



JUEVES 08 DE MAYO

Sala: Foyer del Teatro Calderón

Chair: Dr. William Joshep Giraldo Orozco

Asistente: Jesus Alejandro Montes Medina

Enlace de la videollamada: <https://meet.google.com/vwu-hajx-xop>

Track	PID	Título	Publicación	Horario	Modalidad
Main Track	49	Designing with Purpose: Merging UCD, Soft Skills and Sustainability in a Computer Science Curriculum	Springer	15:00 – 15:30	Presencial
Main Track	60	Virtual Reality and the Metaverse for Developing Self-Efficacy Variables in Future English Teachers	Springer	15:30 – 16:00	Presencial
Main Track	68	Integrating the Development of Computational Thinking and Stem Competencies in Engineering Education.	Springer	16:00 – 16:30	Presencial
Main Track	75	Impact of Keyboard, Joystick, and Skateboard Platform on Usability and User Experience in Digital Games	Springer	16:30 – 17:00	Pendiente
Main Track	76	Development of a wearable device and architecture for monitoring hamstring muscle activity	Springer	17:00 – 17:30	Pendiente

Sala: Bóveda 1 (Ciudadela del Arte)

Chairs: Christian Sturm

Asistentes: Esmeralda Carrillo Chávez y José Germán González Rodarte

Track	Título	Horario
UX-EVE	UX Escuela de Verano para Estudiantes (UX-EVE)	15:00 – 18:00

Sala: Bóveda 2 (Ciudadela del Arte)

Chair: Johany Armando Carreño Gamboa

Asistentes: Kevin Escobedo Ayala

Enlace de la videollamada: <https://meet.google.com/dsb-teiq-qey>

Track	PID	Título	Publicación	Horario	Modalidad
Main Track	96	AI-Human Interaction Patterns: An Exploratory Study	Springer	15:00 – 15:30	Presencial
Main Track	108	AI Agents for Heuristic Usability Evaluation: A Comparative Study with Human Experts	Springer	15:30 – 16:00	Presencial
Main Track	79	Hacia el mejoramiento de la usabilidad y la UX de la Fototeca Digital de la Universidad de La Habana	Short paper	16:00 – 16:15	Virtual
Main Track	83	Bibliometric analysis of technologies focused on older adults and diabetes management: a Human-Computer Interaction approach	Short paper	16:15 – 16:30	Presencial

RECESO			16:30 – 17:00		
Main Track	86	Comparison Among Novice Evaluators: Using the Granollers Method and DUXAIT-NG in Remote Heuristic Evaluation	Short paper	17:00 – 17:15	Presencial
Main Track	88	Hacia la Visualización de Zonas de Riesgo en Rutas Ciclistas Urbanas	Short paper	17:15 – 17:30	Presencial
Main Track	102	Development of a Clinical Decision Support Tool for Diabetes Diagnosis Using Machine Learning	Short paper	17:30 – 17:45	Presencial
Main Track	113	Development of a virtual tour for the university campus and its sculpture park	Short paper	17:45 – 18:00	Virtual

Sala: “Sala de la Reflexión (Ciudadela del Arte)”

Chair: Jaime Muñoz Arteaga

Asistentes: Edgar David Mercado Piedra

Enlace de la videollamada: <https://meet.google.com/nzk-gzcc-ccf>

Track	PID	Título del artículo	Publicación	Horario	Modalidad
2-WAI	5	Day a Day Communicator: aplicación web destinada a mejorar la comunicación asistida de personas con Trastorno del Espectro Autista	Memorias	15:00 – 15:15	Virtual
2-WAI	7	KetoGlut Planner: aplicación de ayuda para personas con la enfermedad rara Glut-1	Memorias	15:15 – 15:30	Virtual
2-WAI	91	Multiplatform System for the Prediagnosis of Hearing Loss: Implementation and Validation	Memorias	15:30– 15:45	Presencial
2-WAI	98	Narrativa semántica y Características Prosódicas para Audiodescripción	Memorias	15:45 – 16:00	Presencial
2-WAI	100	Síntesis de Voz Emocional Basada en Prosodia para Audiodescripción	Memorias	16:00 – 16:15	Presencial
2-WAI	52	Designing for Neurodiversity: A Usability and Accessibility Evaluation for ASD	Springer	16:15 – 16:45	Presencial

Sala: Hermanos de Santiago (Ciudadela del Arte)

Chair: Dr. Felipe A. Besoain Pino

Asistentes: Joan Esaú López Robles

Enlace de la videollamada: <https://meet.google.com/byc-pyax-uzf>

Track	PID	Título del artículo	Publicación	Horario	Modalidad
1-JDT	13	Pervasive Games for Sexual Health Promotion: Scoping Literature Review	---	15:00 – 15:15	Virtual
1-JDT	35	Developing Computing Competencies Without Restrictions	---	15:15 – 15:30	Virtual
1-JDT	36	Developing Programming Competencies in School-Students With Block-Based Tools in Chile, Ecuador, and Peru	---	15:30 – 15:45	Virtual
1-JDT	37	Applying the Block-Based Programming Language ALICE for Developing Programming Competencies in University Students	---	15:45 – 16:00	Virtual
1-JDT	38	Evaluating the Expressive Range of Super Mario Bros Level Generators	---	16:00 – 16:15	Virtual
1-JDT	42	Level Building Sidekick: An AI-AssistedLevel Editor Package for Unity	---	16:15 – 16:30	Virtual