Contents – Part III

Designing the Social Media Experience

Social Media Interactions and the Use of Third-Party Management Applications on Effectiveness and Perception of Information ............... 3
Çakır Aker and Ö zgürol Ö ztürk

Design Process of a Social Network System for Storage and Share Files in the Workplace. ................................................................. 13
Heloisa Candello, Silvia Bianchi, and Leandro Cassa

Evolution of e-Research: From Infrastructure Development to Service Orientation ................................................................. 25
Hashim Iqbal Chumpir, Thomas Ludwig, and Dean N. Williams

Visualizing Group User Behaviors for Social Network Interaction Design Iteration ................................................................. 36
Zhenyu Gu, Jia Ming Yu, Zhanwei Wu, and Zhan Xun Dong

Understanding the Semantics of Web Interface Signs: A Set of Ontological Principals ................................................................. 46
Muhammad Nazrul Islam and A.K.M. Najmul Islam

Cultural Reflections in Qatari Government Websites ........................................ 54
Nouf Khashman

Usability Analysis of IxDA.org. ................................................................. 63
Julija Naskova

How We Perceive Search Engines. ................................................................. 74
Leonardo Penna and Manuela Quaresma

Clicking Through Endless Seas: Understanding User Experience in the Design of Journalistic Websites ................................................................. 82
Ben Posetti

Origins and Perspectives on Designing Virtual Communities of Practice for Permanent Education: A Case Study in the Collective Health Sector . . . . . . . 94
Carlos Eduardo Ribeiro and Cláudia Renata Mont’Alvão

The Challenges and Opportunities of Designing National Digital Services for Cross-Border Use. ................................................................. 104
Molly Schwartz and Heli Kautonen
Designing the Learning Experience

Heuristic Evaluation of University Institutional Repositories
Based on DSpace ......................................................... 119
  Maha Aljohani and James Blustein

Building Information Architecture Criteria for Assessing and Evaluating
Universities’ Web Portals. ............................................. 131
  Hamad Ibrahim Alomran

Designing with Young Children: Lessons Learned from a Co-creation
of a Technology-Enhanced Playful Learning Environment ............... 142
  Nanna Borum, Eva Petersson Brooks, and Anthony Lewis Brooks

Application of Dashboards and Scorecards for Learning Models
IT Risk Management: A User Experience. .......................... 153
  Ernesto Celi

Mapping Metaphors for the Design of Academic Library Websites ....... 166
  Ming-Hsin Phoebe Chiu

A Holistic Approach to User Experience in the Context of an Academic
Library Interactive System ............................................ 173
  Andrea Alessandro Gasparini

Antique School Furniture, New Technological Features Needs ............ 185
  Andreia Gomes, Ernesto Filgueiras, and Luis Lavin

Analysis of Usability and Information Architecture of the UFRN
Institutional Repository ................................................ 197
  Débora Koshiyama, André Luís Santos de Pinho,
  and José Guilherme Santa Rosa

Ergonomic and Usability Analysis of Interactive Whiteboards
in the Academic Environment ......................................... 208
  Eduardo Oliveira, Erick Vasconcelos, Elzani Sobral,
  Sayonara Bittencourt, Tiago Ramos, and Marcelo M. Soares

E-Learning Platforms and Lacking Motivation in Students:
Concept of Adaptable UI for Online Courses ........................ 218
  Hana Ovesleová

A Usability Study with Children on an Online Educational Platform .... 228
  Tuba Ugras and Orhan Sener

Evaluating an Education Department Portal: A Case Study .............. 240
  Xiaojun Yuan, Huahai Yang, Kathleen Moorhead, and Kathleen DeMers
Contents – Part III

Designing the Playing Experience

Ads-on Games and Fake Brands: Interactions, Commercials and Playful Branding ................................................................. 251

Herlander Elias, Ernesto Filgueiras, and Breno Carvalho

Heartbeat Jenga: A Biofeedback Board Game to Improve Coordination and Emotional Control ................................................. 263

Yu-Chun Huang and Chung-Hay Luk

Evaluation of User Experience in Interaction with Computer Games ............................................................... 271

Tihana Lapaš and Tihomir Orehošički

Doctor Who: Legacy, an Analysis of Usability and Playability of a Multi-platform Game ......................................................... 283

Rennan Raffaele, Renato Alencar, Iran Júnior, Bruno Colley, Gabriel Pontes, Breno Carvalho, and Marcelo M. Soares

Newsgames: Gameplay and Usability in Simulation Games ................................................................................................. 292

Carla Teixeira, Breno Carvalho, Jarbas Agra, Valeska Martins, Anthony Lins, Marcelo M. Soares, and André Neves

Improving Song Guessing Games Through Music Track Composition ................................................................. 303

João Marcelo Teixeira, Dicksson Almeida, Edvar Neto, and Veronica Teichrieb

Evaluating and Customizing User Interaction in an Adaptive Game Controller ................................................................. 315

Leonardo Torok, Mateus Pelegrino, Jefferson Lessa, Daniela Gorski Trevisan, Cristina N. Vasconcelos, Esteban Clua, and Anselmo Montenegro

