

Contents – Part II

Emotion, Motivation, and Persuasion Design

Visceral Design: Sites of Intra-action at the Interstices of Waves and Particles.	3
<i>Patricia Flanagan</i>	
A Study of Attributes of Affective Quality Affecting Judgment of Beauty for Simple Graphic User Interfaces	16
<i>Shih-Miao Huang, Wu-Jeng Li, and Shu-Chu Tung</i>	
A Scheme for Representing Beneficial Inconvenience	25
<i>Hiroshi Kawakami, Toshihiro Hiraoka, and Yuichi Hasebe</i>	
The Emotion and Personality User Perception in Multi-screen Interaction.	34
<i>In-Chu Liao, Yi-Shin Deng, and Hsiao-Chen You</i>	
Cuteness Design in the UX: An Initial Analysis	46
<i>Aaron Marcus and Xiaojuan Ma</i>	
The Visceral Voice: Breath and the Politics of Vocalization	57
<i>Frank Millward and Heather Keens</i>	
User-Interface Supporting Learners' Motivation and Emotion: A Case for Innovation in Learning Management Systems.	67
<i>Hana Ovesleová</i>	
Affective Design with Kansei Mining: An Empirical Study from Automotive Industry in Indonesia	76
<i>Amalia Suzianti, Septy Apriliandary, and Nabila Priscandy Poetri</i>	
Conflict Interfaces: Mediated Meditations on Desire, Fear and Anxiety	86
<i>Matthew Wizinsky</i>	
Research on Appearance Design of Outdoor Cabinets Focusing on User's Emotional Experience	98
<i>Le Xi, Jianxin Cheng, Junnan Ye, and Wangqun Xiao</i>	
Emotion-Aware Music Recommendation	110
<i>Jinhyeok Yang, WooJoung Chae, SunYeob Kim, and Hyeobong Choi</i>	
Toward Long-Term Persuasion Using a Personified Agent	122
<i>Akihito Yoshii and Tatsuo Nakajima</i>	

Mechanism of Persuasive Experience-A New Design and Evaluation Framework of Persuasive Systems.	132
<i>Kaixiang Yu and Huiyang Li</i>	

DUXU in Learning and Education

The Use of OUP E-learning System in Teaching English Language in the Preparatory Year at the University of Dammam, Issues and Challenges	147
<i>Saad S. Alamri</i>	

Human-Centered Design with Autistic University Students: Interface, Interaction and Information Preferences	157
<i>Marc Fabri and Penny C.S. Andrews</i>	

Information and Universal Design in Online Courses.	167
<i>Luciane Maria Fadel, Viviane H. Kuntz, Vania R. Ulbricht, and Claudia R. Batista</i>	

The Design of Guidelines for Teachers and Parents in the Use of iPads to Support Children with Autism in the Development of Joint Attention Skills	178
<i>Chrysoula Mangafa, Louise Moody, Andrée Woodcock, and Alex Woolner</i>	

Mobile Devices as Assistive Technologies for ASD: Experiences in the Classroom	187
<i>David Roldán-Álvarez, Javier Gomez, Ana Márquez-Fernández, Estefanía Martín, and Germán Montoro</i>	

Evaluating Play-Personas of an Educational 3D Digital Game for University Students to Learn Portuguese as a Foreign Language	198
<i>Roberta C.S. Salomão, Francisco Rebelo, and Fernando Gamboa Rodríguez</i>	

Prototyping and Interface Design of an Automated Screening Test to Evaluate the Linguistic Processing Abilities of School Children	208
<i>José Guilherme Santa Rosa, Tito Henrique Borges, João Bosco Santos, Mário Sergio Filgueria, Thiago Oliveira, Leonor Scliar-Cabral, Mauricio Martins, Antonio Pereira Junior, and Beatriz Stransky</i>	

User Experience in the Era of O2O - Service Design Revolution of the Online Education	216
<i>Ruixiang Shen</i>	

