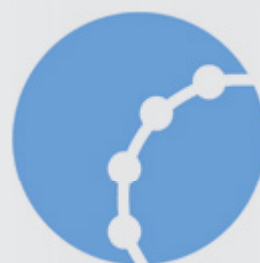




**23TH INTERNATIONAL CONFERENCE
ON COLLABORATION AND
TECHNOLOGY**



**9TH INTERNATIONAL CONFERENCE
ON COLLABORATION
TECHNOLOGIES**

**August
8-11**

**ParkTown Hotel
Saskatoon, SK Canada**



Message from the CRIWG chairs

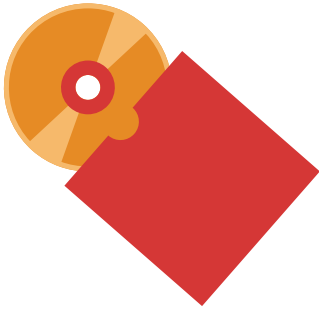
We welcome you to the 23th International Conference on Collaboration and Technology (CRIWG 2017). The conference is supported and governed by the Collaborative Research International Working Group (CRIWG), an open community of collaboration technology researchers. Since 1995, conferences supported by CRIWG have focused on collaboration technology design, development, and evaluation. The background research is influenced by a number of disciplines, such as computer science, management science, information systems, engineering, psychology, cognitive sciences, and social sciences.

The papers published in the proceedings of this year's and past CRIWG conferences reflect the trends in collaborative computing research and its evolution. There has been a growing interest in collaborative learning, collaboration through social media, participation in online communities, and techniques and approaches for collaboration technology design. This year there was strong participation from Canada and Chile, each having five papers, and then Germany with three papers, Japan and Brazil with two papers each, and Norway and USA with one paper.

As editors, we would like to thank everybody who contributed to making this edition of CRIWG 2017 a success, as well as the Steering Committee, the members of the Program Committee, and the reviewers. Last but not least, we would like to acknowledge the effort of the local organizing committee in Saskatoon, without whom this conference would not have run so effectively. Special thanks go to our sponsors: The City of Saskatoon, Tourism Saskatoon, University of Saskatchewan, 7Shifts, ISM Canada, Coconut Calendar and to Springer, the publisher of the CRIWG proceedings, for their continuous support.

August 2017
Saskatoon, Canada

Carl Gutwin
Sergio Ochoa
Julita Vassileva
Tomoo Inoue



Message from the CollabTech chairs

CollabTech 2017, the Ninth International Conference on Collaboration Technologies, offers a unique forum for academics and practitioners to present and discuss innovative ideas, methods, or implementations related to collaboration technologies, which are greatly needed for various everyday collaboration activities due to recent advances in networking, computing and interaction technologies.

The previous CollabTech conferences were held in Tokyo in 2005, Tsukuba in 2006, Seoul in 2007, Wakayama in 2008, Sydney in 2009, Sapporo in 2012, Santiago in 2014, and Kanazawa in 2016. Following the success of joint organization with CRIWG 2014 and CRIWG 2016, CollabTech 2017 was co-located and organized with CRIWG 2017 again, but this time in Saskatoon, Canada. CRIWG and CollabTech communities have similar research topics and goals, but have been geographically located in different regions. We believe this joint endeavor would provide an interesting opportunity to meet each other.

The success of the conference was largely due to the program co-chairs, the conference committee members, and the reviewers whose efforts made the conference possible. The success was also due to University of Saskatchewan, the Information Processing Society of Japan (IPSJ), the SIG on Groupware and Network Services of IPSJ, the SIG on Cyberspace of the Virtual Reality Society of Japan, and the SIG on Communication Enhancement of the Human Interface Society for their generous support.

We hope that the conference is fruitful for all participants and plays an important role in cultivating the community in this research field.

