

Contents – Part II

Users in DUXU

Effects of Packages' Color as a Cue for Hazard-Related Perceptions: A Study Using Virtual Reality	3
<i>Hande Ayanoğlu, Rita Boto, Júlia Teles, and Emília Duarte</i>	
Humanizing Labor Resource in a Discrete Event Manufacturing Simulation Software	14
<i>Lia Buarque de Macedo Guimarães and Carlos Sergio Schneider</i>	
Children's Mental Model as a Tool to Provide Innovation in Digital Products	23
<i>Adriana Chammas, Manuela Quaresma, and Cláudia Renata Mont'Alvão</i>	
HARSim: Posterior Load Comparative Analysis Process	34
<i>Ricardo Dagge, Ernesto Filgueiras, and Francisco Rebelo</i>	
Study on Operating Clearance Measurement of Some Connectors by Using Motion Capture.	45
<i>Hao Du, Li Wang, Li Ding, Yulin Xu, and Changhua Jiang</i>	
Capture and Analysis of Interaction Data for the Evaluation of User Experience with Mobile Devices.	54
<i>Artur H. Kronbauer, Diferson Machado, and Celso A.S. Santos</i>	
A Study Customer Journey Map for User Experience Analysis of Information and Communications Technology Service.	66
<i>Jin Ho Lee, Min Ji Kim, and Sung Woo Kim</i>	
Scaling Preferences of Different Stakeholders – Using the Example of Prioritizing Quality Requirements on User Interface Texts	75
<i>Yiqi Li, Theo Held, and Patrick Fischer</i>	
Affordances Feature on Package Design has Preference Effect on Content . . .	87
<i>Jerry Lin and Cheng-Hung Lo</i>	
Measuring Negative User Experience.	95
<i>Dominik Pascal Magin, Andreas Maier, and Steffen Hess</i>	
Chinese User-Experience Design: An Initial Analysis	107
<i>Aaron Marcus and Stacey Baradit</i>	

Behavioural Variables Analysis in Mobile Environments	118
<i>Denise Marczal and Plinio Thomaz Aquino Junior</i>	
Experiences, Problems and Solutions in Computer Usage by Subjects with Tetraplegia	131
<i>Fausto O. Medola, Jamille Lanutti, Claudia G. Bentim, Adrieli Sardella, Ana Elisa Franchinni, and Luis C. Paschoarelli</i>	
Women in DUXU	
Introducing Computer Science to Brazilian Girls in Elementary School Through HCI Concepts	141
<i>Marília Abrahão Amaral, Sílvia Amélia Bim, Clodis Boscarioli, and Cristiano Maciel</i>	
Inclusive Gaming Creation by Design in Formal Learning Environments: “Girly-Girls” User Group in No One Left Behind	153
<i>Maria Eugenia Beltrán, Yolanda Ursa, Anja Petri, Christian Schindler, Wolfgang Slany, Bernadette Spieler, Silvia de los Rios, Maria Fernanda Cabrera-Umpierrez, and Maria Teresa Arredondo</i>	
3D Real Time Virtual Fitting Room for Women	162
<i>Salin Boonbrahm, Charlee Kaewrat, Lanjakorn Sewata, Patiwat Kateertprasert, and Poonpong Boonbrahm</i>	
Re/Framing Virtual Conversational Partners: A Feminist Critique and Tentative Move Towards a New Design Paradigm	172
<i>Sheryl Brahnam and Margaret Weaver</i>	
Experiencing Early User Interfaces	184
<i>Martha E. Crosby</i>	
Incommensurable Writings - Examining the Status of Gender Difference Within HCI Coding Practices	196
<i>Michael Heidt, Kalja Kanellopoulos, Arne Berger, and Paul Rosenthal</i>	
A Study on Shopping Websites Payeasy for Female Consumers in Taiwan.	206
<i>Hsiu Ching Laura Hsieh and Ning Chun Cheng</i>	
Verification of Stereotype on Women Observing Gender Difference on UX of Wearable Device.	214
<i>Hee Jae Hwang, Jung Min Lee, and Da Young Ju</i>	
Closing the Gender Divide in Tech: Challenges and Achievements in Vogue	224
<i>Linda Lim and Yuanqiong (Kathy) Wang</i>	

