

Contents – Part I

Design and Evaluation Methods, Tools and Practices

Developing and Evaluating a Thai Website Accessibility Checker	3
<i>Kewalin Angkananon, Mike Wald, and Piyabud Ploadaksorn</i>	
Usability Tool to Support the Development Process of e-Commerce Website.	11
<i>T.P. Anjos and L.A. Gontijo</i>	
Assessing Personality Differences in Human-Technology Interaction: An Overview of Key Self-report Scales to Predict Successful Interaction	19
<i>Christiane Attig, Daniel Wessel, and Thomas Franke</i>	
Exploring the Building Blocks of Personas for Children with Autism Spectrum Disorders	30
<i>Ayşe Naciye Çelebi Yılmaz</i>	
Mass Customized Knowledge Management: A Project for Adequate and Dynamic Knowledge Transfer for Small and Medium Enterprises	37
<i>Michael Becker, Stephan Klingner, Julia Friedrich, Frederik Kramer, Martin Schneider, and Klaus-Peter Fährnich</i>	
Design for Inclusion. From Teaching Experiences to Social Changes.	44
<i>Giuseppe Di Bucchianico</i>	
Usability Methods and Evaluation Criteria for Published Clinical Guidelines on the Web: A Systematic Literature Review	50
<i>Soudabeh Khodambashi and Øystein Nytrø</i>	
The Assessment Tool for User Perceived Interactivity from ACG Website Interactivity on Imagination	57
<i>Juihsiang Lee</i>	
From Spectator to Co-creator for Hybrid Social Space: A New Taxonomy for Participatory Social Interaction and Co-creation	66
<i>Yun Tae Nam and Je-ho Oh</i>	
Understanding Game Design for the Development of a Game Environment . . .	73
<i>André Salomão, Flávio Andaló, and Milton Luiz Horn Vieira</i>	
Communication Model of Web Accessibility	80
<i>Takayuki Watanabe</i>	

A Study of the Team Management in Design Organizations	88
<i>Shih-Hsi Yang and Wen-Tsung Huang</i>	

Novel Interaction Techniques and Devices

Japanese Sign Language Recognition Based on Three Elements of Sign Using Kinect v2 Sensor	95
<i>Shohei Awata, Shinji Sako, and Tadashi Kitamura</i>	

Immersive 3D Environment for Data Centre Monitoring Based on Gesture Based Interaction	103
<i>Giannis Drossis, Chryssi Birliraki, George Margetis, and Constantine Stephanidis</i>	

Interactive Evolutionary Computation Using Multiple Users’ Gaze Information	109
<i>Minatsu Fujisaki, Hiroshi Takenouchi, and Masataka Tokumaru</i>	

Effects of Electrode Configuration on Pattern Recognition Based Finger Movement Classification	117
<i>Jiayuan He, Xiangyang Zhu, and Ning Jiang</i>	

Prompting – A Feature of General Relevance in HCI-Supported Task Workflows	123
<i>Thomas Herrmann and Jan Nierhoff</i>	

Interaction with Three Dimensional Objects on Diverse Input and Output Devices: A Survey	130
<i>Adrian Heinrich Hoppe, Florian van de Camp, and Rainer Stiefelhagen</i>	

Use of Vibration for Touch Pen to Provide the Feel of Writing on Paper . . .	140
<i>Makio Ishihara, Ayaka Imato, and Yukio Ishihara</i>	

Enhancement of ANN-Based Offline Hand Written Character Recognition Using Gradient and Geometric Feature Extraction Techniques	145
<i>Y.A. Joarder, Paresh Chandra Barman, and Md Zahidul Islam</i>	

Shortening Selection Time Using Plural Cursor in Multi-display Environment and Its Preliminary Evaluation	152
<i>Yuki Mako and Makio Ishihara</i>	

Creating a Playful Digital Catalogue System Using Technology-Enhanced Physical Objects	158
<i>George Margetis, Dimitris Grammenos, George Paparoulis, and Constantine Stephanidis</i>	