August 2017
Saskatoon, Canada

Takaya Yuizono
Takashi Yoshino
Julita Vassileva



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Co-chairs



Carl Gutwin
University of
Saskatchewan



Sergio Ochoa
University of Chile



Takaya Yuizono
Japan Advanced Institute
of Science and Technology,
Japan



Julita Vassileva
University of
Saskatchewan



Takashi Yoshino
Wakayama University,
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Kinya Fujita, Tokyo University of Agriculture and Technology, Japan
Atsuo Hazeyama, Tokyo Gakugei University, Japan
Gwo-Jen Hwang, National Taiwan University of Science and Technology, Taiwan
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Yutaka Ishii, Okayama Prefectural University, Japan
Marc Jansen, University of Applied Sciences Ruhr West, Germany
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Hyungseok Kim, Konkuk University, Korea
Wim Lamotte, Hasselt University, Belgium
Wolfram Luther, University of Duisburg-Essen, Germany
Hideyuki Nakanishi, Osaka University, Japan
Mamoun Nawahdah, Birzeit University, Palestine
Masayuki Okamoto, Toshiba, Japan
Nobuchika Sakata, Osaka University, Japan
Yoshiaki Seki, Tokyo City University, Japan
Hidekazu Shiozawa, Tamagawa University, Japan
Masahiro Takatsuka, The University of Sydney, Australia

Keynote Speakers



Loren Terveen is a Distinguished McKnight University Professor of Computer Science at the University of Minnesota. Before joining the University of Minnesota, he received his PhD in Computer Sciences from the University of Texas at Austin, and then spent 11 years at AT&T Labs / Bell Labs. Terveen is an expert in the areas of human-computer interaction and social computing. He has published over 100 scientific papers, holds 9 patents, has advised several startup companies, consulted on intellectual property cases, and has held many leadership positions in his profession, including serving as President of ACM's Special Interest Group on Computer-Human Interaction and on the CM Council.

Terveen's current areas of research emphasis are: peer production systems, incentive mechanisms to enhance user participation, the quantitative analysis of social media data, and geographically-based online communities. He leads projects that have: revealed new information about how valuable content is created on Wikipedia, produced and deployed new interface designs to enhance participation in online communities, developed a new

location-based messaging system, combined wiki and geographical information systems technologies to create novel interfaces that let people enter and access information about places in their local communities, and created the first fully functional geographical wiki. In all his work, he seeks to use knowledge gained from empirical studies to build novel systems that solve real problems.

Regan Mandryk is a professor in Computer Science at the University of Saskatchewan; she pioneered the area of physiological evaluation for computer games in her Ph.D. research at Simon Fraser University with support from Electronic Arts. With over 150 publications that have been cited over 5600 times, she continues to investigate novel ways of understanding player experience in partnership with multiple industrial and international collaborators, but also develops and evaluates persuasive games, games for health, games for special populations including children with neurodevelopmental disorders, games that foster interpersonal relationships, and ubiquitous games that merge the real world with the game world. Regan has been the invited keynote speaker at several international game conferences, led Games research in the Canadian GRAND Network, organizes several international game conferences, and leads the first Canadian graduate training program on games user research (SWaGUR.ca).





CollabTech
Paper



CRIWG
Paper



TECL
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Presenter



15-minute
presentation



30-minute
presentation

8:30	Continental Breakfast	
9:00-10:00	Keynote: Loren Terveen, University of Minnesota, USA	
10:00-10:30	Coffee Break	
	S1-A Collaborative Learning 1 Chair: Ulrich Hoppe Cedar Room	S1-B Collaborative Applications 1 Chair: Carl Gutwin Oak Room
10:30	Sequence Patterns in Small Group Work within a Large Online Course D. Doberstein  , T. Hecking and H. U. Hoppe 	Anonymity-preserving Methods for Client-side Filtering in Position-based Collaboration Approaches G. Bumiller  , H. Detjen, S. Geisler, S. Hoffmann, M. Jansen and M. Markard 
11:00	Group matching for peer mentorship in small groups O. Adewoyin  and J. Vassileva 	Introducing Gamification to Cleaning and Housekeeping Work S. Ichimura  
11:30	A Scratch-based Collaborative Learning System with a Shared Stage Screen Y. Fukuma  , K. Tsutsui, H. Takada and I. Piumarta 	Mediating Intergenerational Family Communication with Computer-Supported Domestic Technology F. J. Gutierrez  , S. F. Ochoa and J. Vassileva 
12:00-13:30	Lunch (90 min)	
	S1-A Collaborative Learning 2 Chair: Sergio Ochoa	S2-B Cultural Collaboration Chair: Junko Itou
13:30	Practice of Skills for Reading Comprehension in Large Classrooms by using a Mobile Collaborative Support and Microblogging G. Zurita  , O. Jerez, N. Baloian and S. Peñafiel 	Enhancing Participation Balance in Intercultural Collaboration M. Pituxcoosuvann and T. Ishida Mondeheera  
14:00	Speakers keyword generation: Speakers empowerment for multilingual interaction via keywords H. Hanawa  , X. Song, M. Tang and T. Inoue 	Susceptibility of Users to Social Influence Strategies and the Influence of Culture in a Q&A Collaborative Learning Environment I. Adaji  and J. Vassileva 



