Contents – Part III

Interaction and Quality for the Web and Social Media

Heuristic to Support the Sociability Evaluation in Virtual Communities of Practices .................................................. 3
   Larissa Albano Lopes, Daniela Freitas Guilhermino,
   Thiago Adriano Coleti, Ederson Marcos Sgarbi,
   and Thiago Fernandes de Oliveira

Using a Lexical Approach to Investigate User Experience of Social Media Applications ........................................... 15
   Abdullah Azhari and Xiaowen Fang

BETTER-Project: Web Accessibility for Persons with Mental Disorders. . . . 25
   Renaldo Bernard, Carla Sabariego, David Baldwin, Shadi Abou-Zahra,
   and Alarcos Cieza

Short Scales of Satisfaction Assessment: A Proxy to Involve Disabled Users in the Usability Testing of Websites ............. 35
   Simone Borsci, Stefano Federici, Maria Laura Mele, and Matilde Conti

Automatic Deformations Detection in Internet Interfaces: ADDII ............. 43
   Leandro Sanchez and Plinio Thomaz Aquino Jr.

Usability and Aesthetics: The Case of Architectural Websites ............... 54
   Evanthia Faliagka, Eleni Lalou, Maria Rigou, and Spiros Sirmakessis

The Effect of Banner Location on Banner Recognition in a Turkish Government Website: An Eye Tracking Study .................. 65
   Hacer Güner and Yavuz İnal

Compatibility of Information and Interface of Universities’ Multilingual Websites ......................................................... 73
   Krzysztof Hankiewicz

GT Journey: The Importance of Accessible Rich Data Sources to Enable Innovation ......................................................... 82
   Matt Sanders, Russ Clark, Brian Davidson, and Siva Jayaraman

The Role of Quality in Websites: A Discussion Focusing on Public Versus Private Sector Organizations ............................... 92
   Hanne Sørum
# Contents – Part III

How to Evaluate Investments in Website Quality Within eGovernment?
Exploring the Webmaster’s Perception of Benefits .......................... 102

*Hanne Sørrum and Asle Fagerstrøm*

The Evolution of the Argon Web Framework Through Its Use Creating Cultural Heritage and Community–Based Augmented Reality Applications. . . 112

*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*

Historical Registry of Our Families Through Textiles ............................ 125

*Cathy L. Starr, Sandra L. Bailey, Sheryl Brahnam, and Jenifer J. Roberts*

## 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

*Simone Borsci, Glyn Lawson, Mark Burgess, and Bhavna Jha*

The Convergence Innovation Competition: Helping Students Create Innovative Products and Experiences via Technical and Business Mentorship ............................................. 144

*Russ Clark, Matt Sanders, Brian Davidson, Siva Jayaraman, and Carl DiSalvo*

Graphic Visualization of Probabilistic Traffic/Trajectory Predictions in Mobile Applications. A First Prototype and Evaluations for General Aviation Purposes .................................................. 154

*Giuseppe Frau, Francesca De Crescenzo, and Damiano Taurino*

Building Mobile Software Ecosystems - A Practical Approach .................. 165

*Steffen Hess, Susanne Braun, Johannes Feldhaus, Marco Hack, Felix Kiefer, Dominik Magin, Matthias Naab, Dominik Richter, Torsten Lenhart, and Marcus Trapp*

Cloud Computing: A Multi-tenant Case Study ................................. 178

*Anindya Hossain and Farid Shirazi*

On Time: Efficient and Personalized Hospital Service ........................ 190

*So Yon Jeong and Da Young Ju*

NAMIDA: Multiparty Conversation Based Driving Agents in Futuristic Vehicle ................................................................. 198

*Nihan Karatas, Soshi Yoshikawa, P. Ravindra S. De Silva, and Michio Okada*
VR Processes in the Automotive Industry ........................................... 208
  Glyn Lawson, Davide Salanitri, and Brian Waterfield

Entrepreneurial IS Development: Why Techniques Matter and Methods
Don’t ........................................................... 218
  Nikolaus Obwegeser

Simulation of an Affordance-Based Human-Machine Cooperative Control
Model Using an Agent-Based Simulation Approach ......................... 226
  YeongGwang Oh, IkChan Ju, and Namhun Kim

Cause the Trend Industry 4.0 in the Automated Industry to New
Requirements on User Interfaces? ........................................... 238
  Carsten Wittenberg

Post-Implementation ERP Success Assessment: A Conceptual Model .... 246
  Fan Zhao and Eugene Hoyt


