## Contents – Part I

### Design and Evaluation Methods, Tools and Practices

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

Shih-Hsi Yang and Wen-Tsung Huang

**Novel Interaction Techniques and Devices**

Japanese Sign Language Recognition Based on Three Elements of Sign Using Kinect v2 Sensor

Shohei Awata, Shinji Sako, and Tadashi Kitamura

Immersive 3D Environment for Data Centre Monitoring Based on Gesture Based Interaction

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

Interactive Evolutionary Computation Using Multiple Users’ Gaze Information

Minatsu Fujisaki, Hiroshi Takenouchi, and Masataka Tokumaru

Effects of Electrode Configuration on Pattern Recognition Based Finger Movement Classification

Jiayuan He, Xiangyang Zhu, and Ning Jiang

Prompting – A Feature of General Relevance in HCI-Supported Task Workflows

Thomas Herrmann and Jan Nierhoff

Interaction with Three Dimensional Objects on Diverse Input and Output Devices: A Survey

Adrian Heinrich Hoppe, Florian van de Camp, and Rainer Stiefelhagen

Use of Vibration for Touch Pen to Provide the Feel of Writing on Paper

Makio Ishihara, Ayaka Imato, and Yukio Ishihara

Enhancement of ANN-Based Offline Hand Written Character Recognition Using Gradient and Geometric Feature Extraction Techniques

Y.A. Joarder, Paresh Chandra Barman, and Md Zahidul Islam

Shortening Selection Time Using Plural Cursor in Multi-display Environment and Its Preliminary Evaluation

Yuki Mako and Makio Ishihara

Creating a Playful Digital Catalogue System Using Technology-Enhanced Physical Objects

George Margetis, Dimitris Grammenos, George Paparoulis, and Constantine Stephanidis
Automatic Classification of Eye Blinks and Eye Movements for an Input Interface Using Eye Motion .................................................. 164
Shogo Matsuno, Masatoshi Tanaka, Keisuke Yoshida, Kota Akehi, Naoaki Itakura, Tota Mizuno, and Kazuyuki Mito

Shuhei Matsuyama and Mitsuhiko Karashima

A Pen Gesture-Based Editing System for Online Handwritten Objects on a Pen Computer ................................................................. 177
Hidetoshi Miyao, Keisuke Nakamura, Shinya Nakazawa, and Minoru Maruyama

AnywhereTouch: Finger Tracking Method on Arbitrary Surface Using Nailed-Mounted IMU for Mobile HMD .................................................. 185
Ju Young Oh, Jun Lee, Joong Ho Lee, and Ji Hyung Park

Vibration Ring Device Which Supports Deaf Students to Learn How to Use Illustrator: SZCAT: Synchronized Click Action Transmitter .......... 192
Takuya Suzuki, Makoto Kobayashi, and Yuji Nagashima

Creating a Gesture-Speech Dataset for Speech-Based Automatic Gesture Generation ................................................................. 198
Kenta Takeuchi, Souichirou Kubota, Ketsuke Suzuki, Dai Hasegawa, and Hiroshi Sakuta

Psychophisiological Measuring and Monitoring

Driver’s Modeling with System Identification Algorithm to Aim Reducing Drowsiness ................................................................. 205
Hirotoshi Asano, Kiwamu Goto, and Tota Mizuno

Wearables and User Interface Design: Impacts on Belief in Free Will ...... 210
D.A. Baker

Stress Measurement and Inducement in Experiments with Low Cost Flight Simulator for Testing of General Aviation Pilots .............................. 218
Ondřej Bruna, Tomáš Levora, and Jan Holub

A Portable and User Friendly REM Sleep Detection System Based on Differential Movement of Eyeball Using Optical Sensors ................. 224
Chi Yeon Hwang, Geun do Park, Hyang Jun Jeong, In Gyu Park, Yun Joong Kim, Hyeo-Il Ma, and Unjoo Lee
Psychophysiological and Intraoperative AEPs and SEPs Monitoring for Perception, Attention and Cognition

Sergey Lytaev, Mikhail Aleksandrov, and Aleksei Ulitin

Development of Device for Measurement of Skin Potential by Grasping of the Device

