



**EuroSIGDOC/ European SIGDOC Chapter**  
**Open Source and Design of Communication Workshop**  
 Lisbon, July, 11 , 2011

Hotel Tryp Oriente; Av. D.João II Lote 1.16 02.B, Parque das Nações, Lisboa

<b>Welcome (9:00- 9:30) – Room Pacífico I</b>	
<b>Workshop Opening</b>	
Opening Workshop chair and EuroSIGDOC welcome	Carlos J. Costa
<b>9:30-10:30 Session 1- Room Pacífico II</b>	
<b>Mobile and Distributed Computing</b>	
Impacts of data interchange formats on energy consumption and performance in Smartphones	Bruno Gil, (ISCTE- IUL) Paulo Trezentos (ISCTE- IUL)
Community Sharing Platform for Mobile Devices	João Silva (ISCTE – IUL) Manuela Aparicio (Adetti/ISCTE-IUL)
Performance study of Conillon – a platform for distributed computing	Helio Silva (ISCTE-IUL) Andres Lyhne Christense (ISCTE-IUL) Sancho Oliveira (ISCTE-IUL)
Secure deduplication on mobile devices	Luis Marques (ISCTE-IUL)
<b>Coffee Break (10:30-11:00)</b>	
<b>11:00 -12:00 Session 2 – Room Pacífico II</b>	
<b>Business Intelligence and Datamining</b>	
Implementation of Business Intelligence tools using Open Source Approach	Carlos Gameiro (ISCTE-IUL)
Open source data mining tools for audit purposes	Nádia Valls de Almeida (ISCA-IPC) Isabel Pedrosa (ISCA - IPC)
Audit of e-Commerce Process	Manuela Aparicio (Adetti/ISCTE-IUL) José Nhampossa (Universidade Eduardo Modlane)
Analysis of e-learning processes	Manuela Aparicio (Adetti/ISCTE-IUL)
<b>12:30 -13:30 Lunch Buffet</b>	
<b>14:00 - 15:00 Session 3 – Room Pacífico II</b>	
<b>Education, Training and Information Technologies</b>	
Teaching Computer Programming with Structured Programming Language and Flowcharts	Emanuel de Jesus (ISCTE - IUL)
Innovate in Your Program Computer Class: An approach based on a serious game	Martinha Piteira (IPS-ESTSetúbal), Samir Haddad (SENAC Minas Gerais - Faculdade)
Training and Interface Features in Technology acceptance	Filipa Sardinha (Anacom – ICP)





<b>15:30- 16:30 Session 4 – Room Pacífico II Games and multimedia</b>	<b>Chair: Paulo Trezentos</b>
Collaborative Framework for Browser Games Development	Jorge Pena (ISCTE - IUL)
A Peace War Game Application	Carlos J. Costa (ISCTE – IUL) Pedro M. Costa (IADE)
Trends in Onset Detection	Carlos Rosão (INESC-ID/ ISCTE-IUL) Ricardo Ribeiro (INESC)
<b>Coffee Break (16:30-17:00)</b>	
<b>17:00 -18:00 Talk Room: Pacífico II</b>	
Debian: 18 years of Free Software, do-ocracy, and democracy	Stefano Zacchiroli (Université Paris Diderot - Paris 7)
<b>18:00 -18:30 Poster Session Room: Pacífico I</b>	<b>Chair: Carlos Costa</b>
Plan2See: discovering events through Web 1.0	Pedro Bonifácio Costa (ISCTE - IUL)
Programming and evolution of robot behaviours	João Alves (ISCTE-IUL)
Market Game – Simulation game for business classes	Carlos Sousa (Universidade Aberta)
Medieval Guild as Metaphor to a Knowledge Sharing Community	Carlos J. Costa (ISCTE – IUL)
<b>18:30 -19:00 Workshop Closing</b>	