Gender Differences in Temporal Data Analysis: Toward Women or Men Empowerment?	232
<i>Ilona Nawrot</i>	
The Invisible User: Women in DUXU	243
<i>Javed Anjum Sheikh and Aneela Abbas</i>	
The Creative Process in Digital Design: Towards an Understanding of Women's Approach.	252
<i>Virginia Tiradentes Souto, Paula C.L.A. Faria, and Fátima Aparecida dos Santos</i>	
Information Design	
Infographics and Communicating Complex Information	267
<i>Michael J. Albers</i>	
Building Cloud-Based Scientific Workflows Made Easy: A Remote Sensing Application	277
<i>Sofiane Bendoukha, Daniel Moldt, and Hayat Bendoukha</i>	
Sound Design and UX: The Dynamic Audio Application Guide	289
<i>Luiz Roberto Carvalho and Alice T. Cybis Pereira</i>	
Designing an Interactive Map of Musical Culture and a Digital Humanity App	301
<i>Sheng-Chih Chen and Chiung-Hui Hwang</i>	
Applying Human Centered Design Process for Designing Air Traffic Control Interfaces	307
<i>Satoru Inoue, Kazuhiko Yamazaki, Hajime Hirako, and Toshiya Sasaki</i>	
Synchronized Data Management and its Integration into a Graphical User Interface for Archaeological Related Disciplines	317
<i>Daniel Kaltenthaler, Johannes-Y. Lohrer, Peer Kröger, Christiaan H. van der Meijden, and Henriette Obermaier</i>	
Brazilian Research Panorama on Information Ergonomics and Graphic Design.	330
<i>Luis C. Paschoarelli, João Silva, Danilo Silva, Gabriel Bonfim, Fausto O. Medola, and Erica Neves</i>	
Beyond the Wall of Text: How Information Design Can Make Contracts User-Friendly	341
<i>Stefania Passera</i>	
Digital Collections: Analysis of Collaborative Platforms.	353
<i>Camila Rodrigues, Barbara Emanuel, and Marcos Martins</i>	

Interactive Multisensory Data Representation	363
<i>Patricia Search</i>	
An Interactive Guide to Design Animated Visual Instructions in Brazil	374
<i>Carla G. Spinillo and Roberta Perozza</i>	
Lyricon (Lyrics + Earcons) Improves Identification of Auditory Cues	382
<i>Yuanjing Sun and Myounghoon Jeon</i>	
Touch and Gesture DUXU	
Evaluating Interaction Design in Brazilian Tablet Journalism: Gestural Interfaces and Affordance Communicability	393
<i>Luiz Agner, Adriano Bernardo Renzi, Natanne Viegas, Priscila Buares, and Vitor Zanfagnini</i>	
Haptic Exploration Patterns in Virtual Line-Graph Comprehension	403
<i>Özge Alaçam, Cengiz Acartürk, and Christopher Habel</i>	
Collaborative Tangible Interface (CoTI) for Complex Decision Support Systems	415
<i>Salma Aldawood, Faisal Aleissa, Almaha Almalki, Tarfah Alrashed, Tariq Alhindi, Riyadh Alnasser, Mohammad K. Hadhrawi, Anas Alfaris, and Areej Al-Wabi</i>	
User Study on 3D Multitouch Interaction (3DMi) and Gaze on Surface Computing	425
<i>Eugene Ch'ng and Neil Cooke</i>	
CubeMate: A New Communication Device as Non-verbal Interface in a Shared Space	434
<i>Roberta Grimaldi, Valentina Cipelli, and Carlo Maria Medaglia</i>	
Transparent Organ©: Designing Luminaire Art Deco with Kinetic Interaction	444
<i>Scottie Chih-Chieh Huang</i>	
Usability of Touchpad Based Game Controller Interfaces	452
<i>Jonathon Kissinger and Tony Morelli</i>	
Usability Evaluation of Kinect-Based System for Ballet Movements	464
<i>Milka Trajkova and Mexhid Ferati</i>	
Integrating a Cognitive Modelling Framework into the Design Process of Touchscreen User Interfaces	473
<i>Patrick K.A. Wollner, Patrick M. Langdon, and P. John Clarkson</i>	

