

MONDAY, June 12, 2006

Full Day Tutorials and Workshops

"And I Have the Data to Prove It": Recent and Foundational Research for Usability Practitioners (Weinschenk)	Telling Personas' Stories (Quesenberry)	Understanding Users in Context: An In-depth Introduction to Field Work (Dray)	An Approach to Rapid In-depth Task Analysis Techniques (Parush, Wilson)
Usability Metrics 101 (Albert, Tullis)	Building Affinity Diagrams and Visioning Techniques for Revealing and Harnessing the Power of the Users' Story for Design and Organizational Communication (Wood)	Overlapping Usability and Market Research: Synergies and Issues (Bugental, Turner, Rosenbaum)	Adding Value with Eyetracking (Webb, Renshaw)
The Challenge of Usability Testing New Applications: A Reality Testing Workshop (Lindgaard, Tsuji, Khan)	The Business of Usability (Gunther, Stapel)		

Evening Tutorials, Workshops and Special Sessions

Advancing Card Sorting Web Site Development (Zimmerman, Siegel)	Data Driven Design: Smarter Voice User Interfaces Through Usability Testing (Hura, Wilmer)	Conducting a Competitive Usability Evaluation (Douglass)	Intuitive Images: Creating and Evaluating Usable Graphics for International Audiences (Hofmann)
Issues and Best Practices in Card Sorting (Wood)	Body of Knowledge	World Usability Day	

TUESDAY, June 13, 2006

Full Day Tutorials

Breakthrough Design (Constantine)	Perfecting your Participant Interaction Skills (Dumas, Loring)	The Usability Evaluation Experience (Mitropoulos-Rundus)	Re-Positioning User Experience as a Strategic Process (Innes, Friedland)
Card-Sorting and Cluster Analysis for IA Design (James, Righi, Dong)	Developing Web Applications Using ID Patterns (Vora, Castillo)	Cross-Cultural User-Interface Design (Marcus)	Evaluating for Accessibility: Usability Testing in Diverse Situations (Henry, Grossnickle, Hass)
Storyboards: A Dynamic Storytelling Tool (Sova, Hinderer-Sova)	Tailoring Stories: One Size Doesn't Fit All (Rauch, Macomber)		

Experienced Practitioners Track

Panel: Integrating UCD with Requirements Engineering: Improving Processes, Formats, and Communication (Battle, Ray, Gorlenko, Bachmann) 8:30-10:00 am	Next-Generation Design: Interacting with the Semantic Web (Degler) 10:30 am-12:00 pm	Risk-based Approach to Implementing Usability Methods and User Centered Design (Vitale, Rawlins) 1:30 -2:10 pm	A, B, or C? Using Eye Movement Measures to Compare Alternative Layouts and Graphic Treatment Solutions (Bojko, Stephenson) 2:20-3:00 pm
A Comparison of Methods for Eliciting Post-task Subjective Ratings in Usability Testing (Tedesco, Tullis) 3:30-5:00 pm			

Tutorials
Workshops
Special Sessions
Experienced Practitioner Track



WEDNESDAY, June 14, 2006

TRACK	8:30 - 10:00 AM	10:30 AM - 12:00 PM	1:30 - 3:00 PM	3:30 - 5:00 PM	
Invited Speaker	KEYNOTE: Steve Denning	Annie Archbold, Ethnography and Narrative	Andrew Massey	Carolmarie Stock	
Case Studies		Enhancing Usability of Print-Based and Web-Based Documents Through Information Design (Liu, Kleinman, Enlow)	People Are Talking: Projects Designed to Enhance Storytelling within Communities (Roberts, Schadewitz, Wallace, Yin, Wei, Adler)	Panel: The State of Web Site Usability for 2006 (Mitropolous-Rundus, Neilsen, Weinschenk, Krug, James)	
Methods & Skills		Applying User-Centered Methods to Inform New Product Selection and Strategic Planning (Herbst, Dixon, Battle, Wheeler)	Interaction Designers and Agile Development: A Partnership (Miller)	PRP: Using Scriptwriting Techniques to Develop More Engaging and Effective User Scenarios (Joichi) PRP: Ethnographic Awakenings That Challenged Design (Faulkner)	
Design		Usable Interactive Voice Systems and Older Adults: Observations and Recommendations (McNulty, Mangan)	Using Focus Groups to Design User-Based Web Sites (Zimmerman, Stapel)	Digital Prototyping for Dummies: An Unconventional Approach to Creating Interactive Prototypes (Kaiser, Casey) Researching Concepts with Comics (Wehner, Cheng, Jao)	
Evaluation		Formative Usability Investigations for Open-Ended Tasks (Sy)	Redesigning www.w3.org/WAI: A Tale of Two Sites (Henry, Hass, Thorp)	PRP: Bridging the Gap with a Remote User (Vasnaik, Langoria) PRP: Making Sense of Remote Usability Testing: Set-Up and Vendor Options (Hawley, Dumas)	
Usability Fundamentals		Panel: Research	Panel: Design	Panel: Testing	
Special Events					Idea Market

