

Wednesday, July 7

	Agora	Room 1	Room 2	Room 3	Room 4
Welcome & Coffee 9.15 - 9.45					
Opening 9.45 - 10.00					
Keynote 1 10.00 - 11.00	John Riedl: Altruism, Cooperation, and Destructiveness on The Social Web				
Break 11.00 - 11.30					
Session 1.1 11.30 - 13.00		Self-Service 1: James Melton: Measuring the self-service quality of university admissions websites: A cross-cultural study Tamara Powell: Measuring Faculty Perceptions of Instructional Technology Patricia Wright: TBA	Digital learning environments Arhsya Keyvanfar: Virtual Writing: A New Experience for Iranian EST Students Eiichi Yamamoto: Use of ICT in EFL Settings: Can Self-learning and Technologies Raise Learners' Cultural Awareness? Nicoletta di Blas: Equipping higher education students with digital communication skills. Lessons learned in a three-year-experience	User-Generated Content 1 Mireille Boutin: Enhancing Engineering Student Communication Via a Publicly Available Wiki Angela Hirlehei: Towards Tailor-able Groupware: An Approach to User Requirement Assessment Model in Supporting User-Defined Environments of Synchronous Groupware Simon North: Qwiki, the Quintiq wiki, enabling users to write their own documentation	Tutorial Bruce Maylath: Interactivities between professional translators and professional communicators
Lunch 13.00 - 14.00					
Session 1.2 14.00 - 15.30		Usability 1 Erica Olmstead: Think-Aloud Protocols: Is There a Preferred Type of Think-Aloud Protocol to use for Usability Professionals Marieke Welle-Donker Kuijer: The Influence of the Level of Heuristics on the Results of a Heuristic Evaluation Charlotte van Hooijdonk: Evaluating consumer health information websites: why designers need medical experts and lay users alike	Learning to write Laurence Anthony: Applications of Corpus Linguistics in the Teaching of Technical Writing to Undergraduate and Graduate Students Debopriyo Roy: Concept Map-Oriented Technical Writing Course for Computer Science Majors in an EFL Context: Understanding Text Applications Jeff Collins: Engineers Learn to Write: Improving the Art of Noticing in Writing Samples for Engineering Students	Technology Acceptance 1 Lidwien van de Wijngaert: A situational approach towards technology use. The case of e-Government Brook Sattler: The learning experience: A literature review of the role of mobile technology Ardion Beldad: The impact of available and accessible online privacy statements on users' trust and factors influencing e-government users to privacy statements	Workshop Saul Carliner: Content Content: A King or a Commodity?
Break 15.30 - 16.00					
Session 1.3 16.00 - 17.30		Workshop Christopher LaRoche: Increasing the quality of user experiences both inside and outside of the classroom	Tutorial Jean-Luc Doumont: Lies, Damned Lies, and Statistics: Understanding and Revealing Variability	Workshop Marjorie Davis: Project Teams for International Communication: Planning Collaborations	Tutorial Robert Irish: Using Problem Finding to Integrate Communication and Design for Student Learning

Thursday, July 8

	Agora	Room 1	Room 2	Room 3	Room 4
Coffee 8.30 - 9.00					
Keynote 2 9.00 - 10.00	Philip Breij: Living in the Network Society: The New Hyper-Individualism				
break 10.00 - 10.30					
Session 2.1 10.30 - 12.00		Usability 2 Menno de Jong: TBA Corné van Elzaker: Use, user and usability research for mobile geo-applications for personal orientation and navigation Eva-Maria Jakobs: Evaluating communicative Usability - a multi-method Approach for (mobile) Passenger Information Systems	English as Foreign Language Ralph Rose: Accommodating Learning Styles: An EFL Pronunciation Course for Science and Engineering Students Debopriyo Roy: Curriculum Design for an EFL-based Business Communication Course in a Collaborative Learning Environment Kiyomi Okamoto: Corpus use for less proficient EFL engineering students	Motivation Andreas Karatsolis: Augmenting the Reality of Professional Communication Classrooms Jo Mackiewicz: Politeness as Motivation to Edit Comprehensively: Epinions Advisors' Comments on Technical Products Hans van der Meij: TBA	Tutorial Ned Kock: Structural Equation Modeling Made Easy: A Tutorial Based on a Behavioral Study of Communication in Virtual Teams
Network lunch 12.00 - 13.30					
Posters & media showcases 13.30 - 15.00		A list of posters and media showcases can be found on page 4			
Break 15.00 - 15.30					
Session 2.2 15.30 - 17.00		Self-Service 2 Roger Munger: Turning Self-Service into Community Service: A Role for Professional Communicators Jeff Grabill: Content Management and a Self-Service Society: Identifying and Solving a Key Problem of Organizational Writing Caroline Jarrett: TBA	User-Generated Content 2 Willem Pieterse: Networks in Citizen-Government Interaction: Exploring how Social Networks affect Information Search Behavior Laura Katajisto: Implementing Social Media in Technical Communication Maya Oluseyi: Service to Self-Service in the Context of the Death of Elvis Presley and Michael Jackson	Presentations Jordi Casteleyn: Slidecast Yourself - Exploring the Possibilities of a New Online Presentation Tool Bas Andeweg: The first minutes of a paper; an analysis of the opening of 16 research papers Melinda McRae: PowerPoint for Educators: Evidence-based research for design recommendations	Workshop James Conklin: Using Focus Groups to Strengthen Technical Communication Practice
Possibility for meetings 17.00 - 19.00					
Conference Banquet Award show 19.00					