Tota Mizuno, Shogo Matsuno, Kota Akehi, Kazuyuki Mito, Naoaki Itakura, and Hirotoshi Asano

Evaluating NeuroSky’s Single-Channel EEG Sensor for Drowsiness Detection

Kishan Patel, Harit Shah, Malcolm Dcosta, and Dvijesh Shastri

Neurophysiological Indices of Human Social Interactions Between Humans and Robots

S.J. Smith, B.T. Stone, T. Ranatunga, K. Nel, T.Z. Ramsoy, and C. Berka

Study on the Influence of Drivers’ Physiological Characteristics of Urban Bus Stop

Fengyuan Wang, Xiaoting Chen, Gang Sun, and Xing Liang

A Functional Near-Infrared Spectroscopy Study of Auditory Working Memory Load

Shih-Min Wu, Hsien-Ming Ding, and Yi-Li Tseng

Perception, Cognition and Emotion in HCI

Analysis of Paradoxical Phenomenon Caused by Presenting Thermal Stimulation on Three Spots

Keisuke Arai, Satoshi Hashiguchi, Fumihisa Shibata, and Asako Kimura

Gaze Behavior and Emotion of Crane Operators for Different Visual Support System

Jouh Yeong Chew, Koichi Ohtomi, and Hiromasa Suzuki

A Study on the Differences Among M3D, S3D and HMD for Students with Different Degrees of Spatial Ability in Design Education

Po-Ying Chu, Li-Chieh Chen, Hsiao-Wen Kung, and Shih-Jen Su

Mirrored Perception Cognition Action Model in an Interactive Surgery Assist System

Jiachun Du, Thomas van Rooij, and Jean-Bernard Martens

Research on Human Acceptability of Household Environment Temperature Fluctuation

Huimin Hu, Rui Wang, Chaoyi Zhao, Hong Luo, Aixian Li, Li Ding, and Yifen Qiu
Contents – Part I

Continuous Affect Rating in Cartesian Space of Pleasure and Arousal
Scale by Joystick Without Visual Feedback

Mitsuhiko Karashima and Hiromi Nishiguchi

Attention Value of Motion Graphics on Digital Signages

Tsubasa Kato and Nahomi Maki

Towards a Cognitive Agility Index: The Role of Metacognition in Human Computer Interaction

Benjamin J. Knox, Ricardo G. Lugo, Øyvind Jøsok, Kirsi Helkala, and Stefan Sütterlin

A Practice for the Certification of Minimum Flight Crew Workload

Haian Liu, Xianchao Ma, Yinbo Zhang, Zhefeng Jin, and Dayong Dong

Investigation of Facial Region Extraction Algorithm Focusing on Temperature Distribution Characteristics of Facial Thermal Images

Tomoyuki Murata, Shogo Matsuno, Kazuyuki Mito, Naoaki Itakura, and Tota Mizuno

Change in Subjective Evaluation of Weight by the Proteus Effect

Kengo Obana, Dai Hasegawa, and Hiroshi Sakuta

Making Implicit Knowledge Explicit – Acquisition of Plant Staff’s Mental Models as a Basis for Developing a Decision Support System

Dorothea Pantförder, Julia Schaupp, and Birgit Vogel-Heuser

Eye Contact Detection via Deep Neural Networks

Viral Parekh, Ramanathan Subramanian, and C.V. Jawahar

Let Our Mind Wander: Employing IT-Induced Incubations to Enhance Creativity

Xixian Peng, Xinwei Wang, and Hock Hai Teo

Guiding Visual Attention Based on Visual Saliency Map with Projector-Camera System

Hironori Takimoto, Katsumi Yamamoto, Akihiro Kanagawa, Mitsuyoshi Kishihara, and Kensuke Okubo

Detection System of Unsafe Driving Behavior Significant for Cognitive Dysfunction Patients

Tomoji Toriyama, Akira Urashima, and Satoshi Yoshikuni

Measurement of Eyeblink Frequency Variation for Cognitive Dysfunction Patients’ Safe Driving Skill Evaluation