LEGEND

PRP = Peer Reviewed Paper

AT = Advanced Topic

UPER = Usability Perspectives Panel



USABILITY THROUGH STORYTELLING
 UPA 2006 BROOMFIELD, CO JUNE 12-16, 2006

THURSDAY, June 15, 2006					FRIDAY, June 16, 2006	
TRACK	8:30 - 10:00 AM	10:30 AM - 12:00 PM	1:30 - 3:00 PM	3:30 - 5:00 PM	8:30 - 10:00 AM	10:30 AM - 12:00 PM
Invited Speaker	John Thomas	Leigh Rubin	Nelson Soken	Roy Carter	John Carroll	CLOSING PLENARY: Kevin Brooks
Case Studies	Tales Come True: Use Cases as Functional Specifications (Gross)	Panel: When User Interaction Really Matters: Designing for Performance-Critical Applications (Constantine, Strope, Kellmeyer)	How Usability is Changing the World: Assessing the Impact of Global Testing (Schumacher, Bosenick, Allen, Israelski, de la Nuez)	Panel: Usability Stories II: Successes and (Gasp) Failures (Sherman, Fadden, Courage, Jarrett)	An Inside Job: Usability Success Stories in Corporate IT (Keirman) Usability Testing to Get the Caller's Side of the Story (Wilmer, Kistler-Robinson)	
Methods & Skills	Create Compelling User Stories- Collaboratively (Rader, Toland)	Storyboards: A Dynamic Storytelling Tool (Sova, Hinderer-Sova)	The Usability of AJAX: A Primer for Usability Professionals and a First Hand Account (Whalen)	Web Accessibility and Usability for Blind Users: Closing the Gap (Bergel, Chadwick-Dias)	Tools for Electronic Collaboration: Off the Shelf and into the Usability Lab (Lebson) Team and Data Management in Large-Scale User Research Projects (Bojko, Lew, Stevenson)	
Design	From Green Screen to Browser: Bringing an Industrial Order Interface into the 21st Century (Casey, Kaiser)	When in Rome: Understanding Cultural Differences in the Context of Building Personas and Creating Designs for Various Cultures (Gerrol, Kurian, Broch)	How (Not) to Destroy a Great User Experience: Discovering and Documenting the Story Behind the Design (Fulcher, Garb, Liston, Slot)	Driving Product Design from the Business Objectives (Marine)	PRP: Technomagical Realms: Storytelling and Participatory Design of Pervasive and Locative Meia with Young People (Nolan) PRP: Escaping the Design Traps of Creeping Featurism: Introducing a Fitness Management Strategy (Lee, Woods, Kidwell)	
Evaluation	AT: Evaluation in the Field: Usability, Utility, and Technology Adoption (Siegel, Dray)	A Different Story: Applying Nielsen's Heuristics for Speech Enabled Applications (Kistler-Robinson, Wilmer)	Panel: Usability Standards: Are They Effective in Fostering Good Usability Practice? (Theofanos, Paciello, Quesenbery, Battle, Rettger, Barker)	Advanced User Experience Techniques, Or, "What They Often Do Not Teach You in School" (Lew)	How to Look at a Form (Jarrett, Quesenbery) A Study of Researchers in Europe, the UK, and the US: A Review of the Methodology, Findings, and How the Results are Being Used (Noonan)	
	Workshop Highlights	Compare Your Instincts with the User's (Kincaid, Duvall, Courage)	Using Formative Usability Testing as a Fast UI Design Tool (Schrag)	Shoes for the Shoemaker's Children: Bringing Usability Home (Reilly, Wills)	Persona Best Practices that Drive Business Results (Bodine, Dorsey) Applying Universal Design: A Framework for Relating Design Guidelines to Accessibility Requirements (Harms, Dolan)	
Special Events			Poster Revolution		Idea Markets	

LEGEND

PRP = Peer Reviewed Paper

AT = Advanced Topic

UPER = Usability Perspectives Panel

