**EuroITV WIP accepted papers**

2. Interactivity & interactive Television – an integrative approach to study communicative settings. Jan Kallenbach & Pirkko Oittinen
5. ELU Approach to Design of Educational Applications for iTV. Daniela Ponce, Kamila Olsevicova, Vladimir Bures, Zdenek Mikovec & Pavel Cech
6. Watching User-generated Content Cross the Barrier to iTV. Jaime Russell
7. Investigational Ethnographic Methodology & Evaluation to the Local TV Channel Creation that allows interaction with the Community. Patricia Vasconcelos, Fabricio Fava, Thais Kampf, Albert Schilling & Elizabeth Furtado
8. “Different” and “exciting” – the impact of STB and mobile phone interactivity on TV viewing experiences. Tommy Standval & Susanne Sperring
9. DVR’s and micro-social networking – recreating the shared watching experience of TV. Sergio Goldenberg
10. TV-centricity – Requirements Gathering for Triple Play services. W. Seager, H. Knoche & Angela Sasse
11. User driven business models – assessing the value of the long tail for audiovisual services. Sander Limonard & Richard Tee
12. "My Social Tube" - User Generated Content and Communication on Interactive DTV. Evangelia Mantzari, Adam Vrechopoulos
13. A Convergent Proposal for Accessible Interactive TV Applications Development. Lara Piccolo, Amanda Melo & Maria Baranauskas
15. An examination of the new paradigm shift facing IDTV stations. Zvezdan Vukanovic
16. A user to use communication service for MHP applications. F. Garcia-Sanchez, A-J Garcia-Sanchez
17. Living@Room: a TV-based social experience for multimedia content streaming - Andrea Ghittino, Arianna Iatrino, Sonia Modeo, Ferdinando Ricchiuti
18. CollaboraTV: using asynchronous communication to make TV social again. Chris Harrison, Brian Amento
19. The Didactics of Punk Production. Ken Newman, Robbie Grigg