MIDSUMMER EXHIBITION 2019

10x10 MIDTALKS

10x10 minute talks by MID researchers

Date: May 24, 2019 **Time**: 13:50-15:50 **Place**: Lindstedtsvägen 5, floor 4, room D42

13:50	Jarmo Laaksolahti	**The Interactive Media Technology master programme at KTH**
14:00	Sara Eriksson	**Dancing With Drones Crafting Novel Artistic Expressions Through Intercorporeality** *Through an analysis of an artistic process aimed to deliver a commissioned opera where custom-built drones are performing on stage alongside human performers, we observed the importance of achieving an intercorporeal understanding to shape body-based emotional expressivity.*
14:10	Roberto Bresin	**Non-Verbal Expression in Robots: New Methods for Augmenting Expressive Gestures with Sound** *Expression capabilities in current humanoid robots are limited because of the low number of available degrees of freedoms compared to humans. I will present how we are using sound for compensating these limitations in a project funded by the Swedish Research Council (VR).*
14:20	Anders Lundström	**VR-CBT for anxiety disorders: A solution for future Primary Care** **Winner of *Innovationsfondens* Innovation of the year 2019!!**
14:30	Olga Viberg	**Supporting Self-Regulated Learning with Mobile Learning Analytics** *Self-regulated learning (SRL), which is directly associated with learning and academic achievement, is a transferable skill that can also guide students' future paths to study and work. Students can self-regulate their learning by keeping track of their own learning process (i.e., monitoring) and use that information to facilitate their learning process and improve their learning outcomes. This presentation will focus on the potential of mobile learning analytics to support and measure students' SRL, including SRL- strategies, skills and knowledge.*
14:40-15:00	COFFEE BREAK	
15:00	Eva-Lotta Sallnäs Pysander	**Haptics and outdoor play** *In what ways can haptic feedback enhance a collaborative virtual environment and how can multimodal interaction make playing outdoors more fun for children.*

15:10	Björn Hedin	**Digital Behaviour Change Interventions for More Sustainable Food Consumption** *The food system is a major contributor to greenhouse gas emissions and energy use in the world. In this presentation I will talk about the results of our recently published study "A Systematic Review of Digital Behaviour Change Interventions for More Sustainable Food Consumption". I will also talk about two recently started research projects about using digital tools to support more sustainable food related behaviours in households.*
15:20	Daniel Pargman	**Who gets to fly? Negotiating emission reductions at KTH Royal Institute of Technology** *Universities need to reduce their carbon emissions but researchers fly a lot. For KTH, aviation correspond to more than 96% of KTH's total emissions from travel (4800 kg CO2/employee/year). In this research project we will "confront" departments and individuals with data about their individual travel emissions and invite them to discuss how those emissions could be curtailed in order to attain KTH's pledged emission reduction targets.*
15:30	Sandra Pauletto	**Sonic Interaction Design and its relation to sound design practices in media productions** *The largest tradition of sound design practice can be found in media production. Film and theatre sound professionals have created new sounds, and sound producing machines, for centuries now. In this talk we will discuss how we can learn from the past to build the technology of the future. A theatre acoustic sound effect can teach us how to make a digital interactive tool rich in sound and simple in gesture. Or a Foley sound artist can teach us how to create expressive digital everyday sounds. Examples from past and current research will be presented.*
15:40	André Holzapfel	**Dancing Dots - Investigating the Link between Dancer and Musician in Swedish Folk Dance** *In Swedish Folk Music - as in many traditional musics - the connection is strong between music and dance. But how strong is the link when musicians have to follow the dancing and while seeing only parts of a dancers body? We let fiddlers play to selected dance movements, recorded with motion capture and displayed as point lights - dancing dots. Results from this recent, original study will be presented.*