

Contents – Part III

Interaction and Quality for the Web and Social Media

Heuristic to Support the Sociability Evaluation in Virtual Communities of Practices	3
<i>Larissa Albano Lopes, Daniela Freitas Guilhermino, Thiago Adriano Coleti, Ederson Marcos Sgarbi, and Thiago Fernandes de Oliveira</i>	
Using a Lexical Approach to Investigate User Experience of Social Media Applications	15
<i>Abdullah Azhari and Xiaowen Fang</i>	
BETTER-Project: Web Accessibility for Persons with Mental Disorders.	25
<i>Renaldo Bernard, Carla Sabariego, David Baldwin, Shadi Abou-Zahra, and Alarcos Cieza</i>	
Short Scales of Satisfaction Assessment: A Proxy to Involve Disabled Users in the Usability Testing of Websites	35
<i>Simone Borsci, Stefano Federici, Maria Laura Mele, and Matilde Conti</i>	
Automatic Deformations Detection in Internet Interfaces: ADDII	43
<i>Leandro Sanchez and Plinio Thomaz Aquino Jr.</i>	
Usability and Aesthetics: The Case of Architectural Websites	54
<i>Evanthia Faliagka, Eleni Lalou, Maria Rigou, and Spiros Sirmakessis</i>	
The Effect of Banner Location on Banner Recognition in a Turkish Government Website: An Eye Tracking Study	65
<i>Hacer Güner and Yavuz İnal</i>	
Compatibility of Information and Interface of Universities' Multilingual Websites	73
<i>Krzysztof Hankiewicz</i>	
GT Journey: The Importance of Accessible Rich Data Sources to Enable Innovation	82
<i>Matt Sanders, Russ Clark, Brian Davidson, and Siva Jayaraman</i>	
The Role of Quality in Websites: A Discussion Focusing on Public Versus Private Sector Organizations.	92
<i>Hanne Sørum</i>	

How to Evaluate Investments in Website Quality Within eGovernment? Exploring the Webmaster's Perception of Benefits	102
<i>Hanne Sørum and Asle Fagerstrøm</i>	
The Evolution of the Argon Web Framework Through Its Use Creating Cultural Heritage and Community-Based Augmented Reality Applications. . .	112
<i>Gheric Speiginer, Blair MacIntyre, Jay Bolter, Hafez Rouzati, Amy Lambeth, Laura Levy, Laurie Baird, Maribeth Gandy, Matt Sanders, Brian Davidson, Maria Engberg, Russ Clark, and Elizabeth Mynatt</i>	
Historical Registry of Our Families Through Textiles	125
<i>Cathy L. Starr, Sandra L. Bailey, Sheryl Brahnam, and Jenifer J. Roberts</i>	
HCI in Business, Industry and Innovation	
Early Prototype Assessment of a New Virtual System for Training Procedural Skills of Automotive Service Operators: LARTE Tool.	135
<i>Simone Borsci, Glyn Lawson, Mark Burgess, and Bhavna Jha</i>	
The Convergence Innovation Competition: Helping Students Create Innovative Products and Experiences via Technical and Business Mentorship.	144
<i>Russ Clark, Matt Sanders, Brian Davidson, Siva Jayaraman, and Carl DiSalvo</i>	
Graphic Visualization of Probabilistic Traffic/Trajectory Predictions in Mobile Applications. A First Prototype and Evaluations for General Aviation Purposes	154
<i>Giuseppe Frau, Francesca De Crescenzo, and Damiano Taurino</i>	
Building Mobile Software Ecosystems - A Practical Approach	165
<i>Steffen Hess, Susanne Braun, Johannes Feldhaus, Marco Hack, Felix Kiefer, Dominik Magin, Matthias Naab, Dominik Richter, Torsten Lenhart, and Marcus Trapp</i>	
Cloud Computing: A Multi-tenant Case Study	178
<i>Anindya Hossain and Farid Shirazi</i>	
On Time: Efficient and Personalized Hospital Service	190
<i>So Yon Jeong and Da Young Ju</i>	
NAMIDA: Multiparty Conversation Based Driving Agents in Futuristic Vehicle	198
<i>Nihan Karatas, Soshi Yoshikawa, P. Ravindra S. De Silva, and Michio Okada</i>	

VR Processes in the Automotive Industry	208
<i>Glyn Lawson, Davide Salanitri, and Brian Waterfield</i>	
Entrepreneurial IS Development: Why Techniques Matter and Methods Don't.	218
<i>Nikolaus Obwegeser</i>	
Simulation of an Affordance-Based Human-Machine Cooperative Control Model Using an Agent-Based Simulation Approach	226
<i>YeongGwang Oh, IkChan Ju, and Namhun Kim</i>	
Cause the Trend Industry 4.0 in the Automated Industry to New Requirements on User Interfaces?	238
<i>Carsten Wittenberg</i>	
Post-Implementation ERP Success Assessment: A Conceptual Model	246
<i>Fan Zhao and Eugene Hoyt</i>	
Societal and Cultural Impact of Technology	
Interactive Evaluation of Pragmatic Features in Spoken Journalistic Texts . . .	259
<i>Christina Alexandris, Mario Nottas, and George Cambourakis</i>	
Socio-Cultural Aspects in the Design of Multilingual Banking Interfaces in the Arab Region	269
<i>Sarah Alhumoud, Lamia Alabdulkarim, Nouf Almobarak, and Areej Al-Wabil</i>	
Prospecting HCI Challenges for Extreme Poverty Communities: Redefining and Optimizing User Experiences with Technology	281
<i>Daniel Almeida Chagas, Camila Loiola Brito Maia, Elizabeth Furtado, and Carlos R. Maia de Carvalho</i>	
Moral Biases and Decision: Impact of Information System on Moral Biases	291
<i>Karim Elia Fraoua</i>	
Midtown Buzz: Bridging the Gap Between Concepts and Impact in a Civic Computing Initiative.	303
<i>Maribeth Gandy, Laurie Dean Baird, Laura M. Levy, Amy J. Lambeth, Elizabeth Mynatt, Russ Clark, and Matt Sanders</i>	
Some Investigations of Fukushima Dai-ichi Accidents from the Viewpoints of Human Factors	314
<i>Akio Gofuku, Hiroshi Furukawa, and Hiroshi Ujita</i>	