Akira Urashima, Yoshiki Otsuki, and Tomoji Toriyama
Experimental Research on the Armored Crew's Depth Perception 402
Qianxiang Zhou, Jintao Wu, and Zhongqi Liu

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
Belén Alazañez-Cortés, Zayra Montserrat Miranda-Aguirre, Jocelyn Lizbeth Molina-Barradas, Erick Monroy-Cuevas, Rocío Abascal-Mena, Rodrigo Gómez-García, and Román Esqueda-Atayde

Implicit Evaluation of User’s Expertise in Scientific Domains 420
Alessandro Bonifacio, Claudio Biancalana, Fabio Gasparetti, Alessandro Micarelli, and Giuseppe Sansonetti

Breaking News Commentary: Users’ Reactions to Terrorist Attacks in English-Speaking Twittersphere 428
Kaja J. Fietkiewicz and Aylin Ilhan

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

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

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

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

Combining Sentimental and Content Analysis for Recognizing and Interpreting Human Affects 465
Stefanie Niklander and Gustavo Niklander

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

Automatic Quantification of the Veracity of Suicidal Ideation in Counseling Transcripts 473
Omar Oseguera, Alex Rinaldi, Joann Tuazon, and Albert C. Cruz
End-to-End Dialogue with Sentiment Analysis Features .......................... 480
Alex Rinaldi, Omar Oseguera, Joann Tuazon, and Albert C. Cruz

Avatar Life-Review: Seniors Reminiscing Through Virtual Bodies .......... 488
Semi Ryu

HCI Research and History: Special Interests Groups on Facebook
as Historical Sources .......................................................... 497
Mechtild Stock

Beyond Retail Therapy: Can the Relationship Between Affective Data
& Consumer Behavior Be Utilized to Develop User-Directed
E-Commerce Personalization? ............................................. 504
Isabel Wellbery, Franziska Susanne Roth, and Thomas Fortmann

Ergonomics and Models in Work and Training Support

Intuitive Real-Time Multidimensional Diagnostic Ultrasound Image
Optimization Technology ..................................................... 511
Giampaolo Borreani, Carlo Biagini, Roberto Pesce, Luca Bombino,
and Leonardo Forzoni

An Analysis and Evaluation Procedure in Civil Aircraft Flight
Deck Design ................................................................. 519
Dayong Dong, Baofeng Li, Haiyan Liu, Wenjun Dong, Hongtao Liu,
and Zhefeng Jin

Investigation on Driving Habits of Chinese Truck Driver ..................... 526
Junmin Du, Hui Lu, Weiyu Sun, Xin Zhang, Huimin Hu, and Yang Liu

Formulation of Diagnostic Expertise in Oral Health Care
and Its Application to Clinical Education .............................. 532
Kyoko Ito, Haruki Sao, Takashi Nagamatsu, Junko Nagata,
and Kenji Takada

Assessment of the Working Chair Using Affects the Whole Service Process
in B Ultrasonic Examination .............................................. 540
Xinxiong Liu, Daojun Qian, Lei Wu, and Jie Xu

Finding 3D CAD Data Production Methods that Work for People
with Visual Impairments .................................................. 548
Kazunori Minatani

Evaluating 360-Virtual Reality for Mining Industry’s Safety Training ...... 555
Shiva Pedram, Pascal Perez, Stephen Palmisano, and Matthew Farrelly
XXII Contents – Part 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 Ángelo Roberto Antoniolli

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
   Patricia Bockelman and Deanna Lingum

Effects of Short Exposure to a Simulation in a Head-Mounted Device
and the Individual Differences Issue ..................................................... 9
   David Hartnagel, Marine Taffou, and Patrick M.B. Sandor

Projection Simulator to Support Design Development of Spherical
Immersive Display .............................................................................. 17
   Wataru Hashimoto, Yasuharu Mizutani, and Satoshi Nishiguchi

Immersive Virtual Experience: An Effort to Increase the Interest
for Reading on First-Time Readers ......................................................... 25
   Luis Hernández-Zavaleta, Jaime Espinoza-Martínez,
   Diana Morón-González, Alba Núñez-Reyes, Carlos Rivero-Moreno,
   Octavio Mercado-González, and Alejandra Osorio-Olave