Societal and Cultural Impact of Technology

Interactive Evaluation of Pragmatic Features in Spoken Journalistic Texts ... 259
  Christina Alexandris, Mario Nottas, and George Cambourakis

Socio-Cultural Aspects in the Design of Multilingual Banking Interfaces
in the Arab Region ...................................................... 269
  Sarah Alhumoud, Lamia Alabdulkarim, Nouf Almobarak, and Areej Al-Wabil

Prospecting HCI Challenges for Extreme Poverty Communities: Redefining
and Optimizing User Experiences with Technology ....................... 281
  Daniel Almeida Chagas, Camila Loiola Brito Maia, Elizabeth Furtado, and Carlos R. Maia de Carvalho

Moral Biases and Decision: Impact of Information System
on Moral Biases ....................................................... 291
  Karim Elia Fraoua

Midtown Buzz: Bridging the Gap Between Concepts and Impact
in a Civic Computing Initiative ........................................... 303
  Maribeth Gandy, Laurie Dean Baird, Laura M. Levy, Amy J. Lambeth, Elizabeth Mynatt, Russ Clark, and Matt Sanders

Some Investigations of Fukushima Dai-ichi Accidents from the Viewpoints
of Human Factors ...................................................... 314
  Akio Gofuku, Hiroshi Furukawa, and Hiroshi Ujita
<table>
<thead>
<tr>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cycle Atlanta and OneBusAway: Driving Innovation Through the Data</td>
<td>327</td>
</tr>
<tr>
<td>Ecosystems of Civic Computing</td>
<td></td>
</tr>
<tr>
<td><em>Christopher A. Le Dantec, Kari E. Watkins, Russ Clark, and Elizabeth Mynatt</em></td>
<td></td>
</tr>
<tr>
<td>Post-mortem Digital Legacy: Possibilities in HCI</td>
<td>339</td>
</tr>
<tr>
<td><em>Cristiano Maciel and Vinicius Carvalho Pereira</em></td>
<td></td>
</tr>
<tr>
<td>Fukushima No. 1 Nuclear Power Plant: The Moment of “Safety Myth”</td>
<td>350</td>
</tr>
<tr>
<td>Collapses</td>
<td></td>
</tr>
<tr>
<td><em>Aki Nakanishi, Toshio Takagi, Hajime Ushimaru, Masato Yotsumoto, and Daisuke Sugihara</em></td>
<td></td>
</tr>
<tr>
<td>Accident Analysis by Using Methodology of Resilience Engineering, High Reliability Organization, and Risk Literacy</td>
<td>358</td>
</tr>
<tr>
<td><em>Hiroshi Ujita</em></td>
<td></td>
</tr>
<tr>
<td>User Studies</td>
<td></td>
</tr>
<tr>
<td>What Learnability Issues Do Primary Care Physicians Experience When Using CPOE?</td>
<td>373</td>
</tr>
<tr>
<td><em>Martina A. Clarke, Jeffery L. Belden, and Min S. Kim</em></td>
<td></td>
</tr>
<tr>
<td>Designed to Thrill: Exploring the Effects of Multimodal Feedback on Virtual World Immersion</td>
<td>384</td>
</tr>
<tr>
<td><em>Dimitrios Darzentas, Michael Brown, and Noirin Curran</em></td>
<td></td>
</tr>
<tr>
<td>Survey on Risk Management Based on Information Security Psychology</td>
<td>396</td>
</tr>
<tr>
<td><em>Yasuko Fukuzawa, Masaki Samejima, and Hiroshi Ujita</em></td>
<td></td>
</tr>
<tr>
<td>Digital Wellbeing Assessments for People Affected by Dementia</td>
<td>409</td>
</tr>
<tr>
<td><em>Kyle Harrington, Paul Fulton, Michael Brown, James Pinchin, and Sarah Sharples</em></td>
<td></td>
</tr>
<tr>
<td>Factors Influencing Online Shop Layout Preferences</td>
<td>419</td>
</tr>
<tr>
<td><em>Katarzyna Jach and Marcin Kuliński</em></td>
<td></td>
</tr>
<tr>
<td>Playing Dice with a Digital Library: Analysis of an Artist Using a New Information Resource for Her Art Production</td>
<td>430</td>
</tr>
<tr>
<td><em>Heli Kautonen</em></td>
<td></td>
</tr>
<tr>
<td>The Effects of the Anthropological Race, Gender and Location of Verbal-Pictorial Stimuli on the Usability of Visual Information Conveyance</td>
<td>441</td>
</tr>
<tr>
<td><em>Joanna Koszela-Kulińska and Rafal Michalski</em></td>
<td></td>
</tr>
</tbody>
</table>