Contents – Part I

HCI Theory and Education

Audiovisual Design and the Convergence Between HCI and Audience Studies .................................................. 3
   Valdecir Becker, Daniel Gambaro, and Thais Saraiva Ramos

Human Computer Interaction Research Through the Lens of a Bibliometric Analysis ........................................... 23
   Konstantinos Koumaditis and Tajammal Hussain

Guidelines for a University Short Course on Human-Computer Interaction .................................................. 38
   Martin Maguire

The Interplay Between Human and Machine Agency ................................................................. 47
   J. Brian Pickering, Vegard Engen, and Paul Walland

Software as a Medium for Understanding Human Behavior .............................................. 60
   Joshua Poore, Emily Vincent, and Laura Mariano

Vocational Training of IT-Professionals: Coping with Future Demands ............................................. 74
   Henrik Schwarz and Stephanie Conein

Human-to-Human Interaction: The Killer Application of Ubiquitous Computing? ................................................. 86
   Salvatore Sorce, Stefano Ruggieri, Vito Gentile, Antonio Gentile, and Alessio Malizia

Requirement on Personnel and Organization for Safety and Security Improvement by Accident and Error Model .................................................. 94
   Hiroshi Ujita

Brain-Computer Interfaces: Agency and the Transition from Ethics to Politics ............................................ 103
   Andreas Wolkenstein

HCI, Innovation and Technology Acceptance

The Experiential Utility: How Behavioural Economics Can Help HCI to Define Quality ...................................... 121
   Stefano Bussolon
Assessing Organization-System Fit in ERP Selection Procedures – A Literature Review .................................................. 134
Marcus Fischer, David Heim, Marion Hösselbarth, and Axel Winkelmann

Overcoming the Innovator’s Dilemma in Disruptive Process Innovation Through Subject Orientation .......................................................... 150
Albert Fleischmann, Werner Schmidt, and Christian Stary

How to Model Value-Creating Communication: Collaboration Process as an Example ................................................................. 166
Yuri Hamada and Hiroko Shoji

Appeals of Product Pictures on the Product Detail Page - The Effect of Mental Imagery .......................................................... 177
Chu-Ting Lee and Man-Ying Wang

Change Management of ERP Usage .......................................................... 188
Zhaopeng Meng and Fan Zhao

Fashion and Technology: Implications for the Social Acceptability of a Wearable Device .......................................................... 203
Kaitlyn Ouverson, Norene Kelly, and Stephen B. Gilbert

“Human Chef” to “Computer Chef”: Culinary Interactions Framework for Understanding HCI in the Food Industry .......................................................... 214
So Yeon Park, Sohyeong Kim, and Larry Leifer

Enough or Too Much in EMR Training and Education? .......................................................... 234
Joshua Tabner, Fan Zhao, Nick Pavel, Kevin Kincaid, and Connor Murphy

Changes that Count .......................................................... 245
Takashi Torizuka and Yushi Fujita

Acceptance of Automated Driving Across Generations: The Role of Risk and Benefit Perception, Knowledge, and Trust .......................................................... 254
Carley Ward, Martina Raue, Chaewoo Lee, Lisa D’Ambrosio, and Joseph F. Coughlin

Interaction Design and Evaluation Methods

The Design Process to Healthcare Applications: Guidelines Mapping to Integrate User’s Contexts and Abilities .......................................................... 269
Janainia Cintra Abib and Junia Anacleto
Failures Supporting the Evolutionary Design in the Wild of Interactive Systems for Public Spaces .......................................................... 283

Vinicius Ferreira, Junia Anacleto, and Andre Bueno

Methods for Evaluation of Tooltips .......................................................... 297

Helene Isaksen, Mari Iversen, Jens Kaasbøll, and Chipo Kanjo

An Analysis of CAD Modeling Procedure Data Collection Using Synchronous and Retrospective Think Aloud Techniques ........................................ 313