Automatic Classification of Eye Blinks and Eye Movements for an Input Interface Using Eye Motion	164
<i>Shogo Matsuno, Masatoshi Tanaka, Keisuke Yoshida, Kota Akehi, Naoaki Itakura, Tota Mizuno, and Kazuyuki Mito</i>	
A Study on Characteristics of Hand Gesture Pointing Operation Versus Mouse Pointing Operation: A Comparison of Velocity Waves of Operation Time Between Mouse Pointing and Hand Gesture Pointing with Two Kinds of Control-Display Ratio	170
<i>Shuhei Matsuyama and Mitsuhiko Karashima</i>	
A Pen Gesture-Based Editing System for Online Handwritten Objects on a Pen Computer	177
<i>Hidetoshi Miyao, Keisuke Nakamura, Shinya Nakazawa, and Minoru Maruyama</i>	
AnywhereTouch: Finger Tracking Method on Arbitrary Surface Using Nailed-Mounted IMU for Mobile HMD	185
<i>Ju Young Oh, Jun Lee, Joong Ho Lee, and Ji Hyung Park</i>	
Vibration Ring Device Which Supports Deaf Students to Learn How to Use Illustrator: SZCAT: Synchronized Click Action Transmitter	192
<i>Takuya Suzuki, Makoto Kobayashi, and Yuji Nagashima</i>	
Creating a Gesture-Speech Dataset for Speech-Based Automatic Gesture Generation	198
<i>Kenta Takeuchi, Souichirou Kubota, Keisuke Suzuki, Dai Hasegawa, and Hiroshi Sakuta</i>	
Psychophysiological Measuring and Monitoring	
Driver's Modeling with System Identification Algorithm to Aim Reducing Drowsiness	205
<i>Hirotooshi Asano, Kiwamu Goto, and Tota Mizuno</i>	
Wearables and User Interface Design: Impacts on Belief in Free Will	210
<i>D.A. Baker</i>	
Stress Measurement and Inducement in Experiments with Low Cost Flight Simulator for Testing of General Aviation Pilots	218
<i>Ondřej Bruna, Tomáš Levora, and Jan Holub</i>	
A Portable and User Friendly REM Sleep Detection System Based on Differential Movement of Eyeball Using Optical Sensors.	224
<i>Chi Yeon Hwang, Geun do Park, Hyang Jun Jeong, In Gyu Park, Yun Joong Kim, Hyeo-Il Ma, and Unjoo Lee</i>	

Psychophysiological and Intraoperative AEPs and SEPs Monitoring for Perception, Attention and Cognition	229
<i>Sergey Lytaev, Mikhail Aleksandrov, and Aleksei Ulitin</i>	
Development of Device for Measurement of Skin Potential by Grasping of the Device	237
<i>Tota Mizuno, Shogo Matsuno, Kota Akehi, Kazuyuki Mito, Naoaki Itakura, and Hirotoishi Asano</i>	
Evaluating NeuroSky's Single-Channel EEG Sensor for Drowsiness Detection	243
<i>Kishan Patel, Harit Shah, Malcolm Dcosta, and Dvijesh Shastri</i>	
Neurophysiological Indices of Human Social Interactions Between Humans and Robots	251
<i>S.J. Smith, B.T. Stone, T. Ranatunga, K. Nel, T.Z. Ramsoy, and C. Berka</i>	
Study on the Influence of Drivers' Physiological Characteristics of Urban Bus Stop	263
<i>Fengyuan Wang, Xiaoting Chen, Gang Sun, and Xing Liang</i>	
A Functional Near-Infrared Spectroscopy Study of Auditory Working Memory Load.	273
<i>Shih-Min Wu, Hsien-Ming Ding, and Yi-Li Tseng</i>	
Perception, Cognition and Emotion in HCI	
Analysis of Paradoxical Phenomenon Caused by Presenting Thermal Stimulation on Three Spots	281
<i>Keisuke Arai, Satoshi Hashiguchi, Fumihisa Shibata, and Asako Kimura</i>	
Gaze Behavior and Emotion of Crane Operators for Different Visual Support System.	287
<i>Jouh Yeong Chew, Koichi Ohtomi, and Hiromasa Suzuki</i>	
A Study on the Differences Among M3D, S3D and HMD for Students with Different Degrees of Spatial Ability in Design Education	293
<i>Po-Ying Chu, Li-Chieh Chen, Hsiao-Wen Kung, and Shih-Jen Su</i>	
Mirrored Perception Cognition Action Model in an Interactive Surgery Assist System.	300
<i>Jiachun Du, Thomas van Rooij, and Jean-Bernard Martens</i>	
Research on Human Acceptability of Household Environment Temperature Fluctuation.	307
<i>Huimin Hu, Rui Wang, Chaoyi Zhao, Hong Luo, Aixian Li, Li Ding, and Yifen Qiu</i>	

