Contents – Part I

Design Thinking, Education and Expertise

Exposing American Undergraduates to Monozukuri and Other Key Principles in Japanese Culture, Design, Technology and Robotics ............... 3
Dave Berque and Hiroko Chiba

Program for the Application of Innovative Design Thinking: Assessment of Product Opportunity Gaps of Classroom Furniture. ......................... 9
Chin-Chuan Chen and Tien-Li Chen

Message Delivery of Cultural and Creative Products Under Cultural Industries ......................................................... 15
Chi-Hsiung Chen and Shih-Ching Lin

Using MURAL to Facilitate Un-Moderated Formative User Experience Research Activities ................................................................. 24
Edward S. De Guzman

Pet Empires: Combining Design Thinking, Lean Startup and Agile to Learn from Failure and Develop a Successful Game in an Undergraduate Environment. ................................................................. 30
Danielly F.O. de Paula and Cristiano C. Araújo

Attracting Consumers’ Attention and Interest in Exploring: Does HCI Strategy Matter? ................................................................. 35
Eugenia Huang, Sheng-Wei Lin, and Yu-Han Wu

Reflecting on Expertise, a Key Factor When Designing for Professional Development in Informal Science Institutions ................................. 40
Priscilla F. Jimenez Pazmino, Leilah Lyons, Brian Slattery, and Benjamin Hunt

Study on the Relationship Between Mental Model of Designer Team and Factors in Remote Collaboration ...................................................... 46
Wu Jing

A Conceptual Research Agenda and Quantification Framework for the Relationship Between Science-Fiction Media and Human-Computer Interaction ........................................................................... 52
Philipp Jordan, Omar Mubin, and Paula Alexandra Silva

Technology Roadmap for Realistic Contents: The Korea Case ............... 58
Sangil Kim
Supporting Complex Decisions Through Selection of Appropriate Graphical Layout
Caroline Parker and Kendra DeBusk

From Real Tombs to Digital Memorials: An Exploratory Study in Multicultural Elements for Communication
Vinicius Carvalho Pereira, Cristiano Maciel, and Carla Faria Leitão

Capabilities Driving Competitive Advantage in New Product Development: Coordination Capability, Absorptive Capability, and Information Technology Capability
Yi-Ming Tai and Yi-Cheng Ku

Design and Implementation of Advanced HCI Education
Yi Yang

Design and Evaluation Methods, Techniques and Tools

To Err Is Human: Building an Automatic Error Generator System
Luiz Carlos Begosso and Marcos Roberto Alves Medeiros

TAM Reloaded: A Technology Acceptance Model for Human-Robot Cooperation in Production Systems
Christina Bröhl, Jochen Nelles, Christopher Brandl, Alexander Mertens, and Christopher M. Schlick

On Repairing Generated Behaviors for Graphical Characters
Andrea Corradini and Manish Mehta

Decision Making for Complex Ecosystems: A Technique for Establishing Causality in Dynamic Systems
Ryan A. Kirk, Dave A. Kirk, and Peter Pesheck

How to Measure Quality of Affordable 3D Printing: Cultivating Quantitative Index in the User Community
Minjae Ko, Heemoon Kang, Jong ulrim Kim, Yonghyeon Lee, and Jie-Eun Hwang

Evaluation of GenderMag Personas Based on Persona Attributes and Persona Gender
Nicola Marsden and Maren Haag

From Acceptability to Acceptance: Does Experience with the Product Influence User Initial Representations?
Nicolas Martin, Éric Jamet, Séverine Erhel, and Géraldine Rouxel

The Use of Emojis as a Tool to Measure Conceptual Design Artefacts
Rosamelia Parizotto-Ribeiro and Cayley Guimarães
Distributed Unity Applications: Evaluation of Approaches ........................................ 138
   Anton Sigitov, Oliver Staadt, and André Hinkeljann

Formal Specification of Multi-Window User Interface in PVS .......................... 144
   Kalyani Singh and Brent Auernheimer