New Research Methods for Media and Cognition Experiment Course ................................................................. 327

Yi Yang, Shengjin Wang, and Liangrui Peng

Designing the Urban Experience

Learning from Hourly Household Energy Consumption: Extracting, Visualizing and Interpreting Household Smart Meter Data ......................................................................................................................... 337

Sam Borgeson, June A. Flora, Jungsuk Kwac, Chin-Woo Tan, and Ram Rajagopal

Defining HCI/UX Principles for Urban Environment ................................................................. 346

Pavel Farkas

Participatory Explorations on a Location Based Urban Information System ................................................................. 357

Özge Genç, Damla Çay, and Asım Evren Yantaç
Diffusion of Feedback: Perceptions and Adoption of Devices in the Residential Market ................................................................. 368
  Beth Karlin, Angela Sanguinetti, Nora Davis, Kristen Bendanna, Kristen Holdsworth, Jessie Baker, David Kirkby, and Daniel Stokols

Design and Implementation of a Mobile Cloud Environmental Application for Riyadh City ......................................................... 380
  Heba Kurdi, Amani Al-Fayez, Anfal Al-Tuwaim, Hanan Al-Mohammadi, Mona Al-Mutairi, and Sarah Al-Kharji

How Do I Get to Room 3106?: Student Wayfinding Designs for Old Main at Wayne State University ................................................ 390
  Judith A. Moldenhauer

A Practice on Wayfinding System Design with Service Design Thinking ................................................................. 400
  Jing Pan and Zhengsheng Yin

Hidden Presence: Sensing Occupancy and Extracting Value from Occupancy Data ................................................................. 412
  Larissa Suzuki, Peter Cooper, Theo Tryfonas, and George Oikonomou

Designing Apps for Tourists: A Case Study ................................................................. 425
  Virginia Tiradentes Souto, Caio Cristo, Maria Gabriela Araújo, and Lucas Santos

**Designing the Driving Experience**

Designing for the Naturalistic Driving Experience ................................................................. 439
  Wanda Eugene, Jerone Dunbar, Alison Nolan, Juan E. Gilbert, and Renesha L. Hendrix

Exploring User Experience in the Wild: Facets of the Modern Car ................................................................. 450
  Dimitrios Gkouskos, Ingrid Pettersson, MariAnne Karlsson, and Fang Chen

Drivers and Automation: A Study About Cultural and Behavioral Influence in the Interaction with Driver Assistants ................................................................. 462
  Rafael Cirino Gonçalves and Manuela Quaresma

Going on a Road-Trip with My Electric Car: Acceptance Criteria for Long-Distance-Use of Electric Vehicles ................................................................. 473
  Julian Halbey, Sylvia Kowalewski, and Martina Ziefle

A Study on a Split-View Navigation System ................................................................. 485
  Jongsung Lee, Heewon Lee, and Sung Woo Kim
A Study of Conversation Support System Between the Elderly Person and Young Adults by Using Facial Expression Analysis .......................... 616
Miyuki Iwamoto, Noriaki Kuwahara, and Kazunari Morimoto

The Turkish Central Doctor Rendezvous System Under Spotlight: A User Study with Turkish Senior Users ..................... 628
Edibe Betül Karbay and Kerem Rızvanoğlu

Evaluation of Users Acceptance of a Digital Medicine Fact Sheet: Findings from a Focus Group .......................................................... 638
Amélia Lageiro, Catarina Lisboa, and Emília Duarte

Designing for the Healthcare Professional’s Experience

An Internet of Things Application with an Accessible Interface for Remote Monitoring Patients .............................................................. 651
Chrystinne Oliveira Fernandes and Carlos José Pereira de Lucena

Three-Dimensional Models and Simulation Tools Enabling Interaction and Immersion in Medical Education .......................... 662
Soeli T. Fiorini, Leonardo Frajhof, Bruno Alvares de Azevedo, Jorge R. Lopes dos Santos, Heron Werner, Alberto Raposo, and Carlos José Pereira de Lucena

MedData: A Mobile Application Designed for Medical Teams to Monitor Clinical Evolution of Inpatient in ICU Context ..................... 672
Carlos Alberto Pereira de Lucena, Cláudia Renata Mont’Alvão, and Bruno Alvares de Azevedo

A Usability Study of a Gesture Recognition System Applied During the Surgical Procedures ......................................................... 682
Antonio Opromolla, Valentina Volpi, Andrea Ingrosso, Stefano Fabri, Claudia Rapanu, Delia Passalacqua, and Carlo Maria Medaglia

A Novel User-Specific Wearable Controller for Surgical Robots .......... 693

Author Index ............................................ 703
Design, User Experience, and Usability: Interactive Experience Design
4th International Conference, DUXU 2015, Held as Part of HCI International 2015, Los Angeles, CA, USA, August 2-7, 2015, Proceedings, Part III
Marcus, A. (Ed.)
2015, XVIII, 708 p. 279 illus., Softcover
ISBN: 978-3-319-20888-6