Continuous Affect Rating in Cartesian Space of Pleasure and Arousal Scale by Joystick Without Visual Feedback	316
<i>Mitsuhiko Karashima and Hiromi Nishiguchi</i>	
Attention Value of Motion Graphics on Digital Signages	324
<i>Tsubasa Kato and Nahomi Maki</i>	
Towards a Cognitive Agility Index: The Role of Metacognition in Human Computer Interaction	330
<i>Benjamin J. Knox, Ricardo G. Lugo, Øyvind Jøsok, Kirsi Helkala, and Stefan Sütterlin</i>	
A Practice for the Certification of Minimum Flight Crew Workload	339
<i>Haiyan Liu, Xianchao Ma, Yinbo Zhang, Zhefeng Jin, and Dayong Dong</i>	
Investigation of Facial Region Extraction Algorithm Focusing on Temperature Distribution Characteristics of Facial Thermal Images	347
<i>Tomoyuki Murata, Shogo Matsuno, Kazuyuki Mito, Naoaki Itakura, and Tota Mizuno</i>	
Change in Subjective Evaluation of Weight by the Proteus Effect	353
<i>Kengo Obana, Dai Hasegawa, and Hiroshi Sakuta</i>	
Making Implicit Knowledge Explicit – Acquisition of Plant Staff’s Mental Models as a Basis for Developing a Decision Support System	358
<i>Dorothea Pantförder, Julia Schaupp, and Birgit Vogel-Heuser</i>	
Eye Contact Detection via Deep Neural Networks	366
<i>Viral Parekh, Ramanathan Subramanian, and C.V. Jawahar</i>	
Let Our Mind Wander: Employing IT-Induced Incubations to Enhance Creativity	375
<i>Xixian Peng, Xinwei Wang, and Hock Hai Teo</i>	
Guiding Visual Attention Based on Visual Saliency Map with Projector-Camera System	383
<i>Hironori Takimoto, Katsumi Yamamoto, Akihiro Kanagawa, Mitsuyoshi Kishihara, and Kensuke Okubo</i>	
Detection System of Unsafe Driving Behavior Significant for Cognitive Dysfunction Patients	391
<i>Tomoji Toriyama, Akira Urashima, and Satoshi Yoshikuni</i>	
Measurement of Eyeblink Frequency Variation for Cognitive Dysfunction Patients’ Safe Driving Skill Evaluation	397
<i>Akira Urashima, Yoshiki Otsuki, and Tomoji Toriyama</i>	

Experimental Research on the Armored Crew's Depth Perception	402
<i>Qianxiang Zhou, Jintao Wu, and Zhongqi Liu</i>	

Data Analysis and Data Mining in Social Media and Communication

Instructional Information System for the Introduction of Data Journalism Techniques Based on User Centered Design Methodology	411
<i>Belén Alazañez-Cortés, Zayra Montserrat Miranda-Aguirre, Jocelyn Lizbeth Molina-Barradas, Erick Monroy-Cuevas, Rocío Abascal-Mena, Rodrigo Gómez-García, and Román Esqueda-Atayde</i>	

Implicit Evaluation of User's Expertise in Scientific Domains.	420
<i>Alessandro Bonifacio, Claudio Biancalana, Fabio Gasparetti, Alessandro Micarelli, and Giuseppe Sansonetti</i>	

Breaking News Commentary: Users' Reactions to Terrorist Attacks in English-Speaking Twittersphere.	428
<i>Kaja J. Fietkiewicz and Aylin Ilhan</i>	

Does Negative News Travel Fast? Exploring the Effect of News Sentiment on Interactive Spiral	435
<i>Jie Gu, Jing Tian, Xiaolun Wang, and Hong Ling</i>	

Analyzing Users' Search Patterns to Explore Topic Knowledge from Aggregated Search Results	443
<i>Yen-Chun Huang, Yu-Ping Ho, and I-Chin Wu</i>	

Chat Support System to Recall Past Conversational Topics Using Tags	450
<i>Junko Itou, Rina Tanaka, and Jun Munemori</i>	