Optimization for UI Design via Metaheuristics ............................................. 150
   Ricardo Soto, Broderick Crawford, Boris Almonacid, Stefanie Niklander, and Eduardo Olguín

A “User-Flow Description” Method for Usability Investigation ...................... 155
   Akira Takahashi

COSSplay: Validating a Computerized Operator Support System
Using a Microworld Simulator ................................................................. 161
   Thomas Ulrich, Steffen Werner, Roger Lew, and Ronald Boring

Low-Fidelity Prototyping for Collaborative User Interface Specifications ........ 167
   Jan Wojdziak, Bastian Bansemir, Bettina Kirchner, Berit Lochner, and Rainer Groh

Cognitive Issues in HCI

Evaluation of Colorimetric Characteristics of Head-Mounted Displays .......... 175
   Imad Benkhaled, Isabelle Marc, Dominique Lafon-Pham, and Luc Jeanjean

An EEG Study of Auditory Working Memory Load and Cognitive
Performance .................................................................................................. 181
   Hsien-Ming Ding, Guan-Yi Lu, Yuan-Pin Lin, and Yi-Li Tseng

Effects on Auditory Attention and Walking While Texting
with a Smartphone and Walking on Stairs ................................................ 186
   Shigeru Haga, Kanae Fukuzawa, Eri Kido, Yoshinori Sudo, and Azuri Yoshida

How Coping Strategies Influence Cyber Task Performance
in the Hybrid Space. .................................................................................. 192
   Kirsi Helkala, Benjamin Knox, Øyvind Jøsok, Ricardo Lugo, and Stefan Süttelerl

Predicting Performance in Space Teleoperation Tasks
Through Vernier Acuity .............................................................................. 197
   Yu Hongqiang, Ting Jiang, and Chunhui Wang

Outside the Head Thinking: A Novel Approach for Detecting Human
Brain Cognition ........................................................................................ 203
   Insoo Kim, Miyoung Kim, Taeho Hwang, and Chang W. Lee
An Eye-Tracking Approach to Evaluating Decision-Makers’ Cognitive Load and Need-for-Cognition in Response with Rational and Emotional Advertising Stimuli .................................................. 209

Min Hee Hahn, Kun Chang Lee, and Seong Wook Chae

The Evaluation of Visual Fatigue in 3D Televisions ......................... 216

Po-Hung Lin

The Experiment Research of Pupil Change for the Evaluation of Mental Workload .............................................................. 220

Zhongqi Liu, Bhao Xing, Qianxiang Zhou, and Xin Zhang

ATHENA – A Zero-Intrusion No Contact Method for Workload Detection Using Linguistics, Keyboard Dynamics, and Computer Vision ......................... 226

Tammy Ott, Peggy Wu, Amandalynne Paullada, Derek Mayer, Jeremy Gottlieb, and Peter Wall

Influence of Display Resolution on Brain Activity and Task Workload .... 232

Kiyomi Sakamoto, Yutaka Tanaka, Kuniko Yamashita, and Akira Okada

Objects Assessment Approach Using Natural Language Processing and Data Quality to Support Emergency Situation Assessment ......................... 238


Fixation-Related EEG Frequency Band Power Analysis: A Promising Neuro-Cognitive Methodology to Evaluate the Matching-Quality of Web Search Results? ................................................................. 245

Christian Scharinger, Yvonne Kammerer, and Peter Gerjets

Information Presentation and Visualization

Organization Schemes in Institutional Repositories from Federal Universities ................................................................. 253

Ronnie Fagundes de Brito, Milton Shintaku, Diego José Macedo, Priscila Paiva Castro, Ingrid Schieszl, and Andrea Fleury

A Practical Approach to Icon Taxonomy ............................................ 259

Teemu Korpilahti

User Interface for Customizing Patents Search: An Exploratory Study .... 264

Arthi M. Krishna, Brian Feldman, Joseph Wolf, Greg Gabel, Scott Beliveau, and Thomas Beach

Identification of Food Allergens by Using Relief Pictograms in Food Packaging ................................................................. 270