Michael D. Johnson and Karl Ye

Adoption of the Focus Groups Technique in the Open Source Software Development Process .......................................................... 325

Lucrécia Llerena, Nancy Rodríguez, John W. Castro, and Silvia T. Acuña

Game for Heuristic Evaluation (G4H): A Serious Game for Collaborative Evaluation of Systems .......................................................... 341

Paulyne Matthews Jucá, Ingrid Teixeira Monteiro, and José Cezar de Souza Filho

Using Spatio-Temporal Saliency to Predict Subjective Video Quality: A New High-Speed Objective Assessment Metric .................................. 353

Maria Laura Mele, Damon Millar, and Christiaan Erik Rijnders

An Exploratory Study on the Predictive Capacity of Heuristic Evaluation in Visualization Applications .......................................................... 369

Beatriz Sousa Santos, Samuel Silva, Beatriz Quintino Ferreira, and Paulo Dias

Usability Matters: User Experiences of Visually Impaired Older Adults ............ 384

Miroslav Sili, Matthias Gira, and Christopher Mayer

User Interface Development: Methods, Tools and Architectures

Practical Aspects of Pattern-Supported Model-Driven User Interface Generation .......................................................... 397

Jürgen Engel, Christian Märtin, and Peter Forbrig

How Cloud Computing Is Addressed for Software Development in Computer Science Education .......................................................... 415

Dahai Guo and Anna Koufakou

Generalized Reference: Referring with and Without Language by Matching, Pointer, or Address .......................................................... 427

Roland Hausser
<table>
<thead>
<tr>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>SitAdapt: An Architecture for Situation-Aware Runtime Adaptation of Interactive Systems</td>
<td>447</td>
</tr>
<tr>
<td>Christian Herdin, Christian Märtin, and Peter Forbrig</td>
<td></td>
</tr>
<tr>
<td>Adapting User Interface Models by Transformations Based on UI Patterns</td>
<td>456</td>
</tr>
<tr>
<td>Mathias Kühn and Peter Forbrig</td>
<td></td>
</tr>
<tr>
<td>A POMDP Design Framework for Decision Making in Assistive Robots</td>
<td>467</td>
</tr>
<tr>
<td>Ioannis Kostavelis, Dimitrios Giakoumis, Sotiris Malassiotis, and Dimitrios Tzovaras</td>
<td></td>
</tr>
<tr>
<td>Integration of a Template System into Model-Based User Interface Development Workflows</td>
<td>480</td>
</tr>
<tr>
<td>Christopher Martin and Annerose Braune</td>
<td></td>
</tr>
<tr>
<td>A Study on Extracting Attractive Regions from One-Point Perspective Paintings</td>
<td>496</td>
</tr>
<tr>
<td>Ryoma Matsuo, Haruka Sugimoto, Mamiko Sakata, and Michiya Yamamoto</td>
<td></td>
</tr>
<tr>
<td>Posture Analysis and Evaluation for Modeling in Elderly Adults</td>
<td>506</td>
</tr>
<tr>
<td>Yumiko Muto, Makoto Sugou, Kaede Tsumurai, Honami Ito, Yuichiro Hosono, and Takeshi Muto</td>
<td></td>
</tr>
<tr>
<td>Usability Evaluation of Domain-Specific Languages: A Systematic Literature Review</td>
<td>522</td>
</tr>
<tr>
<td>Ildevana Poltronieri Rodrigues, Márcia de Borba Campos, and Avelino F. Zorzo</td>
<td></td>
</tr>
<tr>
<td>Endpoint Fusing Method for Axonometric Drawing of Online Freehand Sketched Polyhedrons</td>
<td>535</td>
</tr>
<tr>
<td>Shuxia Wang, Qian Zhang, Shouxia Wang, Mantun Gao, Xiaoke Jing, and Xiaoming Hui</td>
<td></td>
</tr>
</tbody>
</table>