CollabTech
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CRIWG
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TECL
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Presenter



15-minute
presentation



30-minute
presentation

14:30	U-Learning: An Collaborative Experience in the Urban Context J. Brito , B. Monteiro, A. Gomes, R. Amorim, L. Seixas and I. Filho 	Enhancing Learners' Cross-cultural Understanding in Language and Culture Class Using InCircle N. Uosaki , T. Yonekawa and C. Yin
14:45	AccelChalk: Detecting Writing Action with Chalk Acceleration toward Collaboration between Teacher and Students T. Okazawa and H. Egi 	
15:00-15:30	Coffee Break	
	S3-A Specific Application Domains Chair: Takashi Yoshino	S3-B Online Communities Chair: Noriko Uosaki
15:30	Extension of Smartphone by Wearable Input/output Interface with Floor Projection N. Sakata , F. Sato, T. Tominaga and Y. Hijikata 	Support of Foreign Tourists with Culturally Situated Associations V. Khalil , M. Otani, D. Lin and T. Ishida
16:00	Exploring Collaboration in the Realm of Virtual Museums N. Baloian , W. Luther, D. Biella, J.A. Pino, T. Schreck, N. Hitschfeld and N. Karapetyan 	Sharing Composite Web Applications with Multiple Coupling Levels G. Blichmann , Ch. Lienemann and K. Meißner
16:30	Analysis of Multidisciplinary Collaboration in Primary Healthcare: the Chilean case C. Saint-Pierre , V. Herskovic and M. Sepúlveda 	Factors affecting the willingness to share knowledge in the communities of practice V. Agrawal and E. Snekkenes
16:45-17:15	Free Time (30 min)	
17:15	Bus leaves for Berry Barn	
17:45-20:30	Conference dinner at Berry Barn	
20:45	Bus leaves to Saskatoon	



CollabTech
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Presenter



15-minute
presentation



30-minute
presentation

8:30	Continental Breakfast	
9:00-10:00	Keynote: Regan Mandryk, University of Saskatchewan, Canada	
10:00-10:30	Coffee Break (30 min)	
	S4-A Collaborative Applications 2 Chair: Takaya Yuizono	S4-B Design of Collaboration Support 1 Chair: Francisco Gutierrez
10:30	An Approach using Design Science Research for the development of a Collaborative Assistive System C. Berkenbrock , D. Silva, G.R. Berkenbrock and R. Rizzatti 	Worth the Wait?: The Effect of Responsiveness on Interpersonal Attraction Among Known Acquaintances M. Heston and J. Birnholtz
11:00	Engineering Web Applications Using Real-Time Collaborative Modeling P. de Lange , P. Nicolaescu, R. Klamma and M. Jarke 	Spatial Continuity and Robot-Embodied Pointing Behaviour in Videoconferencing Y. Onishi , K. Tanaka, and H. Nakanishi
11:30	Availability of Disaster Preparedness Awareness Improvement for Supplying Knowledge using Microblog and Comic Expression S. Enokida , T. Fukushima, T. Yoshino, T. Motozuka and N. Egusa 	What Do Remote Music Performances Lack? H. Tarumi , T. Nakai, K. Miyazaki, D. Yamashita and Y. Takasaki
11:45		Tag chat: reminding support sys. of past topics using tag J. Itou , R. Tanaka and J. Munemori
12:00-13:30	Lunch (90 min)	
13:30-15:00	S5-A Specific Application Domains 2 Chair: Tomoo Inoue	S5-B TECL Workshop Chair: Minoku Kobayashi
13:30	Making Interface Customizations Work: Lessons From a Successful Tailoring Community C. Gutwin 	A Visual and Interactive Recommender System for Scientific Papers J. Magalhães , E. Costa, J. Fechine, and J. Vassileva



CollabTech
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Presenter



15-minute
presentation



30-minute
presentation

14:00

Case studies of Industry-Academia Research Collaborations for Software Development with Agile

I. Guillot , G. Paulmani, V. Kumar and Sh. Fraser



A mathematical representation for collaborative construction of SL blocks

Shen-Guan Shih , Yi-Feng Chang



14:30

A Method for Estimating Worker States Using a Combination of Ambient Sensors for Remote Collaboration

K. Iso , M. Kobayashi and T. Yuizono



The additive effect of collaborative and game-based learning in using an eBook for promoting spatial ability