João Mesquita, António Silva, and Bruno Giesteira
Enhancing Data Visualization Modes Through a Physical Representation:
The “Makerometer” Solution .......................................................... 276
   Antonio Oprimolla, Massimiliano Dibitonto, Stefania Barca,
   Sergio Frausin, Claudia Matera, and Carlo Maria Medaglia

Grid and Typography Guidelines to Inform Design of Digital
Art Magazines ........................................................................... 282
   Ana Paula Retore, Cayley Guimarães, and Marta Karina Leite

Quantitative Evaluation for Edge Bundling by Difference of Edge
Lengths and Area Occupation ..................................................... 287
   Ryosuke Saga

Knowledge Extraction About Brand Image Using Information
Retrieval Method ....................................................................... 291
   Fumiaki Saitoh, Fumiya Shiozawa, and Syohei Ishizu

Analysis on Historical Periods of Architectural Visualization
Under the Perspectival Consciousness ....................................... 296
   ZhenDong Wu and WeiMin Guo

Comparative Study on Visual Differences of Poster Designs
Based on Design Psychology ....................................................... 302
   Tian-yu Wu and Yan Liu

Visual Analysis of Soccer Match Using Player Motion Data.......... 308
   Miohk Yoo and Kyoungju Park

TimeTree: A Novel Way to Visualize and Manage Exploratory
Search Process ........................................................................... 313
   Yin Zhang, Kening Gao, Bin Zhang, and Pengfei Li

Interaction Design

Unframes: Extendible Interface and Investigations of Its Usages .... 323
   Taichi Hisatsune and Kiyoshi Tomimatsu

Collaboration Strategies for Drag-and-Drop Interaction
with Multiple Devices ................................................................. 329
   Stephen Hughes, Marc Davenport, and Dalton Ott

Timbre Image Scale for Designing Feedback Sound on Button Operation . . . 334
   Shota Imai, Sanae H. Wake, Megumi Mitsumoto, Mitsuyasu Noguchi,
   Yoshitaka Uchida, and Noriko Nagata

Effect of Navigation Methods on Spatial Awareness in Virtual Worlds .... 340
   Makio Ishihara, Saki Higuchi, and Yukio Ishihara
Beyond Human Factors: The Role of Human Centered Design in Developing a Safety-Critical System .................................................. 345
Nicholas Kasdaglis and Kimberly Stowers

Tele-Immersion: Virtual Reality Based Collaboration .................. 352
Muhammad Sikandar Lal Khan, Haibo Li, and Shafiq Ur Réhman

A Suitable Design for Natural Menu Opening Manipulations When Note-Taking on Tablet Devices .......................... 358
Atsushi Kitani and Takako Nakatani

The Interaction in an Interactive Exhibition as a Design-Aesthetics-Experience Relationship ...................................................... 364
Humberto Muñoz

User-Centered Tile Menu Selection Technique in Large Scale Display .... 371
Katsuhiko Onishi and Yamato Gomi

Common-Awareness Artifacts: Conceptual Elements to Designing and Evaluating Collaboration in CVE ............................ 376
Wilson J. Sarmiento and César A. Collazos

Sensing Grasp Force Using Active Acoustic Sensing .................... 382
Buntarou Shizuki

The Use of Wearable Technologies and Body Awareness: A Body–Tool Relationship Perspective .......................... 388
Ayoung Suh, Ruohan Li, and Lili Liu

**Design for Older Users**

An Information-Centric Framework for Mobile Collaboration Between Seniors and Caregivers that Balances Independence, Privacy, and Social Connectedness .................................. 395
Yomna Aly and Cosmin Munteanu

Speech-Enabled Intelligent Mobile Interfaces to Support Older Adults’ Storytelling Around Digital Family Pictures .................. 401
Benett Axtell and Cosmin Munteanu

Designing ICTs for Elders: Considering a Taxonomy of Dignity ........ 407
Julie Buelow, Ben Migotto, and Lia Tsotsos