Cycle Atlanta and OneBusAway: Driving Innovation Through the Data Ecosystems of Civic Computing	327
<i>Christopher A. Le Dantec, Kari E. Watkins, Russ Clark, and Elizabeth Mynatt</i>	
Post-mortem Digital Legacy: Possibilities in HCI	339
<i>Cristiano Maciel and Vinicius Carvalho Pereira</i>	
Fukushima No. 1 Nuclear Power Plant: The Moment of “Safety Myth” Collapses	350
<i>Aki Nakanishi, Toshio Takagi, Hajime Ushimaru, Masato Yotsumoto, and Daisuke Sugihara</i>	
Accident Analysis by Using Methodology of Resilience Engineering, High Reliability Organization, and Risk Literacy.	358
<i>Hiroshi Ujita</i>	
User Studies	
What Learnability Issues Do Primary Care Physicians Experience When Using CPOE?	373
<i>Martina A. Clarke, Jeffery L. Belden, and Min S. Kim</i>	
Designed to Thrill: Exploring the Effects of Multimodal Feedback on Virtual World Immersion.	384
<i>Dimitrios Darzentas, Michael Brown, and Noirin Curran</i>	
Survey on Risk Management Based on Information Security Psychology	396
<i>Yasuko Fukuzawa, Masaki Samejima, and Hiroshi Ujita</i>	
Digital Wellbeing Assessments for People Affected by Dementia	409
<i>Kyle Harrington, Paul Fulton, Michael Brown, James Pinchin, and Sarah Sharples</i>	
Factors Influencing Online Shop Layout Preferences	419
<i>Katarzyna Jach and Marcin Kuliński</i>	
Playing Dice with a Digital Library: Analysis of an Artist Using a New Information Resource for Her Art Production	430
<i>Heli Kautonen</i>	
The Effects of the Anthropological Race, Gender and Location of Verbal-Pictorial Stimuli on the Usability of Visual Information Conveyance	441
<i>Joanna Koszela-Kulińska and Rafał Michalski</i>	

Do We Differ in Our Dispositional Tendency to Perceive Virtual Agents as Animate Beings?: The Influence of User Factors in the Evaluation of Virtual Agents	452
<i>Benny Liebold, Daniel Pietschmann, and Peter Ohler</i>	
Psychological Impact of Direct Communication and Indirect Communication Through a Robot	463
<i>Mitsuharu Matsumoto and Hiroyuki Yasuda</i>	
Subjective Perception of the Background Color and Layout in the Design of Typical Graphical Control Panels	471
<i>Rafał Michalski and Jerzy Grobelny</i>	
A User Interface Usability Evaluation of the Electronic Ballot Box Used in the 2014 Brazilian Election.	480
<i>Mauro C. Pichiliani and Talita C.P. Britto</i>	
Instantaneous Human-Computer Interactions: Button Causes and Screen Effects.	492
<i>Kjetil Raaen and Ragnhild Eg</i>	
How Do Japanese People Return a Greeting with a Bow?	503
<i>Mamiko Sakata, Noriko Suzuki, Kana Shirai, Haruka Shoda, Michiya Yamamoto, and Takeshi Sugio</i>	
An Experimental Study on the Effect of Repeated Exposure of Facial Caricature on Memory Representation of a Model's Face.	514
<i>Yoshimasa Tawatsuji, Yuki Iizuka, and Tatsunori Matsui</i>	
An Experimental Study on Visual Search Factors of Information Features in a Task Monitoring Interface	525
<i>Xiaoli Wu, Chengqi Xue, and Feng Zhou</i>	
Health Information Tailoring and Data Privacy in a Smart Watch as a Preventive Health Tool: Qualitative Study of Users' Perceptions and Attitudes	537
<i>HongSuk Yoon, Dong-Hee Shin, and Hyup Kim</i>	
A Study of the Interactive Application in Aquarium Exhibit.	549
<i>LinYE Zhang and Young Mi Choi</i>	
Author Index	561

Human-Computer Interaction: Users and Contexts
17th International Conference, HCI International 2015,
Los Angeles, CA, USA, August 2-7, 2015. Proceedings,
Part III

Kurosu, M. (Ed.)

2015, XVII, 566 p. 189 illus., Softcover

ISBN: 978-3-319-21005-6