**Multimodal Interaction**

<table>
<thead>
<tr>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Implementing a Platform for Complex Information Processing from Written and Spoken Journalistic Data</td>
<td>549</td>
</tr>
<tr>
<td>Christina Alexandris, Konstantinos Mylonakis, Stefanos Tassis, Mario Nottas, and George Cambourakis</td>
<td></td>
</tr>
<tr>
<td>MagicPad HD: The Spatial User Interface</td>
<td>559</td>
</tr>
<tr>
<td>Leith K.Y. Chan and Henry Y.K. Lau</td>
<td></td>
</tr>
<tr>
<td>Controlling Interaction in Multilingual Conversation Revisited: A Perspective for Services and Interviews in Mandarin Chinese</td>
<td>573</td>
</tr>
<tr>
<td>Jiali Du, Christina Alexandris, Dimitrios Mourouzidis, Vasilios Floros, and Antonios Iliakis</td>
<td></td>
</tr>
</tbody>
</table>
Design of Hand Gestures for Manipulating Objects in Virtual Reality .......................... 584
Wanhong Lin, Lear Du, Carisa Harris-Adamson, Alan Barr, and David Rempel

A Widely Applicable Real-Time Mono/Binocular Eye Tracking System Using a High Frame-Rate Digital Camera ................................................................. 593
Keiji Matsuda, Takeshi Nagami, Yasuko Sugase, Aya Takemura, and Kenji Kawano

Bigger (Gesture) Isn’t Always Better ................................................................. 609
David Novick, Ivan Gris, Adriana Camacho, Alex Rayon, and Timothy Gonzalez

Gesture-Based Interactions in Video Games with the Leap Motion Controller .................. 620
Johanna Pirker, Mathias Pojer, Andreas Holzinger, and Christian Gütl

Crafting Concrete as a Material for Enhancing Meaningful Interactions ...................... 634
Yanan Wang, Shijian Luo, Shuai Liu, Yujia Lu, and Preben Hansen

Haptic User Experience Based on User Preference ................................................. 645
Hoon Sik Yoo, So Yon Jeong, and Da Young Ju

Emotions in HCI

Persuasive Argumentation and Emotions: An Empirical Evaluation with Users ................................................................. 659
Mohamed S. Benlamine, Serena Villata, Ramla Ghali, Claude Frasson, Fabien Gandon, and Elena Cabrio

Human vs. Computer Performance in Voice-Based Recognition of Interpersonal Stance .................................................. 672
Daniel Formolo and Tibor Bosse

A Proposal of Model of Kawaii Feelings for Spoon Designs .................................... 687
Tipporn Laohakangvalvit, Tiranee Achalakul, and Michiko Ohkura

Affective Smile and Interaction: Smile is a Function of Interaction .......................... 700
Hisao Shiizuka

Inducing Fear: Cardboard Virtual Reality and 2D Video ...................................... 711
C. Natalie van der Wal, Annabella Hermans, and Tibor Bosse

Emotion Evaluation Through Body Movements Based on Silhouette Extraction .......... 721
Hong Yuan, Bo Wang, Li Wang, and Muxun Xu

Author Index ............................................................................................................ 731
## Contents – Part II