Friday, July 9

	Agora	Room 1	Room 2	Room 3	Room 4	Room 5
Coffee 8.30 - 9.00						
Session 3.1 9.00 - 10.30		<p>Technical Communication Instruction 2</p> <p>Hazel Sales: 'More than monkey see, monkey do': a self-access system that places the onus on engineers to communicate design work</p> <p>Richard House: The Genre of the Performance Evaluation: Prompts for Eliciting Effective Feedback</p> <p>Thomas Orr: Enabling Undergraduates to Publish: Advice for Professors and Students in Science and Engineering</p>	<p>Technical communication in the future</p> <p>Marta Rauch: Are We There Yet? An Examination of Where We've Been and Where We're Headed as Technical Communicators</p> <p>Suvi Isohella: What working life requires? Technical Communication Competencies – a classification and its application</p> <p>Emiko Kaneko: Inspiring Future Information and Communication Technology Professionals: A Report on an Initial Study of Motivation and Beliefs</p>	<p>Documentation</p> <p>Elisa Rubegni: How to build Multi-media, Multi-channel, Cost-Effective Corporate Brochures</p> <p>Vinay Ghat: Documentation First: The NXP Semiconductors Best Practice</p> <p>Matthew McCool: Rethinking Linguistic Categorization and Online Taxonomies for Global Information Systems</p>	<p>Self-Service 3</p> <p>Kirk St Amant: International Legal Issues Affecting the Self-Service Society: A Perspective on Professional Communication in Global Contexts</p> <p>Suguru Ishizaki: Service Design and Technical/Professional Communication</p> <p>Dave Farkas: The Diagnosis-Resolution Structure in Troubleshooting Procedures</p>	<p>Technology Acceptance 2</p> <p>Jos Pieterse: How change management is influenced by differences in professional discourses: A preliminary conceptualizing study on the adoption of an ICT tool for service engineers.</p> <p>Eva-Maria Jakobs: Talking about Mobile Phone Systems. Verbal Comments in the Web as a Source for Acceptance Research in Large-scale Technologies</p>
Break 10.30 - 11.00						
Session 3.2 11.00 - 12.30		<p>Usability 3</p> <p>Joyce Karreman: Navigating on Websites: Evaluating the Life Events Approach</p> <p>Sanne Elling: Infocus: a website evaluation method for collecting user feedback</p> <p>Stephanie Rosenbaum: TBA</p>	<p>Technical Communication Instruction 1</p> <p>Julia Williams: TBA</p> <p>Madelyn Flammia: Preparing Technical Communication Students to Function as User Advocates in a Self-Service Society</p> <p>Suguru Ishizaki: Nondesigners' Perception of Giftedness and Expectedness about Visual Design Skills</p>	<p>Localization</p> <p>Gianna Tarquini: To Localise or not to Localise? Assessing the impact of globalisation strategies on digital accessibility</p> <p>Vandana Singh: Use of Multi-media Resources in Technical Support for Open Source Software</p> <p>Atsuko Yamazaki: An Evaluation of Pictograms for Communication among Japanese and Thai-speaking Engineers Working in Manufacturing Settings</p>	<p>Tutorial</p> <p>Christopher LaRoche: Using the User Edit Method – When a Usability Method Fulfills a Technical Communication Need</p>	
Lunch 12.30 - 13.30						
Keynote 3 13.30 - 14.30	Ginny Redish: TBA					
Closing ceremony 14.30 - 15.00						
Closing drinks 15.00						

Posters

Jennifer Wolfe	Local apps for local needs—apps that help us through our day
Judith B. Strother	From Full Service to Self-Service: The Airline Industry Takes Off
Kathie Gossett	The Digital Depository: Architecting a Self-Service Archival Solution for New Media Projects
Kumiko Morimura	Cultivating a Sense of Global Leadership and Global Experience among Graduate Students using the Internal Education System of a Global Enterprise
Melinda McRae	Effective Scholarly Presentations
Paolo Paolini	AURA framework for designing effective accessible Website
Patti Wojahn	Managing “Self-Service” in Collaboration: Issues in Seeking and Sharing Information with Remote Colleagues in Web 2.0
Peter Klein	Scenario based design of interactive realtime visualizations for traffic control systems
Rob Evans	Semi-Transparency in e-Government: Current Status of Publicly Available Information
Takashi Okuda	Assessing knowledge worker outcome: performance assessment using a method inspired by baseball and sabermetrics (W. I. P.)
William Rozycki	Scientific presentation at IEEE conferences: Observational and survey findings
Yujia Cao	Multimodal Presentation of local danger warnings for drivers: A situation-dependent assessment of usability

Media showcases

Alan Chong	Planning for Excellence: Using Public Showcases to Motivate Students in Professional Communication Courses
Geert van der Molen	Self service: creating and sharing cultural heritage with web 2.0
Kumiko Morimura	Teaching English for Japanese undergrad students while playing an environmental board game in English
Y. Luo	Creating Web2.0 Based Self-Service Groupware Management System: Case Study of Passenger Conference Management System