Collection of Example Sentences for Non-task-Oriented Dialog Using a Spoken Dialog System and Comparison with Hand-Crafted DB	458
<i>Yukiko Kageyama, Yuya Chiba, Takashi Nose, and Akinori Ito</i>	

Combining Sentimental and Content Analysis for Recognizing and Interpreting Human Affects	465
<i>Stefanie Niklander and Gustavo Niklander</i>	

Emotional Computing and Discourse Analysis: A Case Study About Brexit in Twitter	469
<i>Stefanie Niklander</i>	

Automatic Quantification of the Veracity of Suicidal Ideation in Counseling Transcripts.	473
<i>Omar Oseguera, Alex Rinaldi, Joann Tuazon, and Albert C. Cruz</i>	

End-to-End Dialogue with Sentiment Analysis Features	480
<i>Alex Rinaldi, Omar Oseguera, Joann Tuazon, and Albert C. Cruz</i>	
Avatar Life-Review: Seniors Reminiscing Through Virtual Bodies	488
<i>Semi Ryu</i>	
HCI Research and History: Special Interests Groups on Facebook as Historical Sources	497
<i>Mechtild Stock</i>	
Beyond Retail Therapy: Can the Relationship Between Affective Data & Consumer Behavior Be Utilized to Develop User-Directed E-Commerce Personalization?	504
<i>Isabel Wellbery, Franziska Susanne Roth, and Thomas Fortmann</i>	
Ergonomics and Models in Work and Training Support	
Intuitive Real-Time Multidimensional Diagnostic Ultrasound Image Optimization Technology	511
<i>Giampaolo Borreani, Carlo Biagini, Roberto Pesce, Luca Bombino, and Leonardo Forzoni</i>	
An Analysis and Evaluation Procedure in Civil Aircraft Flight Deck Design.	519
<i>Dayong Dong, Baofeng Li, Haiyan Liu, Wenjun Dong, Hongtao Liu, and Zhefeng Jin</i>	
Investigation on Driving Habits of Chinese Truck Driver	526
<i>Junmin Du, Hui Lu, Weiyu Sun, Xin Zhang, Huimin Hu, and Yang Liu</i>	
Formulation of Diagnostic Expertise in Oral Health Care and Its Application to Clinical Education	532
<i>Kyoko Ito, Haruki Sao, Takashi Nagamatsu, Junko Nagata, and Kenji Takada</i>	
Assessment of the Working Chair Using Affects the Whole Service Process in B Ultrasonic Examination.	540
<i>Xinxiong Liu, Daojun Qian, Lei Wu, and Jie Xu</i>	
Finding 3D CAD Data Production Methods that Work for People with Visual Impairments	548
<i>Kazunori Minatani</i>	
Evaluating 360-Virtual Reality for Mining Industry's Safety Training	555
<i>Shiva Pedram, Pascal Perez, Stephen Palmisano, and Matthew Farrelly</i>	

Hearing Finds and Posture in Workers of the Improvement of the Manioc
in Sergipe State, Brazil 562
*Tereza Raquel Ribeiro de Sena, Maria Goretti Fernandes,
Marcos André Santos Guedes, and Ângelo Roberto Antonioli*

Single Trial Analysis of Body Sway Caused by Several Matrix-Shaped
Tactile Stimuli on Body Trunk 566
Masaki Terada and Masafumi Uchida

Formalization Modeling of Maintenance Based on Agent. 575
Shu-jie Tian, Bo Wang, Li Wang, and Dan Xu

Outside the Virtual Screen: A Tangible Character for Computer Break 583
*Sy-Chyi Wang, Jin-Yuan Chern, Chung-Ping Young, Wei-Hsin Teng,
and Xiao-Yi Xiong*

Ambidexterity in Mobile Collaboration: Balancing
Task- and Socialization-Oriented Communication
in Team Member Interaction. 588
Xiaolun Wang, Jie Gu, Jing Tian, and Yunjie Xu