### Games in HCI

<table>
<thead>
<tr>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bringing Game Design Models to Life</td>
<td>3</td>
</tr>
<tr>
<td><em>Sandeep Athavale and Vasundhara Agrawal</em></td>
<td></td>
</tr>
<tr>
<td>Bus Runner: Using Contextual Cues for Procedural Generation of Game Content on Public Transport</td>
<td>21</td>
</tr>
<tr>
<td><em>Alexander Baldwin, Jeanette Eriksson, and Carl Magnus Olsson</em></td>
<td></td>
</tr>
<tr>
<td>Towards the Use of a Serious Game to Learn to Identify the Location of a 3D Sound in the Virtual Environment</td>
<td>35</td>
</tr>
<tr>
<td><em>Sabrine Boukhris and Bob-Antoine J. Menelas</em></td>
<td></td>
</tr>
<tr>
<td>Can Online Games Survive Longer?</td>
<td>45</td>
</tr>
<tr>
<td><em>Yuchen Gui, Eugene Hoyt, and Fan Zhao</em></td>
<td></td>
</tr>
<tr>
<td>A Case Study for Enhancing Mobile Games’ Immersion in Terms of User Interface Design</td>
<td>54</td>
</tr>
<tr>
<td><em>Xiaoneng Jin and Jing Guan</em></td>
<td></td>
</tr>
<tr>
<td>Who is with You? Integrating a Play Experience into Online Video Watching via Danmaku Technology</td>
<td>63</td>
</tr>
<tr>
<td><em>Lili Liu, Ayoung Suh, and Christian Wagner</em></td>
<td></td>
</tr>
<tr>
<td>Multi-screen and Multi-device Game Development</td>
<td>74</td>
</tr>
<tr>
<td><em>Paulo S. Mendez, J.C. Silva, and José Luíis Silva</em></td>
<td></td>
</tr>
<tr>
<td>Examining Enjoyment in Gamifying Physical Exercise and a Healthy Diet</td>
<td>84</td>
</tr>
<tr>
<td><em>Khasfariyati Razikin, Dion Hoe-Lian Goh, and Chei Sian Lee</em></td>
<td></td>
</tr>
<tr>
<td>Sources of Computer Game Enjoyment: Card Sorting to Develop a New Model</td>
<td>99</td>
</tr>
<tr>
<td><em>Owen Schaffer and Xiaowen Fang</em></td>
<td></td>
</tr>
</tbody>
</table>

### Mobile and Wearable Interaction

<table>
<thead>
<tr>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>When Technology Supports Urban Mobility: Improvements for Mobile Applications Based on a UX Evaluation</td>
<td>111</td>
</tr>
<tr>
<td><em>Rodrigo L.A. Almeida, Lana B. Mesquita, Rainara M. Carvalho, and Rossana M.C. Andrade</em></td>
<td></td>
</tr>
</tbody>
</table>
MAEK: Intuitive Instructional Content Delivered on a Smartphone Platform ............................................. 131
   Tess Bailie, Kelly A. Sprehn, and Trevor Savage

Predictive Model for Group Selection Performance on Touch Devices .. 142
   Per Bjørre, Allan Christensen, Andreas K. Pedersen, Simon A. Pedersen,
   Wolfgang Stuerzlinger, and Rasmus Stenholt

Exploring Predictors of Mobile Device Proficiency Among Older Adults . . . 162
   Kimberly Champagne and Walter R. Boot

The Research of Wearable Device User Fatigue Based on Gesture Interaction .................................................. 172
   Wen-jun Hou, Chun-jing Wu, and Xiao-lin Chen

Z-Force Cubic Interface .............................................. 183
   Jung Huh, Hoon Sik Yoo, and Da Young Ju

Meyboard: A QWERTY-Based Soft Keyboard for Touch-Typing on Tablets .................................................. 193
   Yuki Kuno and Buntarou Shizuki

Vouch-T: Multimodal Text Input for Mobile Devices Using Voice and Touch .................................................. 208
   Minyoung Lee and Gerard J. Kim

Model Based Dialogue Control for Smartwatches ......................... 225
   Rainer Lutze and Klemens Waldhör

Notification System to Encourage a User to Refrain from Using Smartphone Before Going to Bed ....................... 240
   Kazuyoshi Murata, Kouhei Shigematsu, and Yu Shibuya

Features and Quality of a Mobile Application Employed in a Speech-Language Therapy ...................................... 250
   Tihomir Orehoavački, Dijana Plantak Vukovac, Zlatko Stapić,
   and Tatjana Novosel-Herceg

Research on Discussion of Gender Difference in Preference for Smart Watches Based on Fuzzy Analytic Hierarchy Process .................. 263
   Tianxiong Wang and Feng Shan

Three-Finger-Tap Methods for Navigation in 3D Scenes on Tablet .... 276
   Hongyu Wang, Takeshi Umezawa, and Noritaka Osawa
## HCI, Children and Learning