Distributed User Interfaces for Luria’s Tests for Older Adults .......... 413
Pedro Cruz Caballero, Amilcar Meneses Viveros, and Erika Hernández Rubio
Are Google Office Applications Easy for Seniors?: Usability Studies with 120 Elderly Users .............................................. 420
   Javier Diaz and Ivana Harari

Design Research of Geriatric Rehabilitation Products Based on Natural Interaction .................................................. 426
   Qijun Duan, Kai Fang, Min Liu, and Yilin Pan

The Persuasive Design for Aged People’s Health Behavior Change in the Domiciliary Health-Care Background ................. 432
   Yongyan Guo, Minggang Yang, and Zhang Zhang

Designing Smartphone Keyboard for Elderly Users ......................... 439
   Eun Jeong Ryu, Minhyeok Kim, Joowoo Lee, Soomin Kim, Jiyong Hong, Jieun Lee, Minhaeng Cho, and Jinhae Choi

Breaking Digital Barriers: A Social-Cognitive Approach to Improving Digital Literacy in Older Adults ..................... 445
   Kelly S. Steelman, Kay L. Tislar, Leo C. Ureel II, and Charles Wallace

Relation Between Mental Workload and Useful Field of View in Elderly .................................................. 451
   Kimihiro Yamanaka, Kohei Shioda, and Mitsuyuki Kawakami

Usable Security and Privacy

Privacy Awareness and Design for Live Video Broadcasting Apps ........ 459
   Dhuha Alamiri and James Blustein

Organizational Vulnerability to Insider Threat: What Do Australian Experts Say? ..................................................... 465
   Justine Bedford and Luke Van Der Laan

SecureUse: Balancing Security and Usability Within System Design ........ 471
   Saurabh Dutta, Stuart Madnick, and Ger Joyce

Implementation and Initial Evaluation of Game in Which Password Enhancement Factor is Embedded .................. 476
   Masahiro Fujita, Mako Yamada, and Masakatsu Nishigaki

Primary Factors of Malicious Insider in E-learning Model ................ 482
   Koichi Niihara and Hiroaki Kikuchi

Identity Confirmation to Issue Tickets Using Face Recognition .............. 488
   Akitoshi Okumura, Susumu Handa, Takamichi Hoshino, and Yugo Nishiyama
Access Control Is Not Enough: How Owner and Guest Set Limits to Protect Privacy When Sharing Smartphone

Yun Zhou, Tao Xu, Alexander Raake, and Yanping Cai

Human Modelling and Ergonomics

Instruction of Digital Human Models Through Interaction in Immersive Virtual Environments

Andreas Geiger, Elisabeth Brandenburg, and Rainer Stark

Image Overlay Support with 3DCG Organ Model for Robot-Assisted Laparoscopic Partial Nephrectomy

Masanao Koeda, Kiminori Mizushima, Katsuhiko Onishi, Hiroshi Noborio, Takahiro Kunii, Masatoshi Kayaki, Atsushi Sengiku, Atsuro Sawada, Takeshi Yoshikawa, Yoshiyuki Matsui, and Osamu Ogawa

Research on the Type of Automobile Controlling Device and Its Ergonomic Design Parameters

Siyuan Liu, Yinxia Li, Hui-min Hu, and Chaoyi Zhao

Comparison of Head and Face Anthropometric Characteristics Between Six Countries

Linghua Ran, Xin Zhang, Hui-min Hu, Hong Luo, and Taijie Liu

Some Considerations of Age Estimation Method for “Augmented TV” Based on Posture of Gripping Tablet PC

Yuria Suzuki, Hiroyuki Kawakita, Michihiro Uehara, Toshio Nakagawa, Hiromitsu Nishimura, and Akihiko Shirai

A Computerized Measurement of CROM (Cervical Range of Motion) by Using Smartphone Based HMD (Head Mounted Display)

Changgon Woo and Changhoon Park

Evaluation of Four Eyestrain Recovery Methods for Visual Display Terminal Workers