Correcting Distortion of Views into Spherical Tank in Aquarium ........... 32
   Yukio Ishihara and Makio Ishihara

A Study on VR Sickness Prediction of HMD Contents
Using Machine Learning Technique ....................................................... 38
   Jae Beom Kim and Changhoon Park

Physically-Based Clay Art Rendering with HMD VR .......................... 42
   Donghwe Lee, Hyunmin Choi, and Seongah Chin

Feasibility of Integrated GNSS/OBD-II/IMU as a Prerequisite
for Virtual Reality ............................................................................. 48
   J.H. Lim, K.H. Choi, W. Yoo, L. Kim, Y. Lee, and Hyung Keun Lee

Presence and Usability Do Not Directly Predict Procedural Recall
in Virtual Reality ............................................................................... 54
   Bradford L. Schroeder, Shannon K.T. Bailey, Cheryl I. Johnson,
   and Emily Gonzalez-Holland

Webizing Interactive CAD Review System Using Super Multiview
Autostereoscopic Displays ................................................................. 62
   Daeil Seo, Yongjae Lee, and Byounghyun Yoo
<table>
<thead>
<tr>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Webizing Virtual Reality-Based Interactive Interior Design System</td>
<td>68</td>
</tr>
<tr>
<td>Daeil Seo, Jongho Lee, and Byounghyun Yoo</td>
<td></td>
</tr>
<tr>
<td>Error Monitoring and Correction Related to the Sense of Presence</td>
<td>73</td>
</tr>
<tr>
<td>in Virtual Environments</td>
<td></td>
</tr>
<tr>
<td>Boris B. Velichkovsky, Alexey N. Gusev, Alexander E. Kremlev,</td>
<td></td>
</tr>
<tr>
<td>and Sergey S. Grigorovich</td>
<td></td>
</tr>
<tr>
<td>3D Route Planning Within a Stereoscopic Environment Based</td>
<td>81</td>
</tr>
<tr>
<td>on 2D Mouse Interaction</td>
<td></td>
</tr>
<tr>
<td>Leonhard Vogelmeier, Christoph Vernaleken, and Peter Sandl</td>
<td></td>
</tr>
<tr>
<td>The Implementation of Instructional Strategies for Training in a</td>
<td>88</td>
</tr>
<tr>
<td>Virtual Environment: An Exploratory Investigation of Workload and</td>
<td></td>
</tr>
<tr>
<td>Performance</td>
<td></td>
</tr>
<tr>
<td>Elizabeth Wolfe, John Granger, Natalie Alessi, Lauren Farrell,</td>
<td></td>
</tr>
<tr>
<td>and Crystal Maraj</td>
<td></td>
</tr>
<tr>
<td>Service Design of Intergeneration Home-Sharing System Using VR-Based</td>
<td>95</td>
</tr>
<tr>
<td>Simulation Technology and Optimal Matching Algorithms</td>
<td></td>
</tr>
<tr>
<td>Taeha Yi, Jimin Rhim, Injung Lee, Amartuvshin Narangerel,</td>
<td></td>
</tr>
<tr>
<td>and Ji-Hyun Lee</td>
<td></td>
</tr>
<tr>
<td><strong>Learning, Games and Gamification</strong></td>
<td></td>
</tr>
<tr>
<td>Application of Human Computer Interaction Interface in Game Design</td>
<td>103</td>
</tr>
<tr>
<td>Jing Cao and Ying Cao</td>
<td></td>
</tr>
<tr>
<td>Creating an Environment for Millennials</td>
<td>109</td>
</tr>
<tr>
<td>Bruce Gooch, Nicolas Bain, and Taylor Day</td>
<td></td>
</tr>
<tr>
<td>Flexible Virtual Environments: Gamifying Immersive Learning</td>
<td>115</td>
</tr>
<tr>
<td>Neil Gordon and Mike Brayshaw</td>
<td></td>
</tr>
<tr>
<td>The Effect of Emotion in an Ultimatum Game:</td>
<td>122</td>
</tr>
<tr>
<td>The Bio-Feedback Evidence</td>
<td></td>
</tr>
<tr>
<td>Yifan He and Tiffany Y. Tang</td>
<td></td>
</tr>
<tr>
<td>Motion Recognition Interactive Game Activity for Early Childhood</td>
<td>130</td>
</tr>
<tr>
<td>Hyung-Sook Kim and Seong-Hee Chung</td>
<td></td>
</tr>
<tr>
<td>Development of Gesture Recognition-Based Educational Dance Game for</td>
<td>136</td>
</tr>
<tr>
<td>Children with Intellectual Disability</td>
<td></td>
</tr>
<tr>
<td>Hyung Sook Kim, Yonghyun Park, Sunghee Hong, and Junghwan Hwang</td>
<td></td>
</tr>
</tbody>
</table>
Development of Educational Application Using Standard Movement Code-Based on Human Behavior ................................. 141
Hyung Sook Kim, Chan-Ik Park, David O’Sullivan, and Jeesun Lee