<table>
<thead>
<tr>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Social Nature of Programming: Children and Fluency</td>
<td>291</td>
</tr>
<tr>
<td>M. Cecilia C. Baranauskas and Marleny Luque Carbajal</td>
<td></td>
</tr>
<tr>
<td>System for Measuring Teacher–Student Communication in the Classroom</td>
<td>309</td>
</tr>
<tr>
<td>Naoyoshi Harada, Masatoshi Kimura, Tomohito Yamamoto, and Yoshihiro Miyake</td>
<td></td>
</tr>
<tr>
<td>Situation-Awareness in Action: An Intelligent Online Learning Platform (IOLP)</td>
<td>319</td>
</tr>
<tr>
<td>Jasser Jasser, Hua Ming, and Mohamed A. Zohdy</td>
<td></td>
</tr>
<tr>
<td>Thoughts on Effective Learning Procedure for Tangible Learning</td>
<td>331</td>
</tr>
<tr>
<td>Environment Based on Embodied Design</td>
<td></td>
</tr>
<tr>
<td>Hideaki Kuzuoka, Ryo Kimura, Yuki Tashiro, Yoshihiko Kubota, Hideyuki Suzuki, Hiroshi Kato, and Naomi Yamashita</td>
<td></td>
</tr>
<tr>
<td>Learning by Tangible Learning System in Science Class</td>
<td>341</td>
</tr>
<tr>
<td>Yusuke Morita and Norio Setozaki</td>
<td></td>
</tr>
<tr>
<td>Toward Interest Estimation from Head Motion Using Wearable Sensors:</td>
<td>353</td>
</tr>
<tr>
<td>A Case Study in Story Time for Children</td>
<td></td>
</tr>
<tr>
<td>Ayumi Ohnishi, Kaoru Saito, Tsutomu Terada, and Masahiko Tsukamoto</td>
<td></td>
</tr>
<tr>
<td>Development of a Tangible Learning System that Supports Role-Play</td>
<td>364</td>
</tr>
<tr>
<td>Simulation and Reflection by Playing Puppet Shows</td>
<td></td>
</tr>
<tr>
<td>Investigation of Learning Process with TUI and GUI</td>
<td>377</td>
</tr>
<tr>
<td>Natsumi Sei, Makoto Oka, and Hirohiko Mori</td>
<td></td>
</tr>
<tr>
<td>Exploiting Bodily Movement to Regulate Collaborative Learning</td>
<td>385</td>
</tr>
<tr>
<td>by Designing a Tablet-Based CSCL System</td>
<td></td>
</tr>
<tr>
<td>Hideyuki Suzuki, Hideo Funaoi, and Yoshihiko Kubota</td>
<td></td>
</tr>
<tr>
<td>Plugramming: A Tangible Programming Tool for Children’s Collaborative Learning</td>
<td>398</td>
</tr>
<tr>
<td>Tomohito Yashiro, Yasushi Harada, and Kazushi Mukaiyama</td>
<td></td>
</tr>
</tbody>
</table>
XXIV  Contents – Part II

HCI in Complex Human Environments

DTMi – A New Interface for Informed Navigation .................................................. 413
  Tamara Babaian, Ren Zhang, and Wendy Lucas

Game of Drones: How to Control a UAV? ................................................................. 424
  Jan Conrad, Dieter Wallach, Fabian Kalweit, Patrick Lindel, and Stefan Templin

Acquiring Disaster Prevention Knowledge from Fieldwork Activities in a Region ................................................................. 433
  Hisashi Hatakeyama, Masahiro Nagai, and Masao Murota

Research on Foreground Color Adaptive System of Aircraft Head-Up Display Based on the Background Real-Time Changes ................................................................. 443
  Yu Hu, Chengqi Xue, Haiyan Wang, and Lei Zhou