Hsin-Chieh Wu, Min-Chi Chiu, and Jyun-Hao Jian

Estimating Carrier’s Height by Accelerometer Signals of a Smartphone

Hiro-Fumi Yanai and Atsushi Enjyoji

Experimental Study on Comfort Ranges of Manual Operation in Standing Position

Ai-Ping Yang, Wen-Yu Fu, Guang Cheng, Xin Zhang, Hui-min Hu, and Chau-Kuang Chen
Study of Posture Estimation System Using Infrared Camera .......................... 553
Airi Yoshino and Hiromitsu Nishimura

Evaluation of Pedal Button Diameter and Travel Length ............................. 559
Pei Zhou, Yifen Qiu, Songtao Zhu, Hui-min Hu, and Chaoyi Zhao

Author Index ................................. 565
Contents – Part II

Web, Social Media and Communities

Standardizing the Human Interaction in Websites Using Web Application Frameworks .................................................. 3
   Fernando Arango Isaza and Danny Alvarez Eraso

Analysis of Academic Research Networks to Find Collaboration Partners. . . 8
   Kavita Asiwal, Bharath Kumar Suresh, and G. Ram Mohana Reddy

Promoting Engagement in Open Collaboration Communities by Means of Gamification.............................................. 15
   Ana Paula O. Bertholdo and Marco Aurélio Gerosa

Usability and UX Evaluation of a Mobile Social Application to Increase Students-Faculty Interactions 21
   Ticiana Darin, Rossana Andrade, José Macedo, David Araújo,
   Lana Mesquita, and Jaime Sánchez

Automatic Adaptation Techniques to Increase the Web Accessibility for Blind Users ................................................ 30
   Mexhid Ferati and Lirim Sulejmani

Research the Role of Interactivity on ACG Website Usage Behavior Through Information Search Perspective: A Comparison of Experiential and Goal-Directed Behaviors .................. 37
   Juihsiang Lee

Criss-Crossing Idea Landscapes via Idea Networks in Knowledge Forum. . . 44
   Leanne Ma

NatureNet: An Interaction Design with a Focus on Crowdsourcing for Community .................................................. 50
   Mary Lou Maher and Sarah Abdellahi

Estimation Models of User Skills Based on Web Search Logs .......................... 56
   Asuka Miyake, Yuji Morinishi, and Masahiro Watanabe

Facilitating Analysis of Audience Reaction on Social Networks Using Content Analysis: A Case Study Based on Political Corruption 63
   Stefanie Niklander, Ricardo Soto, Broderick Crawford,
   Claudio León de la Barra, and Eduardo Olguín
Towards the Easy Analysis of Celebrity Representations Through Instagram: A Case Study ........................................... 67
Stefanie Niklander, Ricardo Soto, Broderick Crawford, Claudio León de la Barra, and Eduardo Olguín

Playful Interactions for the Citizens’ Engagement. The Musical Language as a Possible Application ........................................... 71
Antonio Opromolla, Valentina Volpi, and Carlo Maria Medaglia

Consideration of the Loyal Customer Sub-communities in a Consumer Community Through Analysis of Social Networking Services: A Case Study of a Fashion Brand ........................................... 77
Kohei Otake, Tomofumi Uetake, and Akito Sakurai

The Advanced Exploitation of Mixed Reality (AEMR) Community of Interest ......................................................... 82
Maria Olinda Rodas, Jeff Waters, and David Rousseau

Gesture and Motion-Based Interaction

Synthesis-Based Low-Cost Gaze Analysis ........................................... 95
Zhuoqing Chang, Qiang Qiu, and Guillermo Sapiro

Outdoor Gesture Recognition System Using Accurate Absolute Position Coordinates .................................................. 101
Tomohiko Hayakawa and Masatoshi Ishikawa

Development of Gesture Recognition-Based STEAM Educational Games Focused on Korean Traditional Archery ........................................... 107
Hyung Sook Kim, Su Hak Oh, and Yong Hyun Park

Motion Detection and Sound Effect Game for Daily Jogging ........................................... 112
Yang Kyu Lim, Eun Ju Lee, Hyun Chun Jung, Seong Kuk Park, and Jin Wan Park

