

## UsARE 2017 Program

[09:00 – 09:10]: Workshop Opening

[09:10 – 09:40]: Video as a By-Product of Digital Prototyping: Capturing the Dynamic Aspect of Interaction  
(Oliver Karras, Carolin Unger-Windeler, Lennart Glauer and Kurt Schneider) *(full-paper)*

[09:40 – 10:05]: Task Analysis for Usability Requirements Definition and User Event Logging in Mobile Applications  
(Rafael Duran-Saez, Xavier Ferre, Hongming Zhu and Qin Liu) *(short-paper)*

[10:05 – 10:30]: Promoting Usability and Accessibility Requirements Elicitation in Design Thinking:  
(Meira Levy) *(short-paper)*

[10:30 – 11:00]: Coffee Break

[11:00 – 11:30]: Webapp Development: A Case Study in Lessons and Challenges  
(David Callele) *(full-paper)*

[11:30 – 12:00]: Evaluation of User-Subjective Web Interface Similarity with Kansei Engineering-Based ANN  
(Maxim Bakaev, Sebastian Heil, Vladimir Khvorostov and Martin Gaedke) *(full-paper)*

[12:00 – 12:25]: WAYZ : A Co-designed Touch-ready Game for Children with Special Needs to Assess and Improve Visual Perception Skills  
(Alexis Rougnant, Mirko Gelsomini and Franca Garzotto) *(short-paper)*

[12.25-14.00]: Lunch Break

[14:00 – 14:30]: Learn More, Pay Less: Lessons Learned from Applying the Wizard-of-Oz Technique for Exploring Mobile App Requirements  
(Zahra Shakeri, Shane Sims, Abdullah Cheema, Montasir B. Nasir and Payal Harisinghani) *(full-paper)*

[14:30 – 15:00]: UX-Requirements for Patient's Empowerment - the Case of Multiple Pharmacological Treatments  
(Giuliana Vitiello, Rita Francese, Monica Sebillo, Genny Tortora and Maurizio Tucci) *(full-paper)*

[15:00 – 15:30]: Interactive Session – Starting Discussion

15:30-16.00: Coffee Break

[16:00 – 17:20]: Interactive Session

[17:20 – 17:30]: Workshop Closing