

08:45 - 09:30	Welcome and gathering
9:30 - 10:30	Keynote and Opening Remarks
10 min	Opening Remarks
50 min	Keynote lecture: From usability to experience and beyond: Designing technology with wellbeing in mind Prof. Marc Hassenzahl, University of Siegen, Germany
10:30 - 10:45	Short break
10:45 - 11:45	From HCI ...
15 min	The effects of continuous driving-related feedback on drivers' response to automation failures. Guy Cohen-Lazry, Avinoam Borowsky and Tal Oron-Gilad
15 min	Who Owns that Virtual Object? Psychological Ownership in Shared Augmented Reality. Lev Poretski, Joel Lanir and Ofer Arazy
15 min	Exploring the potential of a mobile eye tracker as an intuitive indoor pointing device: A case study in cultural heritage. Moayad Mokatren, Tsvi Kuflik and Ilan Shimshoni
15 min	Exploring Notions of Aggression, Catharsis and Emotional Release in HCI. Michal Luria, Ophir Sheriff, Marian Boo and Amit Zoran
11:45 - 12:00	Short break
12:00 - 13:05	... to HRI
15 min	Smooth leader or sharp follower? Playing the Mirror Game with a Robot. Shir Kashi and Shelly Levy-Tzedek
15 min	Robotator: Social Robot as Facilitator of Small Group Instructional Activity in Higher Education. Rinat B. Rosenberg-Kima and Goren Gordon
15 min	Effect of Robotic Object Responsiveness on Human-Human Conversation. Danielle Rifinski, Adi Feiner, Hadas Erel, Guy Hoffman and Oren Zuckerman
15 min	Differences between young and old users when interacting with a humanoid robot: a qualitative usability study. Ronit Feingold-Polak, Shelly Levy-Tzedek, Yonat Shachar, Maayan Stein, Avital Elishay and Yael Edan
5 min	Selected Posters introduction
13:05 - 14:05	Lunch
13:45 - 14:45	Posters & Demos, Coffee & Mingling
14:45 - 15:50	Industry and Academy Combine
15 min	Scaling the Security Wall Developing a Security Behavior Intentions Scale (SeBIS). Serge Egelman and Eyal Peer
15 min	Using interactive "Nutrition labels" for financial products to assist decision making under uncertainty. Junius Gunaratne and Oded Nov
10 min	Industry Case Study: Designing the 'Lateral Movement Paths' Graph. Anna Tsiganchuk, Tomer Haimovich, Sivan Krigsman, Bar Arnon and Benny Lakunishok.
10 min	Industry Case study: Gal Inbar. Intuitive Multilayered UI for Robotics Implementation and Operation

15 min	Is My Dog “Playing” Tablet Games? Exploring Human Perceptions of Dog-Tablet Interactions. Anna Zamansky
10 min	Short break
16:00 - 16:55	Radical Super Session
10 min	Radical UI: Bacteria as Design Material. Gilad Gome et al.
10 min	Radical UI: Bodies Wearing Movement. Emma Margarita Erenst.
10 min	Radical UI: Sew-Flow: A Craft Interpretation of a Digital Game. Kinneret Itzhak et al.
25 min	Industry Case study: Bazaar: from fashion catalog to photo editor. Gili Korman.
16:55 - 17:00	IsraHCI 2018 honorary mention
17:00 - 17:10	Closing remarks