User Performance of Gestural and Non-gestural Operations in a Mixed Computer Task Under Different Multi-touch Screen Configurations. ........................................... 117
Cheng-Jhe Lin

A Support Tool for Analyzing the 3D Motions of Sign Language and the Construction of a Morpheme Dictionary ........................................... 124
Yuji Nagashima, Keiko Watanabe, Mina Terauchi, Naoto Kato, Tsubasa Uchida, Shuichi Umeda, Taro Miyazaki, Makiko Azuma, and Nobuyuki Hiruma

Real-Time Japanese Sign Language Recognition Based on Three Phonological Elements of Sign ........................................... 130
Shinji Sako, Mika Hatano, and Tadashi Kitamura
XXVI  Contents – Part II

Technologies for Learning and Creativity

A Tangible Art Learning Tool with a Behavioral Metaphor .................... 209
   Chun-Wen Chen and Yan-Yu Chen

Android Accessible m-Learning Application for People with Hearing
   and Physical Disabilities ................................. 215
   Thiago Alves Costa de Araujo, Francisco Carlos de Mattos Brito Oliveira,
   Marcela Lopes Alves, Maikon Igor da Silva Soares,
   Anderson Severo de Matos, Adriano Tavares de Freitas,
   and Lidiane Castro Silva

Mining Prerequisite Relationships Among Learning Objects .................. 221
   Carlo De Medio, Fabio Gasparetti, Carla Limongelli, Filippo Sciarrone,
   and Marco Temperini

Evaluating Software for Affective Education: A Case Study
   of the Affective Walkthrough ............................... 226
   Reza GhasemAghaei, Ali Arya, and Robert Biddle

The Pyramid Assessment Framework for ‘Competence Developing Games’ . 232
   Johannes Alexander König and Martin R. Wolf

Advancing Writing Work with Handwriting-Learning System for Students
   with Intellectual Disabilities ........................................ 238
   Iwao Kobayashi, Kiwamu Sato, Ayumi Sugisawa, Gou Inoue,
   Naohito Ogasawara, and Hiroshi Nunokawa

A Conceptual Model of Instructional Thematic Game for Children
   with Intellectual Deficiencies ..................................... 243
   Dandhi Kuswardhana and Shinobu Hasegawa

Preliminary Quantitative Evaluation of Effect of Learning from Text,
   Illustrations, and Animations on Understanding .......................... 249
   Taiki Maruya, Shun’ichi Tano, and Tomonori Hashiyama

Don’t Read My Lips: Assessing Listening and Speaking Skills
   Through Play with a Humanoid Robot .................................. 255
   Panayiota Polycarpou, Anna Andreeva, Andri Ioannou,
   and Panayiotis Zaphiris

A New Design of an Automated Remote Lecture System in Japanese Universities in 2015 261
   Takeshi Sakurada, Kazuhiro Mishima, and Yoichi Hagiwara
Designing a Teacher-Friendly Editor for Configuring the Attention-Aware Smart Classroom.

Evropi Stefanidi, Maria Doulgeraki, Maria Koroz, Asterios Leonidis, and Margherita Antona

The Development of a Game-Based Storytelling Support System that Incorporates Creative Activity and Motion Control

Hiroshi Suzuki and Hisashi Sato

Eye Movements of Hearing Impaired Students in Self-practice to Learn How to Use Graphic Software

Takuya Suzuki, Makoto Kobayashi, and Yuji Nagashima

How to Teach Young Kids New Concepts with Interactive Videos and Visual Recognition

Quan H. To, Ba-Huu Tran, and Minh-Triet Tran

Mobile Assisted Language Learning Applications for Health Care Sciences Students: A User Experience Study

Ilana Wilken, Febe de Wet, and Elsabé Taljard

Health Applications

Towards the Design of a Cross Platform Solution for Efficient Colorimetric Tests

Subrata Acharya, Gabriel Susai, and Kelly M. Elkins

When It Comes to Depression, ICT Use Matters: A Longitudinal Analysis of the Effect of ICT Use and Mattering on Depression Among Older Adults

