9th ACM Conference on Creativity & Cognition 2013

# **PROGRAM**







Workshops & Graduate Student Symposium (Organisers to Decide Program)

Reflection and Exploration

Promoting Reflection and Interpretation in Education: Curating Rich Bookmarks as Information Composition.

Paperbox – A toolkit for exploring tangible interaction on interactive surfaces.

noff, Hanna Schneider, Julia Kuefner, Michael Rohs, Andreas Butz and Saul Greenberg Indirect Control and Making Actions Explicit in 3D Drawing.

ReflectionSpace: An Interactive Visualization Tool for Supporting Reflection-on-action in Design.

3.30pm Md

Coffee break

Chair: Ricardo Sosa

4pm

Papers Session 3 Creativity in Special Populations

The Effects of Physicality on the Child's Imagination.

Sharon Lynn Chu Yew Yee, Francis Quek, Luke Gusukima and Joshua Tanenbaur

What Motivates Children to Become Creators of Digital **Enriched Artifacts?** 

Participatory Design with Older Adults: An Analysis of Creativity in the Design of Mobile Healthcare.

Jennifer Davidson and Carlos Jense

A Software App to Support Creativity in Dementia Care.

5.30pm

Conference Reception

Art Exhibition Opening

UTS Bldg 10

7.30pm

Conference Dinner

9.30pm

Thursday 20th June Wednesday 19th June Chair: Jack Ox 9am Papers Session 5 Creativity in the Performing Arts Presentation of Creavity and Cognition 2013 Award Indexicality and Visualization: Exploring Analogies with **Keynote Session 2** Art, Cinema and Photography. Unwrapping Virtual Space through the Myth of Total Celine Latulipe in Creativity and the Arts Cinema. nd Elizabeth Graff Facilitating TV Production Using StoryCrate. Trigger Shift: Participatory Design of an Augmented Theatrical Performance with Young People. 10.30am Coffee break Coffee break Chair: Andrew Brown Chair: Ernest Edmonds Ham Papers Session 6 Community Behavior, Papers Session 4 Physical Engagement in Creativity Engagement, and Assessment Not What We Think: Sensate Machines for Rewiring. Community Engagements with Living Sensing Systems. Priming Creativity Through Improvisation on an Tweetris: A Study of Whole-Body Interaction During a Adaptive Musical Instrument Public Art Event Performing with a System's Intention: Embodied Cues Designing Collaborative Musical Experiences for in Performer-System Interaction. Broad Audiences. Expressing Technological Metaphors in Dance Using Medium-specific properties of urban screens: Towards Structural Illusion from Embodied Motion. an Ontological Framework for Digital Public Displays. 12.30pm Lunch Lunch Chair: Linda Candy 2pm Posters and Demos Session I Papers Session 7 Explorations in Design and Creative Thought Manifestations of Everyday Design: Guiding Goals and Motivations. An Integrative Theory of Visual Mentation and Spontaneous Creativity. Creative Search Using Pataphysics. Touch Style: Creativity in Tangible Experience Design. Location: Bldg 6, Level 4, Rm 40 3.30pm Coffee break - Location: Bldg 6, Level 4, Rm 40 Coffee break 4pm Keynote Session 3 Posters and Demos Session 2 Bill Verplank CCaA Community Discussion Location: Bldg 6, Level 4, Rm 40 Closing Remarks 5.30pm Dinner Dinner 7.30pm Conference Concert Eugene Goosens Hall, ABC Centre, Harris St 10.30pm

# Posters and Demos Session I 2pm-3:30 Wed 19th June

The Role of Instrumental Emotion Regulation in the Emotions-Creativity Link: How Worries Render Neurotic Individuals More Creative, Angela K.-Y. Leung, Shyhnan Liou, Lin Qiu, Letty Kwan, Chi-Yue Chiu and Jose C. Yong.

Mood and Creativity: An Appraisal Tendency Perspective, Alwin de Rooij and Sara

I contain multitudes: creativity and emergent narrative, Ruth Aylett and Sandy Louchart

Defamiliarization and Paired Constraints: Designing for User's Creative Decision-Making, Kristin Carlson and Thecla Schiphorst

Factors affecting audience perceptions of agency in human-computer musical partnerships, Andrew Brown, Toby Gifford and Bradley Voltz.

Design Constraints in Fashion Store Design Processes, Anders Haug and Mia Borch

The Creative Assessment of Rich Ideas, Ricardo Sosa and Andy Dong The Creative Personality: Composers of Music, Their Inspirations and Working methods, Sandra Garrido, Sean Bernard and Jane Davidson.
Using Data Visualization in Creativity Workshops: A New Tool in the Designer's Kit,

Graham Dove, Sara Jones, Amanda Brown, Alison Duffy and Jason Dykes

#### Demonstrations

Interactivated Physical Rehabilitation Modules, Bert Bongers, Stuart Smith, Michelle Pickrell, Rebecca Hall and Victor Donke

Recall that Moment - An Evaluation Tool for Collaborative Narrative Interface Damian Hills.