Games and Gamification

Analyzing Playability in Multi-platform Games: A Case Study of the Fruit Ninja Game.	229
<i>Çakır Aker, Kerem Rızvanoğlu, Yavuz İnal, and Alan Sarp Yılmaz</i>	
Gamification Design Based Research on Fitness Mobile Application for University Students	240
<i>Fengjiao Cai, Guanyu Dai, and Ting Han</i>	
A Relational Model for Playful and Smart Game Design	252
<i>Anna Priscilla de Albuquerque, Felipe Borba Breyer, and Judith Kelner</i>	
Questing Ruins: A Game for a Digital Inclusion	264
<i>Regina Heidrich, Francisco Rebelo, Marsal Branco, João Batista Mossman, Anderson Schuh, Emely Jensen, and Tiago Oliveira</i>	
GEOpod: Using a Game-Style Interface to Explore a Serious Meteorological Database	273
<i>Blaise Liffick, Gary Zoppetti, Sepideh Yalda, and Richard Clark</i>	
Validation of a Gamification Design Guide: Does a Gamification Booklet Help UX Designers to Be More Creative?	284
<i>Cathie Marache-Francisco and Eric Brangier</i>	
Information Design Elements in Videogames: A Proposed Classification	294
<i>Rafael Pereira de Araujo and Virginia Tiradentes Souto</i>	
Digital Game for Teaching and Learning: An Analysis of Usability and Experience of Educational Games	303
<i>Rennan Raffaele, Breno Carvalho, Anthony Lins, Luiz Marques, and Marcelo Márcio Soares</i>	
Gamification in Education Through Design Thinking.	311
<i>Graziela de Souza Sombrio, Leonardo Enrico Schimmelpfeng, Vânia Ribas Ulbricht, and Vilma Villarouco Santos</i>	
Design of a Gamified Interface to Improve Fuel Efficiency and Safe Driving.	322
<i>Atiyeh Vaezipour, Andry Rakotonirainy, and Narelle Haworth</i>	
Usability and Motivational Effects of a Gamified Exercise and Fitness System Based on Wearable Devices	333
<i>Zhao Zhao, S. Ali Etemad, Ali Arya, and Anthony Whitehead</i>	

Culture, Language and DUXU

User Experience Changing Patterns of Chinese Users	347
<i>Yanan Chen, Jing Liu, Guozhen Zhao, and Xianghong Sun</i>	
Health Education in Brazil: Assessment of the Understandability of Icons for the e-Books Store SAITE App.	358
<i>Eurides Florindo de Castro Jr., Edilson Thialison da Silva Reis, Camila Santos de Castro e Lima, Carla Galvão Spinillo, and Ana Emilia Figueiredo de Oliveira</i>	
How to Improve the Overall Pre-purchase Experience Through a New Category Structure Based on a Compatible Database: Gittigidiyor (Ebay Turkey) Case.	366
<i>İrfan Gürvardar, Kerem Rıztvanoğlu, Özgürol Öztürk, and Özgür Yavuz</i>	
Achieving a User Friendly Error Message Design: Understanding the Mindset and Preferences of Turkish Software Developers.	377
<i>Yavuz Inal and Nesibe Ozen-Cinar</i>	
TIARA: A Language Tool for Bridging the Language Gap	386
<i>Nouf Khashman, Elaine Ménard, and Jonathan Dorey</i>	
Localized Website Design Advisor: A Web-Based Tool Providing Guidelines for Cross-Cultural Websites	396
<i>Abdalghani Mushtaha and Olga De Troyer</i>	
Understanding Chinese Internet Users	407
<i>Nan Wang</i>	
The Utilization of Chinese Traditional Elements in Social Media Marketing of Indigenous Mobile Terminals	416
<i>Li Zhang and Xin Chang</i>	

DUXU for Social Innovation and Sustainability

A Review of Intervention Studies Aimed at Domestic Water Conservation. . .	427
<i>Nicholas Benzoni and Cassandra Telenko</i>	
Financial Literacy in China as an Innovation Opportunity	439
<i>Jan Brejcha, Cong Wang, Xiaotong Wang, Ziwei Wang, Li Wang, Qing Xu, Cheng Yang, Liangyu Chen, Yuxuan Luo, Yijian Cheng, Shaopeng Zhang, Shuwen Liang, Xinru Liu, Huitian Miao, Bingbing Wang, Nilin Chen, and Zhengjie Liu</i>	
Beyond Innovation Within the City Limits	451
<i>Pavel Farkas</i>	