Hi-Lian Jeng , Yung-Shun Lin



14:45

Tourist Information Extraction Method from Tweets without Tourist Spot Names for Tourist Information Visualization System

S. Watanabe and T. Yoshino



15:00-15:30

Coffee Break (30 min)

S6-A Collaborative Applications 3

Chair: Daniel Biella

S6-B Design of Collaboration Support 2

Chair: Carla Berkenbrock

15:30

BLE-Based Children's Social Behavior Analysis System for Crime Prevention

Sh. Nakamae , Sh. Kataoka, C. Tang, S. Vasilache, S. Saga, B. Shizuki and Shin Takahashi



Susceptibility of Graduate Assistants to Social Influence Persuasive Strategies

H. Haida-Selassie and J. Vassileva



16:00

A Triage Training System Considering Cooperation and Proficiency of Multiple Trainees

K. Izumida , R. Kato and H. Shigeno



Technological Feasibility of a Smartphone-based System to Integrate Volunteers into Professional Rescue Processes

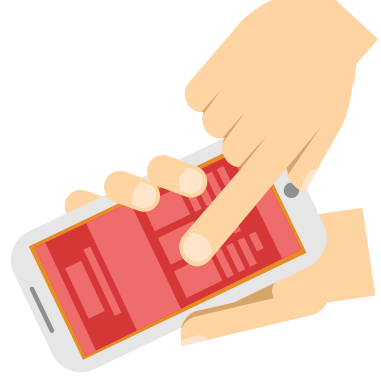
G. Bumiller , H. Detjen, S. Geisler, S. Hoffmann, M. Jansen and M. Markard



16:30-17:00

Closing

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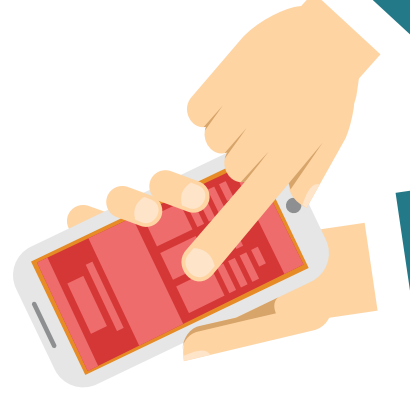


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CALENDAR

Schedule and social events

Day 1: August 8 (Tuesday)

17:00-20:00	South Ballroom	Registration and Welcome reception
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Day 2: August 9 (Wednesday)

8:30	Continental Breakfast	
9:00-10:00	Keynote: Loren Terveen, University of Minnesota, Cedar Room	
10:00-10:30	Coffee Break (30 min)	
	Cedar Room	Oak Room
10:30-12:00	Session 1A Collaborative Learning 1	Session 1B Collaborative Applications 1
12:00-13:30	Lunch (90 min)	
13:30-15:00	Session 2A Collaborative Learning 2	Session 2B Cultural Collaboration
15:00-15:30	Coffee Break (30 min)	
15:30-16:45	Session 3A Specific Application Domains 1	Session 3B Online Communities
16:45-17:15	Free Time (30 min)	
17:15	Bus leaves to Berry Barn, Riverside @ Parktown Hotel	
17:30-20:30	Conference Dinner BBQ, Berry Barn	
20:45	Bus leaves to Saskatoon	

Day 3: August 10 (Thursday)

8:30	Continental Breakfast	
9:00-10:00	Keynote: Regan Mandryk, University of Saskatchewan, Cedar Room	
10:00-10:30	Coffee Break (30 min)	
10:30-12:00	Session 4A Collaborative Applications 2	Session 4B Design of Collaboration Support 1
12:00-13:30	Lunch (90 min)	
13:30-15:00	Session 5A Specific Application Domains 2	Session 5B TECL Workshop papers
15:00-15:30	Coffee Break (30 min)	
15:30-16:30	Session 6A Collaborative Applications 3	Session 6B Design of Collaboration Support 2
16:30-17:00	Closing (30 min)	
17:00 onwards	Free Time	

Day 4: August 11 (Friday)

8:30	Breakfast on your own
9:30	Bus leaves for social excursion, Riverside @ Parktown Hotel
10:00-15:30	Wanuskewin Heritage Park
	Guided walk, dream-catcher making, lunch, free time or tipi building, dance, museum
15:30	Bus leaves to Western Development Museum
16:00-19:00	Western Development Museum Free walk in the museum village, late lunch/snacks
19:00	Bus leaves to Park Town Hotel