Development of Sightseeing Support System with Emphasis on Scenery and Detours in Strolls ................................................................. 452
  Junko Itou, Takaya Mori, and Jun Munemori

Time-Aware Recommender Systems: A Systematic Mapping ................................................................. 464
  Eduardo José de Borba, Isabela Gasparini, and Daniel Lichtnow

LifeRescue Software Prototype for Supporting Emergency Responders During Fire Emergency Response: A Usability and User Requirements Evaluation ................................................................. 480
  Vimala Nunavath and Andreas Prinz

Usability Evaluation of Newly Developed Three-Dimensional Input Device for Drone Operation ................................................................. 499
  Michiko Ohkura, Hiroya Sano, and Yuya Mochiyoshi

A Feedback Delivery System for Communal Energy Consumption Practices ................................................................. 512
  Mina Rahimian and Lisa Domenica Iulo

Development of a Concept for Evaluation User Acceptance and Requirements for NFC Based E-ticketing in Public Transport ................................................................. 522
  Gertraud Schäfer, Andreas Kreisel, Denise Rummler, and Ulrike Stopka

Cloud Computing Security and Privacy: An Empirical Study ................................................................. 534
  Farid Shirazi, Adnan Seddighi, and Amna Iqbal

Augmenting Smart Buildings and Autonomous Vehicles with Wearable Thermal Technology ................................................................. 550
  Matthew J. Smith, Kristen Warren, David Cohen-Tanugi, Sam Shames, Kelly Sprehn, Jana L. Schwartz, Hui Zhang, and Ed Arens
Gathering and Applying Guidelines for Mobile Robot Design for Urban Search and Rescue Application ................................................................. 562
Ekaterina R. Stepanova, Markus von der Heyde, Alexandra Kitson, Thecla Schiphorst, and Bernhard E. Riecke

NFC-Enabled eTicketing in Public Transport – Aims, Approaches and First Results of the OPTIMOS Project ................................. 582
Ulrike Stopka, Gertraud Schäfer, and Andreas Kreisel

Scratchpad: Lightweight Data Capture Tool to Support Mission Planning ......................................................... 598
Erika von Kelsch, Stephanie Kane, Chris Muller, and Chris Hogan

Multi-method Approach to Identify Acceptance-Relevant Characteristics of Renewable Energy Infrastructure .......................... 608
Barbara Sophie Zaumbrecher and Martina Ziefe

HCI Case Studies

Measuring and Evaluating the User Experience Strategy Maturity of Spatial Web-Based Projects: A Case Study of Tehran Web-Based Map .......... 631
Kaveh Bazargan, Ali Rezaeian, and Hamidreza Hafeznia

Effect of Animated and Non-animated Pictograms for a Non-lingual Disaster Management Application ........................................ 645
Luis Ernesto Dominguez-Rios, Tomoko Izumi, Takayoshi Kitamura, and Yoshio Nakatani

The Gender Difference of Impression Evaluation of Visual Images Among Young People ................................................. 664
Ayako Hashizume and Masaaki Kurosu

Experimental Evaluation of Immersive Feeling in VR System with HMD .... 678
Yoshiki Koinuma, Kazuki Miyamoto, and Michiko Ohkura

Relationship Between Worker Interruptibility and Work Transitions Detected by Smartphone ........................................ 687
Kyohei Komuro, Yuichiro Fujimoto, and Kinya Fujita

Derivation of Mobility Services Through the Usage-Centered Development Approach .................................................. 700
Sigmund Schimanski

Agenda Planning - Design Guidelines for Holistic Mobility Planning .... 713
Tobias Wienken, Heidi Krömker, and Sebastian Spundflasch

Refining Supervisory Control Capability for Target User Populations .... 721
Robert E. Wray, Randolph Jones, Charles Newton, and Ben Bachelor
Human-Computer Interaction. User Interface Design, Development and Multimodality
Kurosu, M. (Ed.)
2017, XXVI, 734 p. 287 illus., Softcover
ISBN: 978-3-319-58070-8