Why Energy Consumption Feedback Is not (Only) a Display Issue	461
<i>Myriam Fréjus and Dominique Martini</i>	
Chances for Urban Electromobility: Field Test of Intermodal Travel System and Effect on Usage Intention.	472
<i>Simon Himmel, Barbara S. Zaunbrecher, Martina Ziefle, and Markus C. Beutel</i>	
Disruptive UX for Sustainability: Radically Resolving User Needs Is Good for Business and Environment	485
<i>Tao Huang</i>	
Pitfalls and Potentials of Home Energy Monitoring Feedback: An Information Experience Critique	494
<i>Marlen Promann, Zhenyu Cheryl Qian, and Yingjie Victor Chen</i>	
User Experience Design for Green IT Products Through Wearable Computing and Quantified Self.	507
<i>Jingyan Qin, Sha Cao, and Xiaohui Wang</i>	
Proposal on Service Design for Social Innovation: Self-expression of Adolescent to Parents	516
<i>Jae Sun Yi</i>	
The Third-Type Settlement: Research of Unified Urban and Rural Living Organisms and Its Interaction Design.	527
<i>Wei Yu and Xinyu Jiang</i>	

Usability and User Experience Studies

Analysis of Product Use by Means of Eye Tracking and EEG: A Study of Neuroergonomics	539
<i>Rafaela Q. Barros, Ademário S. Tavares, Wilson Albuquerque, Jaciera Clarissa da Silva, Isaltino Abel de Lemos, Raísa Lorena Siqueira de Albuquerque Cardoso, Marcelo Márcio Soares, and Marcelo R. Cairrao</i>	
A Survey for Monitoring the Users' Profile and Information Technology Needs in Biodiversity Information Systems	549
<i>Thiago Adriano Coleti, Marcelo Morandini, and Pedro Luiz Pizzigatti Correa</i>	
Learnability Testing of a Complex Software Application	560
<i>Cheryl L. Coyle and Mary Peterson</i>	
Usability Testing Results for a Mobile Medical Transition Application	569
<i>Jeremy Dixon, Josh Dehlinger, Shannan DeLany Dixon, and Joyram Chakraborty</i>	

How Serif and Sans Serif Typefaces Influence Reading on Screen: An Eye Tracking Study	578
<i>Berrin Dogusoy, Filiz Cicek, and Kursat Cagiltay</i>	
Usability Evaluation of a Gestural Interface Application for Children.	587
<i>Valéria Farinazzo Martins, Paulo N.M. Sampaio, Andrea Niedermeyer, and Marcelo de Paiva Guimarães</i>	
Improvement Design of the Clinical Upper Extremity Rehabilitation Product for Stroke Patients	597
<i>Lan-Ling Huang, Hsi-Hsun Yang, Chang-Franw Lee, and Mei-Hsiang Chen</i>	
Assessing the Cooperation Portal's Usability Based on the Proposition of Users' Needs	606
<i>Clarissa Lins, André Pinho, and José Guilherme Santa Rosa</i>	
What Do Users Prefer: Concrete or Abstract User Interface?	618
<i>Abbas Moallem</i>	
Printed Matter as an Interactive System	625
<i>Marco Neves</i>	
How Do the User Experiences of Everyday Content Differ from Those of Academic Content?	638
<i>Emine Sendurur</i>	
Animation on How to Take Medicines: A Study of Electronic Patient Leaflets in Brazil	647
<i>Carla Galvão Spinillo</i>	
Usability Evaluation of the Cockpit Display System	655
<i>Hong-jun Xue, Xiu-bo Yu, and Xiao-yan Zhang</i>	
Based on High Order Aberration Analysis of Influence Index of Vision Fatigue by Watching 3D TV	663
<i>Fan Yang, Jianqi Cai, Ya Guo, Qianxiang Zhou, and Zhongqi Liu</i>	
User Experience Studies Based on Expectation Dis-confirmation Theory	670
<i>Zhigang Zhang, Wangshu Cheng, and Zhenyu Gu</i>	
Accessibility and Usability of Websites Intended for People with Disabilities: A Preliminary Study	678
<i>Emilene Zitkus, Aline C. Brigatto, Ana Lya M. Ferrari, Gabriel H.C. Bonfim, Idinei F.P. Carvalho Filho, Thaís D. Reis, Fausto O. Medola, and Luis C. Paschoarelli</i>	

Passenger Friendly Bus Stop Signs Design by Integrating Kano’s Model into Riding Needs Analysis	689
<i>Chuan-yu Zou, Guangxin Wang, Yijun Chen, and Yongquan Chen</i>	
Author Index	699

Design, User Experience, and Usability: Novel User
Experiences

5th International Conference, DUXU 2016, Held as Part
of HCI International 2016, Toronto, Canada, July 17–22,
2016, Proceedings, Part II

Marcus, A. (Ed.)

2016, XIX, 703 p. 235 illus., Softcover

ISBN: 978-3-319-40354-0