Jessica Francis, Travis Kadylak, Shelia R. Cotten, and R.V. Rikard

Method for Preventing Imposter Fraud During Blood-Pressure Measurement

Kaori Fujimura, Haruka Suzuki, Gen Takahashi, Toru Nakamura, and Kazuhiro Hayakawa

Training System for Puncture Technique of Hemodialysis

Ren Kanehira, Atsushi Ohashi, and Hideo Fujimoto


Fang Suey Lin, Ching-Yi Lin, Yu Jie Hsueh, Chun-Yi Lee, and Chun-Pei Hsieh

A Novel Mobile-Computing Based Assistive Approach for Knee Injury Telerehabilitation – A Preliminary Study

Tao Liu, Hongshi Huang, Gang Qian, Yan Zhao, Maria Jones, Wenxi Zeng, Justin Hampton, and Jicheng Fu
Multiplatform Game Type of Health Survey on Cancer Patient’s Stress Level ................................................................. 330
   Seong Kuk Park, Sang Rak Jeong, Dong Gyun Kim, Jae Hee Kim,
   Yang Kyu Lim, Han Byul Moon, and Jin Wan Park

Smartphone Application Content for Prevention and Improvement of Adolescents’ Depression ........................................ 335
   Jung-Sun Park, Hyeon-Woo Bak, Sun-Hee Ham, Jae-Suk Cho,
   Hye-Ji Yoon, Ji-Soo Park, Da-Yeon Seo, and Jung-A Gwon

Challenges Involved in the Design of an e-Health Application for a Wearable Scoliosis Monitoring System .................... 339
   Gheorghe Daniel Voinea, Cristian Postelnicu, and Silviu Butnariu

Location-based and Navigation Applications

Car Park Finder – Presumptive Design Brings the Best Out of It! ................................................................. 347
   Damian Chen, Siang Huat (Alfred) Teoh, and Siew Ling (Cathy) Yong

A Social Context-Aware Recommender of Itineraries Between Relevant Points of Interest ............................................. 354
   Dario D’Agostino, Fabio Gasparetti, Alessandro Micarelli,
   and Giuseppe Sansonetti

A Flexible Scenario-Based Mobile Learning System for Disaster Evacuation ............................................................... 360
   Hisashi Hatakeyama, Masahiro Nagai, and Masao Murota

Will o’ the Wisp: Augmented Reality Navigation for Hikers .................................................................................... 365
   Catherine S. Johnson, Shambhavi Mahajan, Mehmet Ordu,
   Samyukta Sherugar, and Bruce N. Walker

smarTactile Map: An Interactive and Smart Map to Help the Blind to Navigate by Touch .............................................. 372
   MyungJoong Lee and Jie-Eun Hwang

Adaptive Landmark-Based Pedestrian Navigation System with Hand-Held and Wearable Devices ......................... 379
   Daeil Seo, Doyeon Kim, Byounghyun Yoo, and Heedong Ko

Advancement of a To-Do Reminder System Focusing on Context of the User ............................................................ 385
   Masatoshi Tanaka, Keisuke Yoshida, Shogo Matsuno,
   and Minoru Ohyama

Speech Activity Detection and Speaker Localization Based on Distributed Microphones .............................................. 392
   Yi Yang, Jingyun Zhang, and Jiasong Sun
Smart Environments and the Internet of Things

Evaluation of the Interaction with an Internet of Things Smart Building

*Rafael Bacchetti*

Reflective Interaction Capabilities by Use of Ambient Manuals for an Ambient Light-Control

*Daniel Burmeister, Andreas Schrader, and Bashar Altakrouri*

Developing a the Advanced IoT (Internet of Things) Technology Based on Spatial Information

*Mi Na Ra Jang, Chan Yang Suhr, and Yun Gil Lee*

The Belonging Robot (BeRo): A Hybrid Physical-Digital System to Reflect Moods

*Tarek H. Mokhtar and Samer E. Mansour*

Cloud Assisted IOT Based Social Door to Boost Student-Professor Interaction

*Ali Asghar Nazari Shirehjini, Abulsalam Yassine, Shervin Shirmohammadi, Ramtin Rasooli, and Mohammad Salar Arbabi*

