Accepted papers and posters/demos, HAID 2012

Full papers:

**Understanding Auditory Navigation to Physical Landmarks**  
*David McGookin, Stephen Brewster*

**Supporting Sounds Design and Evaluation of an Audio-Haptic Interface**  
*Emma Murphy, Camille Moussette, Charles Verron, Catherine Guastavino*

**A Haptic-Audio Interface for Acquiring Spatial Knowledge about Apartments**  
*Junlei Yu, Christopher Habel*

**Mobile Haptic Technology Development Through Artistic Exploration**  
*David Cuartielles, Andreas Göransson, Tony Olsson, Ståle Stenslie*

**Improving Cyclists Training with Tactile Feedback on Feet**  
*Dominik Bial, Thorsten Appelmann, Enrico Rukzie, Albrecht Schmidt*

**HapticPulse - Reveal your Heart Rate in Physical Activities**  
*Janko Timmermann, Benjamin Poppinga, Susanne Boll, Wilko Heuten*

**Audio-haptic simulation of walking on virtual ground surfaces to enhance realism**  
*Niels C. Nilsson, Rolf Nordahl, Luca Turchet, Stefania Serafin*

**Interacting with Deformable User Interfaces Effect of Material Stiffness and Type of Deformation Gesture**  
*Johan Kildal*

**An Interactive and Multi-sensory Nanoparticle Simulator for Nano Education**  
*Karl Johan Lundin Palmerius, Gunnar Höst, Konrad Schönborn*

**Augmenting Media with Thermal Stimulation**  
*Martin Halvey, Michael Henderson, Stephen A. Brewster, Graham Wilson, Stephen A. Hughes*

**Embodied Interactions with Audio-Tactile Virtual Objects in AHNE**  
*Koray Tahioglu, Johan Kildal, Teemu Ahmaniemi, Simon Overstall, Valtteri Wikström*

**Towards an Objective Comparison of Scanning-Based Interaction Techniques**  
*Benjamin Poppinga, Martin Pielot, Wilko Heuten, Susanne Boll*

**Knocking Sound as Quality Sign for Household Appliances and the Evaluation of the Audio-Haptic Interaction**  
*Ercan Altinsoy*
Spectral Discrimination Thresholds Comparing Audio and Haptics for Complex Stimuli  
Lorenzo Picinali, Christopher Feakes, Davide A. Mauro, Brian F.G. Katz

How Does Representation Modality Affect User-Experience of Data Artifacts?  
Trevor Hogan, Eva Hornecker

Posters/demos:

CogWatch: Cognitive Rehabilitation for Apraxia and Action Disorganization Syndrome Patients  
Christos Giachritsis, Gary Randall

Demo: Trails for everyone  
Charlotte Magnusson, Kirsten Rassmus-Gröhn, Delphine Szymczak

Audio and haptic feedback generated by a laterally moving touch screen  
Christian Bolzmacher, Steven Strachan

ViPong: Probabilistic Haptic Gaming for the Visually Impaired  
Steven Strachan, Harald Zophoniasson, Margarita Anastassova

Learning to draw with the HIPP application  
Kirsten Rassmus-Gröhn, Delphine Szymczak, Ingegerd Fahlström, Karolina Björk

A Magnetorheological Haptic Device for In-Vehicle Use: An Exploratory User Evaluation  
Margarita Anastassova, Mia Ajanki, René Polizzi, Floran Periquet, José Lozada, Samuel Roselier, Moustapha Hafez, Peter Bengtsson

Guitar Simulator: An Audio-Haptic Instrument for Android Smartphones  
Ben Cahill, Stefania Serfain

Supraliminal Vibrotactile Stimulation does not Facilitate Visual Vection  
George H. Van Doorn, Takeharu Seno, Mark Symmons

The Inability of Supraliminal Tactile Stimuli to Influence Illusory Self-Motion  
George H. Van Doorn, Takeharu Seno, Mark Symmons

Development of Tactile Navigational Patterns  
Christos Giachritsis, Gary Randall, Samuel Roselier

The CORDIS Audio Haptic Real Time Platform for Musical Creation with Instrumental Interaction  
James Leonard, Nicolas Castagné, Jean-Loup Florens, Claude Cadoz
Tactile feedback in real life sports: a pilot study from cross-country skiing
Stina Nylander, Jakob Tholander

Out of Touch
Danielle Arets

Developing Visual Editors for High-Resolution Haptic Patterns
Cuartielles, D., Göransson, A., Olsson, T., Stenslie, S.

Enhancing Multisensory Environments with Design Artifacts for Tangible Interaction
Héctor A. Caltenco, Henrik Svarrer Larsen, Per-Olof Hedvall