Mobile DUXU

Change News Reading Habit in the Information Age and Digital Mobile Devices.	487
<i>Juliana Nunes and Manuela Quaresma</i>	
Towards a Requirements Catalogue for Prototyping Tools of Mobile User Interfaces	495
<i>Benjamin Bähr</i>	
Approaching Users and Context of Use in the Design and Development of Mobile Systems	508
<i>Eyal Eshet and Harry Bouwman</i>	
The Importance of Metaphors for User Interaction with Mobile Devices	520
<i>Chrysoula Gatsou</i>	
Keyword Input via Digits: Simplified Smartphone Interface for Information Retrieval	530
<i>Masanobu Higashida and Toru Ishida</i>	
Smartphone Application Usability Evaluation: The Applicability of Traditional Heuristics.	541
<i>Ger Joyce, Mariana Lilley, Trevor Barker, and Amanda Jefferies</i>	
Elements of Properties of User Experience in Cloud Computing Documentation Platform According to Smart Device Screen Size Changes: Focus on Google Docs and Naver Office	551
<i>Min Kyung Kang and Sung Woo Kim</i>	
Virtual Touchpad for Cursor Control of Touchscreen Thumb Operation in the Mobile Context	563
<i>Yu Ren Lai and T.K. Philip Hwang</i>	
The Interaction with Smartphones in the Brazilian Driving Context.	575
<i>Manuela Quaresma, Rafael Cirino Gonçalves, Jhonnata Oliveira, and Marcela Rodrigues</i>	
Significance of Line Length for Tablet PC Users	587
<i>Waqas Ali Sahito, Hashim Iqbal Chunpir, Zahid Hussain, Syed Raheel Hassan, and Frederik Schulte</i>	
A Field Study on Basic Usage Patterns of Traditional Watch and Smart Phone for Designing Smart Watch	597
<i>Zijian Zhu, Haidi Song, and Sung Woo Kim</i>	

Wearable DUXU

Adapting Smart Textiles to Develop Soft Interactive Tool Kits for Applying in Sewing Projects	611
<i>Aqua Chuan-Yu Chen</i>	
Evolutionary Wearables	622
<i>Patricia Flanagan</i>	
Transcending Disciplinary, Cultural and National Boundaries: Emergent Technologies, New Education Landscape and the Cloud Workshop Project	631
<i>Rafael Gomez, Patricia Flanagan, and Rebekah Davis</i>	
Digital Craftsmanship: The Making of Incunabula, a Fully 3D Printed Wearable Dress.	643
<i>Tobias Klein</i>	
Designing a Vibrotactile Language for a Wearable Vest.	655
<i>Ann Morrison, Hendrik Knoche, and Cristina Manresa-Yee</i>	
TattooAR: Augmented Reality Interactive Tattoos	667
<i>Gabriela Schirmer Mauricio, João de Sá Bonelli, and Maria das Graças Chagas</i>	
Flexible and Wearable Sensors	675
<i>Kuniharu Takei, Shingo Harada, Wataru Honda, Yuki Yamamoto, Kenichiro Kanao, Takayuki Arie, and Seiji Akita</i>	
Tattoo Antenna Temporary Transfers Operating On-Skin (TATTOOS).	685
<i>James Tribe, Dumtoochukwu Oyeka, John Batchelor, Navjot Kaur, Diana Segura-Velandia, Andrew West, Robert Kay, Katia Vega, and Will Whittow</i>	
Hairware: Designing Conductive Hair Extensions for Seamless Interfaces . . .	696
<i>Katia Vega, Ricardo Aucelio, and Hugo Fuks</i>	
Commicator: Enhancing Non-verbal Communication by Means of Magnetic Vision	705
<i>Anne Wiedau, Daniel Gilgen, Raune Frankjær, Tristan Goerlich, and Michael Wiedau</i>	
Author Index	715

Design, User Experience, and Usability: Users and
Interactions

4th International Conference, DUXU 2015, Held as Part
of HCI International 2015, Los Angeles, CA, USA, August
2-7, 2015, Proceedings, Part II

Marcus, A. (Ed.)

2015, XVIII, 720 p. 243 illus., Softcover

ISBN: 978-3-319-20897-8