Author Index 597

Contents – Part II

Interaction in Virtual and Augmented Reality

Factors of Cybersickness	3
<i>Patricia Bockelman and Deanna Lingum</i>	
Effects of Short Exposure to a Simulation in a Head-Mounted Device and the Individual Differences Issue	9
<i>David Hartnagel, Marine Taffou, and Patrick M.B. Sandor</i>	
Projection Simulator to Support Design Development of Spherical Immersive Display	17
<i>Wataru Hashimoto, Yasuharu Mizutani, and Satoshi Nishiguchi</i>	
Immersive Virtual Experience: An Effort to Increase the Interest for Reading on First-Time Readers	25
<i>Luis Hernández-Zavaleta, Jaime Espinoza-Martínez, Diana Morón-González, Alba Núñez-Reyes, Carlos Rivero-Moreno, Octavio Mercado-González, and Alejandra Osorio-Olave</i>	
Correcting Distortion of Views into Spherical Tank in Aquarium	32
<i>Yukio Ishihara and Makio Ishihara</i>	
A Study on VR Sickness Prediction of HMD Contents Using Machine Learning Technique	38
<i>Jae Beom Kim and Changhoon Park</i>	
Physically-Based Clay Art Rendering with HMD VR	42
<i>Donghwe Lee, Hyunmin Choi, and Seongah Chin</i>	
Feasibility of Integrated GNSS/OBD-II/IMU as a Prerequisite for Virtual Reality	48
<i>J.H. Lim, K.H. Choi, W. Yoo, L. Kim, Y. Lee, and Hyung Keun Lee</i>	
Presence and Usability Do Not Directly Predict Procedural Recall in Virtual Reality Training	54
<i>Bradford L. Schroeder, Shannon K.T. Bailey, Cheryl I. Johnson, and Emily Gonzalez-Holland</i>	
Webizing Interactive CAD Review System Using Super Multiview Autostereoscopic Displays	62
<i>Daeil Seo, Yongjae Lee, and Byounghyun Yoo</i>	

Webizing Virtual Reality-Based Interactive Interior Design System	68
<i>Daeil Seo, Jongho Lee, and Byounghyun Yoo</i>	
Error Monitoring and Correction Related to the Sense of Presence in Virtual Environments	73
<i>Boris B. Velichkovsky, Alexey N. Gusev, Alexander E. Kremlev, and Sergey S. Grigorovich</i>	
3D Route Planning Within a Stereoscopic Environment Based on 2D Mouse Interaction	81
<i>Leonhard Vogelmeier, Christoph Vernaleken, and Peter Sandl</i>	
The Implementation of Instructional Strategies for Training in a Virtual Environment: An Exploratory Investigation of Workload and Performance. . .	88
<i>Elizabeth Wolfe, John Granger, Natalie Alessi, Lauren Farrell, and Crystal Maraj</i>	
Service Design of Intergeneration Home-Sharing System Using VR-Based Simulation Technology and Optimal Matching Algorithms	95
<i>Taeha Yi, Jimin Rhim, Injung Lee, Amartuvshin Narangerel, and Ji-Hyun Lee</i>	
Learning, Games and Gamification	
Application of Human Computer Interaction Interface in Game Design	103
<i>Jing Cao and Ying Cao</i>	
Creating an Environment for Millennials	109
<i>Bruce Gooch, Nicolas Bain, and Taylor Day</i>	
Flexible Virtual Environments: Gamifying Immersive Learning.	115
<i>Neil Gordon and Mike Brayshaw</i>	
The Effect of Emotion in an Ultimatum Game: The Bio-Feedback Evidence	122
<i>Yifan He and Tiffany Y. Tang</i>	
Motion Recognition Interactive Game Activity for Early Childhood	130
<i>Hyung-Sook Kim and Seong-Hee Chung</i>	
Development of Gesture Recognition-Based Educational Dance Game for Children with Intellectual Disability	136
<i>Hyung Sook Kim, Yonghyun Park, Sunghye Hong, and Junghwan Hwang</i>	

