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Nota di contenuto	Full Papers: Screen and Power Limitations -- What Can You Say with Only Three Pixels? -- Investigating the Relationship Between Battery Life and User Acceptance of Dynamic, Energy-Aware Interfaces on Handhelds -- Full Papers: User Differences and Navigation -- Mental Models of a Cellular Phone Menu. Comparing Older and Younger Novice Users -- Using Landmarks to Support Older People in Navigation -- Full Papers: Evaluation and Evaluation Techniques -- Heuristic Evaluation and Mobile Usability: Bridging the Realism Gap -- Is It Worth the Hassle? Exploring the Added Value of Evaluating the Usability of Context-Aware Mobile Systems in the Field -- Home Is Where Your Phone Is: Usability Evaluation of Mobile Phone UI for a Smart Home -- User Validation of a Nomadic Exhibition Guide -- Social Networks and Mobile Games: The Use of Bluetooth for a Multiplayer Card Game -- Eye Movement Study of Reading on a Mobile Device Using the Page and RSVP Text Presentation Formats -- Full Papers: Tilt, Touch, and Text Entry -- Tilt-Based Automatic Zooming and Scaling in Mobile Devices – A State-Space Implementation -- An Evaluation of Techniques for Browsing Photograph Collections on Small Displays -- Variability in Wrist-Tilt Accelerometer Based Gesture Interfaces -- Full Papers: Auditory Interactions -- Mobile Note Taking: Investigating the Efficacy of Mobile Text Entry -- The Personal Audio Loop: Designing a Ubiquitous Audio-Based Memory Aid -- A Study on Gestural Interaction with a 3D Audio Display -- Full Papers: Device Differences and Web Pages -- A Study of Application and Device Effects Between a WAP Phone and a Palm PDA -- Personalization-Based Optimization of Web Interfaces for Mobile Devices -- Mixed-Initiative, Trans-modal Interface Migration -- Web Page Transformation When Switching Devices -- Mobile Context Aware Systems: The Intelligence to Support Tasks and Effectively Utilise Resources -- Full Papers: Novel Interaction Techniques -- Usability of MobiVR Concept: Towards Large Virtual Touch Screen for Mobile Devices -- Handy: A New Interaction Device for Vehicular Information Systems -- Interactive Positioning Based on Object Visibility -- IDeixis – Searching the Web with Mobile Images for Location-Based Information -- Short Papers -- The Use of Landmarks in Pedestrian Navigation Instructions and the Effects of Context -- A Paper Prototype Study of the Interface for a Children's Collaborative Handheld Learning Application -- Ubibus: Ubiquitous Computing to Help Blind People in Public Transport -- Improving the Effectiveness of Mobile Application Design: User-Pairs Testing by Non-professionals -- Pen-Based Gestures: An Approach to Reducing Screen Clutter in Mobile Computing -- Dynamic Primitives for Gestural Interaction -- Touch Detection System for Mobile Terminals -- Mobile Text Input with Soft Keyboards: Optimization by Means of Visual Clues -- Watch-Top Text-Entry: Can Phone-Style Predictive Text-Entry Work with Only 5 Buttons? -- Pair-wise Variability Index: Evaluating the Cognitive Difficulty of Using Mobile Text Entry Systems -- Xaudio: Results from a Field Trial Study on a Technology Enhancing Radio Listeners' User Experience -- O2 Active: Enhancing User Experience on Mobile Phones -- A Prototype for Remote Vehicle Diagnostics -- Adaptive Portal Aggregation for Pervasive Client Devices -- Supporting Mobile Applications with Real-

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Sommario/riassunto	MobileHCI is a forum for academics and practitioners to discuss the challenges and potential solutions for e?ective human-computer interaction with mobile systems and services. It covers the design, evaluation and application of te- niques and approaches for all mobile computing devices and services. MobileHCI 2004 was the sixth in the series of conferences that was started at Glasgow U- versity in 1998 by Chris Johnson. We previously chaired the conference in 1999 in Edinburgh (as part of INTERACT 1999) and in 2001 in Lille (as part of IHM-HCI 2001). The last two years saw the conference move to Italy, first under the chairmanship of Fabio Patern` o in Pisa then under Luca Chittaro in Udine. In 2005 the conference will move to Austria to be chaired by Manfred Tscheligi. Each year the conference has its own website hosted by the conference chair, however the address www. mobilehci. org will always point to the next (or current) conference. The number of submissions has increased every year. This year we received 79 full papers (63 were received last year) from which we accepted the best 25. We had 81 short papers and posters submitted (59 last year) and accepted 20 of these as short papers and 22 as posters. We received 9 workshop, 4 tutorial and 2 panel proposals, from which 5, 2

and 2, respectively, were accepted.