

# Program



CRIWG



CollabTech



Invited Talk



30 mn presentation



20 mn presentation



chair person

## 1st Day, September 5

09:00- Registration

18:00

11:30- Lunch - 🏠 Atlantida (8th floor)

13:00

13:00- Opening Session

13:30

13:30- 🎤 Invited Talk I - Dr. Claudia-Lavinia Ignat, Inria, France - 🏠 Caparica B

14:30

From group to large scale trustworthy distributed collaborative systems - [abstract](#)

14:45- Sessions 1A &amp; 2A

16:00

1A - CSCL I - 🏠 Caparica B - 🎓 Hironori Egi

2A - Social Collaboration I - 🏠 Caparica A - 🎓 Takashi Yoshida



Findings when converting a summative evaluation instrument to a formative one through collaborative learning activities.

Gustavo Zurita, Oscar Jerez, Sergio Peñafiel, Nelson Baloian and Jose A. Pino



Detection of Football Spoilers on Twitter.

Yuji Shiratori, Maki Yamanaka, Satoshi Nakamura and Takanori Komatsu



Machine Translation Usage in a Children's Workshop.

Mondheera Pituxcoosuvann, Toru Ishida, Naomi Yamashita, Toshiyuki Takasaki and Yumiko Mori.



Towards an AUX Evaluation Framework for User Tools in Virtual Communities.

Luis Martín Sánchez, Sonia Mendoza, Beatriz González Beltrán, Araceli Meneses Viveros and María Rodríguez.

| CRIWG 2018 | Venue  | Social Program | Keynotes                   | Program | Registration   | Committee | Submission                           |
|------------|--|----------------|----------------------------|---------|--|-----------|--------------------------------------|
|            | environment in higher education: a case study. |                | Matias and Angela Pereira. |         | Hybrid, Crowd-Computing Intelligent Approach for Scientific Discovery. |           | Schneider, Hugo Pa Benjamim Fonseca. |

16:00- Coffee Break

16:30

16:30- Sessions 1B & 2B

18:00

1B - Collaboration Systems I - Caparica B - Tomoo Inoue

2B - Social Collaboration II - Caparica A - Takaya Y

|  |   |   |  |  |                  |
|--|---|---|--|--|------------------|
|  | Reframing Taxonomy Development in Collaborative Computing Research.   | António Correia, Hugo Paredes and Benjamim Fonseca    |  | An Analysis of Sign Language Group Communication and Possibilities of Its Support by Projecting Signer's Upper Body. | Ped and Tak      |
|  | Bundles: A Framework to Optimise Topic Analysis in Real-Time Chat Discourse.                                    | Jonathan Dunne, David Malone and Andrew Penrose       |  | Migaco: Supporting Young Children's Tooth Brushing with Machine Learning.  | Satc Ichii       |
|  | Analysis of facilitators' behaviors in multi-party conversations for constructing a digital facilitator system. | Tsukasa Shiota, Takashi Yamamura and Kazutaka Shimada |  | Improving visibility and reducing resistance of writers to fusion of handwritten and type characters.                | Mik Jun Satc Nak |

18:30-19:30 - Welcome Reception : Roof Top Bar (Tryp Hotel - Costa de Caparica)

## 2nd Day, September 6

9:00- Invited Talk II - Volker Wulf, University of Siegen - Caparica B  
10:00

Grounded Design: Documenting and Comparing Design Case Studies - [abstract](#)

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10:30- Sessions 1D & 2D: Documenting and Comparing Design Case Studies - [abstract](#)

12:00

10:00- Coffee Break

1C - Collaboration Systems II - 🏠 Caparica B - 🎓 Satoshi Ichimura

2C - Social Collaboration III - 🏠 Caparica A - 🎓 Martín Sán

10:30- Sessions 1C &amp; 2C

12:00

1C - Collaboration Systems II - 🏠 Caparica B - 🎓 Satoshi Ichimura

2C - Social Collaboration III - 🏠 Caparica A - 🎓 Martín Sán



Discussion map with an assistant function for decision-making: a tool supporting consensus-buildin.

Ryunosuke Kirikihira and Kazutaka Shimada



Characterization of public opinion on political events in Brazil based on Twitter data.

Gabriel Peres Ismael S. Silva Aline Marques Barbosa



Consideration of a Method to Support Face-to-Face Communication Using Printed Stickers Featuring a Picture of a Character Expressing a Mood.