A Serious Game to Teach Computing Concepts ...................... 146
Devorah Kletenik, Florencia Salinas, Chava Shulman, Claudia Bergeron, and Deborah Sturm

An Analysis of Students’ Learning Behaviors Using Variable-Speed Playback Functionality on Online Educational Platforms .............. 154
Toru Nagahama and Yusuke Morita

Collaborative Learning Support System for Programming Education Using Gamification ..................................................... 160
Kohei Otake and Tomofumi Uetake

Personalizing Game by Using Social Network .......................... 167
Jaebum Park, Huitae Ryu, and Changhoon Park

Learning to Code in a Community of Practice in Mozambique: The Case of MozDevz ......................................................... 172
Ivan Ruby and Salomão David

“Free Will”: A Serious Game to Study the Organization of the Human Brain ................................................................. 178
Deborah Sturm, Jonathan Zomick, Ian Loch, and Dan McCloskey

Purposive Game Production in Educational Setup: Investigating Team Collaboration in Virtual Reality .............................. 184
Olga Timcenko, Lise Busk Kofoed, Henrik Schoenau-Fog, and Lars Reng

Frustrating Interaction Design of AS IF, an Embodied Interaction Game for Perspective Taking Towards Physical Limitations .............. 192
Servet Ulas, Weina Jin, Xin Tong, Diane Gromala, and Chris Shaw

The Influence of Toy Design Factors on Children’s Problem-Solving Skills ................................................................. 199
Tien-Ling Yeh and Jo-Han Chang

Understanding Reading Comprehension in Multi-display Presenting System: Visual Distribution and Cognitive Effect .................. 207
Xueqing Zhang and Sanya Liu
Health, Well-Being and Comfort

Improving Patient Satisfaction Using a Video-Based Patient Education Platform ................................................. 217
  Katharine T. Adams, Alexander D. Walker, Eileen Searson,
  John Yosaitis, Rita Owens, and Lowell Satler

Developing a Health-Enabling Service System Combining Wearable Device and Personal Health Records for Older Adults ......................... 225
  Kuei-Ling Belinda Chen and Peisan Lee

FitViz: A Personal Informatics Tool for Self-management of Rheumatoid Arthritis ................................................................. 232
  Ankit Gupta, Xin Tong, Chris Shaw, Linda Li, and Lynne Feehan

A Crowdsourcing-Based Social Platform to Increase a Community’s Sustainability and Well-Being ..................................................... 241
  Kota Gushima, Mizuki Sakamoto, and Tatsuo Nakajima

Estimation of Floor Reaction Force During Walking Using Physical Inertial Force by Wireless Motion Sensor .................................................. 249
  Atsushi Isshiki, Yoshio Inoue, Kyoko Shibata, and Motomichi Sonobe

Development of Content for an ICT Screening Program Based on the Emotional and Behavioral Disorder Questionnaire ......................... 255
  Hyung Sook Kim, Chan-Ik Park, David O’Sullivan, and Jeesun Lee