Makin'  $f^*$ ¢&:# Cake - The Innocent, the Vulgar, and the Scary - Proposal for an Installation, Daniel Cermak-Sassenrath, Jenna Gavin and Matthew Martin Shadow Showdown, Jenna Gavin, Matthew Martin and Daniel Cermak-Sassenrath. Filtering the W\*, Clinton Watkins and Daniel Cermak-Sassenrath.

#### Creativity

cc13.assimilate.net - Explorations in Creativity, Damian Hills. Translations 2.2013, João Dos Santos.

Location: Bldg 6, Level 4, Rm 40

# Art Exhibition 17th-20th June

HOST, Patricia Adams

Improvising Consciousness: The Davian Turn, Josephine Anstey, Dave Pape, Devin Wilson

Dreaming Machine #3 (prototype 2), Benjamin David Robert Bogart &

Ernest Edmonds, Shaping Space Sussex

Fold #1. Chris Bowman

Dropsketch Installation, Sean Clark

Generating Electronica, Arne Eigenfeldt

Site Weave, Shannon Novak

Horned friendship, Barbara Rauch

Exodus Martin Rieser

The Worry Ball, Thomas Marcusson, Livia Giocomini, Stephanie Rajalingam and Ernesto Sumarkho (SCISSORS)

### Posters and Demos Session 2 4pm-5:30pm Wed 19th June

Empowering Cognitive Fixedness, Yukari Nagai and Denv W. Junaidv. Co-Creation Model for Traditional Artisans in the Current Creative Environment, Deny W. Junaidy and Yukari Nagai.

Designing for Interactive and Collective Mobile Creativity, Ju Hyun Lee, Mi Jeong Kim and Mary Lou Maher.

Creativity Support in Serious Games for Dementia Care, Anja Sisarica, Neil Maiden, Dalia Morosini, Lucia Pannese, Malcolm Rose and Kevin Pudney

Utilizing Music Technology as a Model for Creativity Development in K-12 Education, David Rosen, Erik Schmidt and Youngmoo Kim.

Creating Reflections in Public Emotion Visualization: Prototype Exploration on Traffic Theme, Jiayu Wu, Zhiyong Fu, Zhiyuan Liu, Xu Lin, Jiayu Tang, Jiajia Pan

Enhancing Orientation and Mobility Skills in Learners who are Blind through United and the Gaps: Toward Unifying and Deepening the Study of Creativity, Scott Dexter and Aaron Kozbelt.

Sketch Master - A Sketch Game for Collecting Exploratory Data, Chih-Pin Hsiao, Nicholas Davis, Shuangxin Chen, Binjie Sun, Rui Chen and Ellen Yi-Luen Do. Novelty makes sense: A Social Semiotic Based Model of Idea Generation, Hakim

### Demonstrations

The Agent Designer Toolkit, Aengus Martin and Oliver Bown. Folded Sensitive Surface, Ingrid Maria Pohl. Drawing in the Lamposcope, Viveka Weiley and Matt Adcock. Emotional Creativity, Barbara Rauch

Iterative Intersectioning, Jennifer Seevinck,

Location: Bldg 6, Level 4, Rm 40

# Concert Wed 19th June 7.30pm

derivations: Improvisation for Tenor Saxophone and Interactive Performance System: Benjamin Carey

A Live Coding Improvisation: Renick Bell

Alignment - Improvised Gestural Performance: Mary Mainsbridge

Sound Stream: Andrew Johnston, Linda Walsh (oboe)

Improvising Consciousness: The Davian Turn: Josephine Anstey, Dave Pape, Devin Wilson

Audio Arc: An Audio-Spatial Game Using Mobile Phone Ringtones: Jonathan Duckworth, Jennifer Lade

'I & I,' A New Piece for The AirSticks - a New Interface for Electronic Percussionists: Alon Ilsar, Mark Havryliv, Andrew Johnston

Backgammon: Oliver Bown, Aengus Martin.

Line studies no. 1 for piano and computer: David Kim-Boyle

Flow Forms: Bill Hsu (interactive animation), Laura Altman (clarinet), Monica Brooks (accordion)

Breath Resonance for Bass Clarinet and Interactive Electroacoustics: Jon Drummond, Ros Dunlop (bass clarinet)

Location: Eugene Goosens Hall, ABC Ultimo Centre