Yuri Nishimura and Minoru Kobayashi



An Integrated Support System for Disaster Prevention Map Making Through Town-Walk Type of Gathering Information.

Sojo Enokida Yoshino, Tak Fukushima, I Sugimoto and Egusa



Remote Video Figure Achieves Smooth Cooperative Movement in a Bi-directional Telepresence Robot Environment.

Tomoo Inoue and Zijie Yuan



Estimating the ability of crowd workers: An exploratory experiment using the Japanese-English translation work.

Tsutomu Tak Kunihiko Hig Kousaku Iga

12:00- Lunch - 🏠 Atlantida (8th floor)

13:30

13:30- Sessions 1D &amp; 2D

15:15

1D - Social Collaboration IV - 🏠 Caparica B - 🎓 Nelson Baloian

2D - CSCL II - 🏠 Caparica A - 🎓 Ulrich Hoppe



Crowdsourcing and Massively Collaborative Science: A Systematic Literature Review and Mapping Study.

António Correia, Daniel Schneider, Benjamim Fonseca and Hugo Paredes



A Presentation Supporting System for Programing Workshops for Elementary School Students.

Koki Ito, Maki I and Hideyuki

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13:30- Sessions 1D &amp; 2D

15:15

1D - Social Collaboration IV - 🏠 Caparica B - 🎓 Nelson Baloian

2D - CSCL II - 🏠 Caparica A - 🎓 Ulrich Hoppe



Can Social Comments  
Contribute to Estimate  
Impression of Music Video  
Clips?

Shunki Tsuchiya,  
Naoki Ono, Satoshi  
Nakamura and  
Takehiro Yamamoto



Quantitative analysis and visualization  
of children's group behavior from the  
perspective of development of  
spontaneity and sociality.

Jun Ichikawa,  
Fujii, Takayuki  
Takashi Omori  
Natsuki Oka



A New Study of  
Conversational Commerce  
in Thai Urban Office  
Employees.

Tantham Rungvithu  
and Chutisant  
Kerdvibulvech



A New Platform for Question-Based  
Sharing of PBL Supervision  
Competencies.

Hans Hüttel, D  
Gnaur, Gideon  
Blegmand and  
Hairing Kloste



Gamifying the Teaching and  
Learning Process in an  
Advanced Computer  
Programming Course.

Mamoun Nawahdah



Designing a System of Generating  
Sound Environment for Promoting  
Verbal Communication in Classroom.

Riri Sekine, Yas  
and Hironori E

15:30- Coffee Break

16:00

16:00- Sessions 1E &amp; 2E

17:30

1E - Collaboration Systems III - 🏠 Caparica B - 🎓 Minoru

2E - Social Collaboration V - 🏠 Caparica A - 🎓 Benjamim Fonseca

Kobayashi



Using Eye-tracking to Analyze  
Collaboration in a Virtual  
Role Play Environment.

Julia  
Othlinghaus,  
Anna Jedich  
and H. Ulrich  
Hoppe



Concealment-type Disaster prevention  
Information System Based on Benefit of  
Inconvenience.

Satoko Shigaki and Tal  
Yoshino

17:30- Closing Session

18:00

19:00 Conference Dinner

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16:00- Sessions 1E &amp; 2E

17:30

1E - Collaboration Systems III - 🏠 Caparica B - 🎓 Minoru Kobayashi

2E - Social Collaboration V - 🏠 Caparica A - 🎓 Benjamim Fonseca

|   |  |   |   |  |   |
|---|--|---|---|--|---|
|  | PopObject: A Robotic Screen for Embodying Video-Mediated Object Presentations. | Kana Kushida and Hideyuki Nakanishi. .      |  | Relations between actions performed by users and their engagement.   | Ana Paula Oliveira Bert Claudia de O. Melo, Art Rozestraten and Marcc Gerosa.           |
|  | Is group-awareness context-awareness?  | Manuele Kirsch-Pinheiro and Carine Souveyet |  | Development of stroll support system using route display on the map and photograph sharing service.  | Junko Itou, Takaya Mo Munemori  |
|   |  |   |  | “Discuss and Behave Collaboratively!” – Full-Body Interactive Learning Support System within a Museum to Elicit Collaboration with Children. | Mikihiro Tokuoka, Hiro Mizoguchi, Ryohei Egu Shigenori Inagaki, Fus Kusunoki and Masano |

17:30- Closing Session

18:00

19:00 Conference Dinner

## 3rd day, September 7

09h00 à 13h30 – Social Event

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