Development of Educational Application Using Standard Movement Code-Based on Human Behavior	141
<i>Hyung Sook Kim, Chan-Ik Park, David O'Sullivan, and Jeusun Lee</i>	
A Serious Game to Teach Computing Concepts	146
<i>Devorah Kletenik, Florencia Salinas, Chava Shulman, Claudia Bergeron, and Deborah Sturm</i>	
An Analysis of Students' Learning Behaviors Using Variable-Speed Playback Functionality on Online Educational Platforms	154
<i>Toru Nagahama and Yusuke Morita</i>	
Collaborative Learning Support System for Programming Education Using Gamification	160
<i>Kohei Otake and Tomofumi Uetake</i>	
Personalizing Game by Using Social Network	167
<i>Jaebum Park, Huitae Ryu, and Changhoon Park</i>	
Learning to Code in a Community of Practice in Mozambique: The Case of MozDevz.	172
<i>Ivan Ruby and Salomão David</i>	
"Free Will": A Serious Game to Study the Organization of the Human Brain.	178
<i>Deborah Sturm, Jonathan Zomick, Ian Loch, and Dan McCloskey</i>	
Purposive Game Production in Educational Setup: Investigating Team Collaboration in Virtual Reality	184
<i>Olga Timcenko, Lise Busk Kofoed, Henrik Schoenau-Fog, and Lars Reng</i>	
Frustrating Interaction Design of AS IF, an Embodied Interaction Game for Perspective Taking Towards Physical Limitations.	192
<i>Servet Ulas, Weina Jin, Xin Tong, Diane Gromala, and Chris Shaw</i>	
The Influence of Toy Design Factors on Children's Problem-Solving Skills	199
<i>Tien-Ling Yeh and Jo-Han Chang</i>	
Understanding Reading Comprehension in Multi-display Presenting System: Visual Distribution and Cognitive Effect	207
<i>Xueqing Zhang and Sanya Liu</i>	

Health, Well-Being and Comfort

Improving Patient Satisfaction Using a Video-Based Patient Education Platform	217
<i>Katharine T. Adams, Alexander D. Walker, Eileen Searson, John Yosaitis, Rita Owens, and Lowell Satler</i>	
Developing a Health-Enabling Service System Combining Wearable Device and Personal Health Records for Older Adults	225
<i>Kuei-Ling Belinda Chen and Peisan Lee</i>	
FitViz: A Personal Informatics Tool for Self-management of Rheumatoid Arthritis	232
<i>Ankit Gupta, Xin Tong, Chris Shaw, Linda Li, and Lynne Feehan</i>	
A Crowdsourcing-Based Social Platform to Increase a Community’s Sustainability and Well-Being.	241
<i>Kota Gushima, Mizuki Sakamoto, and Tatsuo Nakajima</i>	
Estimation of Floor Reaction Force During Walking Using Physical Inertial Force by Wireless Motion Sensor	249
<i>Atsushi Isshiki, Yoshio Inoue, Kyoko Shibata, and Motomichi Sonobe</i>	
Development of Content for an ICT Screening Program Based on the Emotional and Behavioral Disorder Questionnaire	255
<i>Hyung Sook Kim, Chan-Ik Park, David O’Sullivan, and Jeesun Lee</i>	
Development of a Human-Seat Cushion Finite Element Model for Sitting Comfort Analysis	261
<i>Xianxue Li, Li Ding, Xianchao Ma, Baofeng Li, and Haiyan Liu</i>	
Study on the Interactivity of Medication Behavior in Children’s Group Environment.	267
<i>Miao Liu, Zhaoyang Sun, and Tao Xiong</i>	
Framework of Health Monitoring Service for the Elderly Drivers Community.	275
<i>Se Jin Park, Murali Subramaniyam, Seunghee Hong, and Damee Kim</i>	
Adaptation Monitoring System Preventing Fall Down from a Bed for Individual Difference of Behavior	280
<i>Hironobu Satoh and Kyoko Shibata</i>	
Development of an Interactive Social Tool for Mexican Young Adults to Lower and Prevent Overweight and Obesity	285
<i>Diana M. Sepúlveda, César Delgado, Luis Alvarado, and Sergio Zepeda</i>	

