**, Ulster University, School of Art and Design, Northern Ireland, UK

14:00 Chair: Dr. Brian Dixon

Keynote 2: Prof. Luigina Ciolfi, University College Cork, 'Digitally Entangled Work Lives Beyond the Pandemic' (45mins)

14:45 Session 2 **Digital Mental Health** (15 mins per presentation slot - this includes Q&A)

Chair: Prof. Maurice Mulvenna

- *David Coyle, **Supporting personal preferences and different levels of need in online help-seeking for mental health**, School of Computer Science, University College Dublin, Ireland
- *Andreas Balaskas, **The Functionality of Mobile Apps for Anxiety: Systematic Search and Analysis of Engagement and Tailoring Features**, Trinity College Dublin, School of Computer Science and Statistics, Dublin, Ireland.
- *Jacinta Jardine, **Digital Interventions to Enhance Readiness for Psychological Therapy: Scoping Review**, Trinity College Dublin, School of Computer Science and Statistics, Dublin, Ireland

15:30 Coffee Break

15:45 Chair: Prof. Raymond Bond

Keynote 3: Dr. Ben Cowan, University College Dublin, 'Hey Google- why am I speaking like this? The need for theory in understanding our interactions with speech interfaces' (45min)

16:30 Session 3 **Interactive Technologies** (15 mins per presentation slot - this includes Q&A)

Chair: Prof. Justin Magee

- *Gareth W. Young, **Exploring Virtual Reality for Quality Immersive Empathy Building Experiences**, School of Computer Science and Statistics, Trinity College Dublin, Dublin, Ireland.
- *Diego Garaialde, **Designing gamified rewards to encourage repeated app selection: Effect of reward placement**, University College Dublin, School of Computer Science
- *Emily Ryan, **A qualitative exploration into personal psychological agency in Instagram use**, School of Applied Psychology, University College Cork
- *Sarah Robinson, **Rural Islandness as a Lens for (Rural) HCI**, University College Cork
- *Yunhan Wu, **Comparing Command Construction in Native and Non-Native Speaker IPA Interaction through Conversation Analysis**, University College Dublin, School of information and communication studies, Ireland
- *Kieran Nolan, **VR SuperGun: Interfacing 1980s Arcade Hardware with Online Virtual Reality**, Dundalk Institute of Technology, DkIT Creative Arts Research Centre, Ireland

18:00 Close - voting closes shortly after the last presentation

18.15. **Buffet Dinner for Registered & Invited guests** in Ulster University Academy restaurant with Irish Music. Awards for Best Talk, Best Poster and Best Rapid Fire Talk and closing remarks by Dr. Gavin Doherty (Trinity College Dublin).

Appendix: Posters

These are in addition to those mentioned under the rapid fire round.

7. *Susan Quinn, **Understanding User Acceptance, Inclusion, and the Societal Impact of Digital Health Technologies**, [1] Ulster University, School of Engineering, Northern Ireland, UK, [2] Ulster University, School of Computing, Northern Ireland, UK, [3] Ulster University, Ulster University Business School, Northern Ireland, UK, [4] Ulster University, Belfast School of Art, Northern Ireland, UK,
8. *Mateus Bettio Moreira, **An Evolutionary Mismatch: Designing resistance against the exploitation of our primitive minds by technology**, Institute of Art, Design and Technology
9. *Sarah Tigne, **SEURO Project: Co-design of the ProACT CareApp for older people living with morbidities, Dundalk Institute of Technology**. Dublin, County Dublin, Ireland.
10. *Richard Harte, **Design of an immersive learning experience for industrial safety critical training: the iWorksafe Platform**, Trinity College Dublin
11. *Vivien Leigh Johnston, **A User Experience Methodological Framework and Dashboard for the Measurement and Scoring of Dynamic, Adaptive and Intelligent Aspects of a Software Solution**, [1] Ulster University, School of Computing, Engineering and Intelligent Systems, Northern Ireland, UK, [2] Ulster University, School of Computing, Northern Ireland, UK.
12. Eleni Alexandra Katsarakis, **The Trials of Tinder: The Allocation of Attention and Selection of Dating Profiles**, Eastern Connecticut State University
13. *Lilian G. Motti Ader, **Identifying Design Opportunities for Digital Cues in Gait Rehabilitation**, [1] University of Madeira, Campus Universitário da Penteada, 9020-105 Funchal, Portugal, [2] ITI/LARSyS, Polo Científico e Tecnológico da Madeira, Caminho da Penteada, piso-2, 9050-105, Funchal, Portugal, [3] Dept. Computer Science and Information Systems, University of Limerick, Castletroy V94 T9PX Co. Limerick, Ireland
14. *Maciej Hyzy, **Ways to Quantify the User Experience of Healthcare Apps**, Ulster University
15. *Kate Turley, **Assessing the transparency of a visualisation platform displaying the activity of individuals with dementia who are experiencing circadian lighting**, [1] Ulster University, School of Computing, Northern Ireland, UK, [2] Ulster University, School of Nursing, Ageing and Health, Northern Ireland, UK, [3] Chroma Lighting, Northern Ireland, UK
16. *Tochukwu Ikwunne, **Supporting the Design of Mobile Health Technologies for a Better User Engagement**, ADAPT Centre, Trinity College Dublin, Ireland.

17. *Michael Wilson, **Requirements and design of a technology toolkit to support people living with dementia and their carers to engage in shared care planning**, [1] NetwellCASALA, Dundalk Institute of Technology, Dundalk, Ireland, [2] ASCNet Research Group, Department of Computer Science, Technological University Dublin, Dublin, Ireland
18. *Lilian G. Motti Ader, **mHealth use in healthcare facilities: a review under the People-Policy-Technology (PPT) framework**, [1] Dept. of Computer Science and Information Systems, University of Limerick, Ireland [2] Lero – the Science Foundation Ireland Research Centre for Software, University of Limerick, Ireland
19. *Philip O’neill, **User testing of a prototype six degrees of freedom (6DoF) Virtual Reality (VR) experience by expert user groups**, [1] Ulster University, School of Art and Design, Faculty of Arts, Humanities and social sciences, Northern Ireland, UK. [2] Ulster Screen Academy, Dean’s Office Faculty of Arts, Humanities and social sciences, Ulster University, Northern Ireland, UK. [3] National Museums Northern Ireland (NMNI).