Development of Next Generation Indoor Environment Control Technology Using ICT

*Toshihiro Otsuka and Kazuhiro Sadakiyo*

MocaBit 1.0: A Gamified Mo-cap System to Track Physical Location

*Sudarshan Seshasayee and Sanghyun Yoo*

Sync-BIM: The Interactive BIM-Based Platform for Controlling Data-Driven Kinetic Façade

*Yang Ting Shen and Tien Yu Wu*

The Research of Using Magnetic Pillbox as Smart Pillbox System’s Interactive Tangible User Interface

*Ming-Hsiang Sung and Chen-Wei Chiang*

Correction of Optical Flow Calculations Using Color Balance Change

*Nami Tanaka and Hiromitsu Nishimura*

Turning an Electric Cargo Vehicle into a Portable Interactive Information Kiosk

*Emmanouil Zidianakis, George Margetis, Spiros Paparoulis, Thanasis Toutountzis, Kallia Stratigi, George Paparoulis, and Constantine Stephanidis*
Design and Evaluation Case Studies

Design and Implementation of an NFC Food Labeler for Smart Healthcare.

Yara Al-Tehini and Hend S. Al-Khalifa

Enhancing the Customers’ Experience Using an Augmented Reality Mirror

Chryssi Birliraki, George Margetis, Nikolaos Patsiouras, Giannis Drossis, and Constantine Stephanidis

Sectors Chained by Design: Collaborative Development of Product
Footwear and Leather Goods from the Implementation of Participatory
Methodologies. Case Cluster of Footwear in the Valle Del Cauca
in Colombia


Evaluating Usability of a Battery Swap Station for Electric Two Wheelers:
A Case Study

Fei-Hui Huang, Yu-Cheng Lin, and Ting-Ting Lv

Proposal for a Remote Communications System Based
on Proxemics Theory.

Namgyu Kang and Kensaku ITO

Developing a Design Supporting System in the Real-Time Manner
for Low-Energy Building Design Based on BIM.

Yun Gil Lee

Programming of Virtual Reality System for Swimming Teaching

Ting Liao, Bin Wang, and Di Wu

I am Ssam: Learning Benefits of the Korean Wrap Food

Yang Kyu Lim, Eun Ju Lee, Joo Young Ha, and Jin Wan Park

Developing a Human Behavior Simulation Technology in the Real-Time
Manner Based on BIM

Changhoon Park and Yun Gil Lee

Augmented Reality Based Guidance for Solving Rubik’s Cube Using HMD.

Jaebum Park and Changhoon Park

Research on Interaction Design of Portable Body-Slimming Cabin
for Female

Yang Qiao and Minggang Yang

Naturalistic Human-Robot Interaction Design for Control of Unmanned
Ground Vehicles

John Kok Tiong Soo, Angela Li Sin Tan, and Andrew Si Yong Ho
Usability of Thermal Sensation Voting Device ................................. 541
   Eduardo Hideki Tanaka, Lúcia Satiko Nomiso, and Daniel Augusto Guerra da Costa

The Intuitive Human Interaction to Activate the Wetsuit Heating System . . . 546
   Fábio Teixeira, Claudia Regina Batista, Ambra Trotto, Christoffel Kuenen, Claudio Henrique da Silva, and Adhemar Maria do Valle Filho

Nail Art Design System Using Interactive Evolutionary Computation with VR. ................................................................. 552
   Masataka Tokumaru and Ayataka Yonezawa

An Android Application for Supporting Amateur Theatre. ....................... 558
   Yuya Toyoda, Saori Nakajo, and Tetsuro Kitahara

The Space Design of Hackerspace in the “Internet Plus” Era .................. 564
   Haozhou Yuan and Minggang Yang

okinesio – Evaluation and Development of an Open Hardware Activity Tracker ................................................................. 570
   Michael Zöllner, Andreas Zapf, and Nhàn Duc Truong

Author Index  ........................................................................... 575