Wellness Programs: Wearable Technologies Supporting Healthy Habits and Corporate Costs Reduction	293
<i>Marcos Souza, Taynah Miyagawa, Paulo Melo, and Francimar Maciel</i>	
Participatory Design of Vaccination Services with Less-Literate Users	301
<i>Shyama V.S., Ulemba Hirom, Sylvan Lobo, Sujit Devkar, Pankaj Doke, and Nikita Pandey</i>	
Affordance of Real-Time Personalization and Adaptation of Hearing Aid Settings	309
<i>Qi Yang, Shira Hahn, Bill Chang, Almer van den Berg, and Greg Olsen</i>	
Design and Implementation of Smartphone Application for Measurement and Management of Depressive Emotions in Adolescents Using Cognitive Behavioral Therapy	317
<i>Jung-Sun Yoo, In-Sook Kim, and Jung-A Gwon</i>	
Smart Environments	
Rist: An Interface Design Project for Indoor Navigation.	327
<i>Meeshu Agnihotri, Reema Upadhyaya, Katherine Kenna, and Chen-Dah Chiang</i>	
Mobile App for a GPS-Based Location-Specific Communication System: “Ninja Messenger”	335
<i>Riya Banerjee and Yugo Takeuchi</i>	
Design for Indoor Navigation: <i>CROSSFLOW</i> for Multiple Simultaneous Pedestrians in Public Spaces.	341
<i>Han Cao</i>	
Human-House Interaction Model Based on Artificial Intelligence for Residential Functions	349
<i>Brendel Francisco Lima Santos, Iury Batista de Andrade Santos, Maurício José Miranda Guimarães, and Alcides Xavier Benicasa</i>	
A Proposal for the “Cariño Index”: A New Coordination Index Based on Weather Conditions	357
<i>Akari Fujiwara and Katsuhiko Ogawa</i>	
Proposal of Internet Radio Walking Around Street While Listening to Voice of Virtual Idols	366
<i>Shiori Furuta and Katsuhiko Ogawa</i>	
Classification of Synchronous Non-parallel Shuffling Walk for Humanoid Robot	374
<i>Masanao Koeda, Daiki Sugimoto, and Etsuko Ueda</i>	

Case Representation of Daily Routine Data Through the Function Behavior Structure (FBS) Framework	382
<i>Injung Lee, Taeha Yi, Jimin Rhim, Amartuvshin Narangerel, Danial Shafiei Karaji, and Ji-Hyun Lee</i>	
Indoor Navigation Aid System Using No Positioning Technique for Visually Impaired People	390
<i>Yeonju Oh, Wei-Liang Kao, and Byung-Cheol Min</i>	
SmartResponse: Emergency and Non-emergency Response for Smartphone Based Indoor Localization Applications	398
<i>Manoj Penmetcha, Arabinda Samantaray, and Byung-Cheol Min</i>	
Human Algorithm: How Personal Reflection of Data Agents Improves Crowdsourcing Data Collection in a Smart City Planning Study	405
<i>Jue Ren, Youyang Hou, Tat Lam, and Yang Yang</i>	
Face Recognition Based on Adaptive Singular Value Decomposition in the Wavelet Domain	413
<i>Jing-Wein Wang and Tzu-Hsiung Chen</i>	
Biometric Identification Using Video of Body Silhouette Captured from Overhead	419
<i>Hiro-Fumi Yanai and Shunsuke Kouno</i>	
Mobile Interaction	
Interaction Modalities for Augmented Reality in Tablets for Older Adults . . .	427
<i>Ana Georgina Guerrero Huerta, Erika Hernández Rubio, and Amilcar Meneses Viveros</i>	
ElectAR, an Augmented Reality App for Diagram Recognition.	435
<i>Abián Hernández Mesa, M. Peña Fabiani Bendicho, and Jorge Martín-Gutiérrez</i>	
Explore the Differences Between Iphone7 Camera Interaction and User Habits	441
<i>Bin Jiang and Tongtong Liu</i>	
Design of Tangible Programming Environment for Smartphones.	448
<i>Yasushi Kambayashi, Kenshi Furukawa, and Munehiro Takimoto</i>	
An Analysis of Usage and Attitude for Mobile Video Service in Korea	454
<i>Min-Jeong Kim</i>	

The 60 Seconds Guestbook – An Auditory Place Media for Guesthouse Residents	461
<i>Chia-Lung Lee and Katsuhiko Ogawa</i>	
Investigation of Smartphone Use While Walking and Its Influences on One's Behavior Among Pedestrians in Taiwan	469
<i>Jun-Ming Lu and Yi-Chin Lo</i>	
Understanding Modern Audience in Traditional Settings	476
<i>Asreen Rostami, Christoffer Cialec, and Gabriel Werlinder</i>	
Development of a User Participatory Mobile App to Promote a Local Tourist Attraction: The Okayama Korakuen Navi App	481
<i>Wangmi Seok and Akihiko Kasw</i>	
Evaluation of Information Presentation with Smartphone at History Museum by Eye Tracking	489
<i>Honami Take and Kiyoko Yokoyama</i>	
Wrist Watch Design System with Interactive Evolutionary Computation	497
<i>Hiroshi Takenouchi and Masataka Tokumaru</i>	
Towards Prediction of User Experience from Touch Interactions with Mobile Applications	505
<i>Carola Trahms, Sebastian Möller, and Jan-Niklas Voigt-Antons</i>	
Research on Interactive Design of Mobile Payment Based on Embodied Cognition	513
<i>Qi Wang and Zhao Hui Huang</i>	
Visual Design and Visualization	
Exploring of the Barrier-Free Design for Visual Impairment in Graphical User Interface Design	523
<i>Yilin Chai and Ying Cao</i>	
Research on the Experiential Communication of Digital Humanities and Information Visualization: A Case Study of Iconography Measurement	534
<i>Zhigang Chen and Jing Ma</i>	
Optimal Design of the Front Face of Minicars Based on Analytic Hierarchy Process	543
<i>Wenjie Deng, Xinhui Kang, and Congru Zhang</i>	
A Visualization System for Traffic Violation Using H2O Random Forests . . .	550
<i>Chyi-Ren Dow, Zhe-Rong Lin, and Kuan-Chieh Wang</i>	

