VIDEO SHOWCASE

PneuMa: Designing Pneumatic Bodily Extensions for Supporting Movement in Everyday Life



PneuMa is a pneumaticbased bodily extension to support movement in everyday life.

Aryan Saini, Rakesh Patibanda, Nathalie Overdevest, Elise van den Hoven, Florian 'Floyd' Mueller Tue, 14 May | Screening starts @ 04:00 PM Room: 310 Lill'u Theater

LuciEntry: A Modular Lab-Based Lucid Dream Induction Prototype



LuciEntry is a lab-based prototype that simplifies lucid dream research through its autonomous and modular design.

Po-Yoo (Cosmes) Wang, Nathaniel Lee Yung Xiang, Rohit Rojesh, Antony Smith Losse, Nathan Semertzidis, Florian Floyd Mueller Tue, 14 May | Screening starts @ 04:00 PM Room: 310 Lili'u Theater

LuciEntry HOME: An Anywhere Lucid Dream Induction Prototype



LuciEntry HOME is a portable prototype that facilitates home-based lucid dreaming and simplifies dream research.

Po-Yao (Cosmos) Wang, Nathaniel Lee Yung Xiang, Rohit Rejesh, Antony Smith Losse, Nathan Semertzidis, Florian 'Floyd' Mueller Tue, 14 May | Screening starts @ 04:00 PM Room: 310 Lill'u Theater

DreamCeption: Towards Understanding the Design of Targeted Lucid Dream Mediation



DreamCeption is a prototype that helps users shape their lucid dreams using external stimuli.

 Po-Yao (Cosmos) Wang, Rohit Rejesh, Nathaniel Lee Yung Xiang, Antony Smith Lose, Nathanie Overdevest, Nathan Semertzidis, Florian 'Floyd' Mueller Tue, 14 May | Screening starts @ 04:00 PM Room: 310 Lili'u Theater

let's CONNECT

WEBSITE

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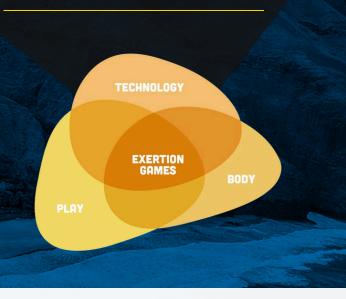
HUMANS OF THE EXERTION GAMES LAB @CHI 2024



JOGGING@CHI EVENT

Meet at the registration desk after the last session on Wednesday, May 15th.

CHI 2024 PUBLICATIONS EXERTION GAMES LAB



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LONG PAPERS

PsiNet: Toward Understanding the Design of Brain-to-Brain Interfaces for **Augmenting Inter-Brain Synchrony**



This paper introduces PsiNet, a wearable technology that enhances inter-brain synchrony.

Nathan Semertzidis, Michaela Jayne Vranic-Peters, Xiao Zoe Fang, Rakesh Patibanda, Aryan Saini, Don Samitha Elvitigala, Fabio Zambetta, Florian 'Floyd' Mueller

P Best Paper Award

Wed, 15 May | 04:15 PM - 04:30 PM Room: 313B

From Plating to Tasting: Towards Understanding the Choreography of **Computational Food**



This study examines how computational food design reshapes dining interactions.

Jialin Deng, Nathalie Overdevest, Patrick Olivier, Florian 'Floyd' Mueller



Wed, 15 May | 02:15 PM - 02:30 PM Room: 313C

Grand Challenges in WaterHCI



This paper presents key challenges in WaterHCI to shape research and integrate interactive technologies with humans and water.

Florian 'Floyd' Mueller, Maria F. Montoya, Sarah Jane Pell, Scott Bateman, Leif Oppermann, Paul H Dietz, Joe Marshall, Ian Smith, Swamy Ananthanarayan, Ali Mazalek, Alexander Verni, Alexander Bakogeorge, Mathieu Simonnet, Kirsten Ellis, Nathan Arthur Semertzidis, Steve Mann, Winslow Burleson, John Quarles, Chris Hill, Christal Clashing, Don Samitha Elvitigala.



Wed, 15 May | 09:30 AM - 09:45 AM Room: 315

GustosonicSense: Towards understanding the design of playful gustosonic eating experiences



This paper presents "GustosonicSense", a system using earbuds to enhance dining by triggering sounds based on eating actions.

Yan Wang, Humphrey O Obie, Zhuying Li, Flora D. Salim, John Grundy, Florian 'Floyd' Mueller

> Wed, 15 May | 02:45 PM - 03:00 PM Room: 313C

Grand Challenges in SportsHCI



This paper identifies key SportsHCI challenges from a workshop aimed to boost athlete performance, coaching, and spectator engagement.

Don Samitha Elvitigala, Armağan Karahanoğlu, Andrii Matviienko, Laia Turmo Vidal, Dees Postma, Michael Jones, Maria F. Montoya, Daniel Harrison, Lars Elbæk, Florian Daiber, Lisa Anneke Burr, Rakesh Patibanda, Paolo Buono, Perttu Hämäläinen, Robby van Delden, Regina Bernhaupt, Xipei Ren, Vincent van Rheden, Fabio Zambetta, Elise van den Hoven, Carine Lallemand, Dennis Reidsma, Florian 'Floyd' Mueller



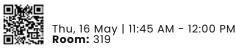
Wed, 15 May | 11:15 AM - 11:30 AM **Room:** 314

Exploring an Extended Reality Floatation Tank Experience to Reduce the Fear of Being in Water



The study of Fluito, an XR floatation tank, shows it can reduce water-related fears entertainingly.

Maria F. Montoya, Hannah Qiao, Prasanth Sasikumar, Don Samitha Elvitigala, Sarah Jane Pell, Suranga Nanayakkara, Florian 'Floyd' Mueller



LATE-BREAKING WORK

LuciEntry: A Modular Lucid Dream Induction Prototype



LuciEntry, a lucid dream induction prototype, induced lucid dreams in our pilot study.

Po-Yao (Cosmos) Wang, Nathaniel Lee Yung Xiang, Rohit Rajesh, Antony Smith Loose, Nathan Semertzidis, Florian 'Floyd' Mueller

Tue, 14 May | 10:20 AM - 11:00 AM & 03:20 PM - 04:00 PM Room: Kamehameha Exhibit Hall

pic2eat: Facilitating Social Ice-breaking through Collaborative Design of 3D **Printed Appetizers**



Pic2eat, a 3D food-printing system, promotes social connections through collaborative appetizer design. Hongyue Wang, Jialin Deng, Aravind Mohan, Yinyi Li, Hao Peng, Linjia He, Don Samitha Elvitigala, Florian 'Floyd' Mueller

Wed, 15 May | 10:20 AM - 11:00 AM & 03:20 PM - 04:00 PM **Room:** Kamehameha Exhibit Hall

GazeAway: Designing for Gaze Aversion Experiences



GazeAway, a prototype, improves awareness and alters gaze aversion behaviors in social interactions.

Nathalie Overdevest, Rakesh Patibanda, Aryan Saini, Elise van den Hoven, Florian 'Floyd' Mueller

Wed, 15 May | 10:20 AM - 11:00 AM & 03:20 PM - 04:00 PM Room: Kamehameha Exhibit Hall

A Design Framework for Ingestible Play



This paper introduces a framework for using ingestible sensors for play.

Zhuying Li, Yan Wang, Josh Andres, Nathan Semertzidis, Stefan Greuter, Florian 'Floyd' Mueller

Wed, 15 May | 09:00 AM -Remote Sessions