Transportation CMF Design Strategy Based on Regional Culture	555
<i>Bin Jiang and Bin Geng</i>	
Development and Evaluation of an E-picture Book System Using Multi-directional Scrolling and Illustrations with Visual Guidance	561
<i>Negar Kaghazchi, Azusa Yoshii, Sachiko Kodama, and Masakatsu Kaneko</i>	
Humanizing the Machine: Basic Communication for Unskilled Operators. . . .	569
<i>Robert Lightfoot, Bruce Gooch, and Robert Michael Fowler</i>	
An Investigation into the Key Factors to Improve the Attractiveness of Modular Furniture in the Living Environment of China's Metropolitan Migrants	575
<i>Miao Liu, Zhaoyang Sun, Xinming Guo, Xue Chen, and Ziwei Liu</i>	
The Interaction of Casual Users with Digital Collections of Visual Art. An Exploratory Study of the WikiArt Website	583
<i>Lucia Marengo, György Fazekas, and Anastasios Tombros</i>	
Interactive Image Search System Based on Multimodal Analogy.	591
<i>Kosuke Ota, Keiichiro Shirai, Hidetoshi Miyao, and Minoru Maruyama</i>	
Preliminary Survey for Multigraph Integration and Visualization Framework	597
<i>Ryosuke Saga</i>	
A Study on the Relationship Between Form Features and Images of Concept Bicycles Using the Theory of Archetype	602
<i>Meng-Dar Shieh, Fang-Chen Hsu, and Chi-Wei Huang</i>	
Study of Color Emotion Impact on Leisure Food Package Design.	612
<i>Tian-yu Wu, Ya-jun Li, and Yan Liu</i>	
Social Issues and Security in HCI	
Hacking the Body 2.0: Ethics in Wearable Tech, Etextiles Design and Data Collection in Performance	623
<i>Camille Baker and Kate Sicchio</i>	
I Am Ok, the Material's Not: A Transactional Analysis of Information Security Education Material for Swedish Elementary School Students	628
<i>Stewart Kowalski, Tina Andersson, and Sabina Windahl</i>	
The Rise and Proliferation of Live-Streaming in China: Insights and Lessons	632
<i>Jinglan Lin and Zhicong Lu</i>	

How Are Social Capital and Parental Mediation Associated with Cyberbullying and Cybervictimization Among Youth in the United States?	638
<i>Johanna Sam, Pamela Wisniewski, Heng Xu, Mary Beth Rosson, and John M. Carroll</i>	
Parental Controls: Oxymoron and Design Opportunity	645
<i>Diane J. Schiano and Christine Burg</i>	
Establish Security Psychology – How to Educate and Training for End Users	653
<i>Katsuya Uchida</i>	
Decision Tree Analysis on Environmental Factors of Insider Threats	658
<i>Michihiro Yamada, Koichi Niihara, and Hiroaki Kikuchi</i>	
Evaluation of Accessibility of University Websites: A Case from Turkey	663
<i>Zehra Yerlikaya and Pinar Onay Durdu</i>	
Author Index	669

HCI International 2017 – Posters' Extended Abstracts
19th International Conference, HCI International 2017,
Vancouver, BC, Canada, July 9–14, 2017, Proceedings,
Part I

Stephanidis, C. (Ed.)

2017, XXXI, 602 p. 244 illus., Softcover

ISBN: 978-3-319-58749-3