Development of a Human-Seat Cushion Finite Element Model for Sitting Comfort Analysis .............................................................. 261
  Xianxue Li, Li Ding, Xianchao Ma, Baofeng Li, and Haiyan Liu

Study on the Interactivity of Medication Behavior in Children’s Group Environment ................................................................. 267
  Miao Liu, Zhaoyang Sun, and Tao Xiong

Framework of Health Monitoring Service for the Elderly Drivers Community ................................................................. 275
  Se Jin Park, Murali Subramaniyam, Seunghee Hong, and Damee Kim

Adaptation Monitoring System Preventing Fall Down from a Bed for Individual Difference of Behavior ................................................. 280
  Hironobu Satoh and Kyoko Shibata

Development of an Interactive Social Tool for Mexican Young Adults to Lower and Prevent Overweight and Obesity ......................... 285
  Diana M. Sepúlveda, César Delgado, Luis Alvarado, and Sergio Zepeda
Wellness Programs: Wearable Technologies Supporting Healthy Habits and Corporate Costs Reduction .................................................. 293
Marcos Souza, Taynah Miyagawa, Paulo Melo, and Francimar Maciel

Participatory Design of Vaccination Services with Less-Literate Users ......... 301
Shyama V.S., Ulemba Hirom, Sylvan Lobo, Sujit Devkar, Pankaj Doke, and Nikita Pandey

Affordance of Real-Time Personalization and Adaptation of Hearing Aid Settings ................................................................. 309
Qi Yang, Shira Hahn, Bill Chang, Almer van den Berg, and Greg Olsen

Design and Implementation of Smartphone Application for Measurement and Management of Depressive Emotions in Adolescents Using Cognitive Behavioral Therapy ........................................... 317
Jung-Sun Yoo, In-Sook Kim, and Jung-A Gwon

Smart Environments

Rist: An Interface Design Project for Indoor Navigation ...................... 327
Meeshu Agnihotri, Reema Upadhyaya, Katherine Kenna, and Chen-Dah Chiang

Mobile App for a GPS-Based Location-Specific Communication System: “Ninja Messenger” .................................................. 335
Riya Banerjee and Yugo Takeuchi

Design for Indoor Navigation: CROSSFLOW for Multiple Simultaneous Pedestrians in Public Spaces .................................... 341
Han Cao

Human-House Interaction Model Based on Artificial Intelligence for Residential Functions ......................................................... 349
Brendel Francisco Lima Santos, Iury Batista de Andrade Santos, Mauricio José Miranda Guimarães, and Alcides Xavier Benicasa

A Proposal for the “Cariño Index”: A New Coordination Index Based on Weather Conditions .................................................. 357
Akari Fujiwara and Katsuhiko Ogawa

Proposal of Internet Radio Walking Around Street While Listening to Voice of Virtual Idols ...................................................... 366
Shiori Furuta and Katsuhiko Ogawa

Classification of Synchronous Non-parallel Shuffling Walk for Humanoid Robot ................................................................. 374
Masanao Koeda, Daiki Sugimoto, and Etsuko Ueda
XXVIII Contents – Part II

Case Representation of Daily Routine Data Through the Function Behavior Structure (FBS) Framework .................................................. 382
Injung Lee, Taeha Yi, Jimin Rhim, Amartuvshin Narangerel,
Danial Shafiei Karaji, and Ji-Hyun Lee

Indoor Navigation Aid System Using No Positioning Technique for Visually Impaired People ............................. 390
Yeonju Oh, Wei-Liang Kao, and Byung-Cheol Min

SmartResponse: Emergency and Non-emergency Response for Smartphone Based Indoor Localization Applications ...................... 398
Manoj Penmetcha, Arabinda Samantaray, and Byung-Cheol Min

Human Algorithm: How Personal Reflection of Data Agents Improves Crowdsourcing Data Collection in a Smart City Planning Study ........ 405
Jue Ren, Youyang Hou, Tat Lam, and Yang Yang

Face Recognition Based on Adaptive Singular Value Decomposition in the Wavelet Domain ................................................. 413
Jing-Wein Wang and Tzu-Hsiung Chen

Biometric Identification Using Video of Body Silhouette Captured from Overhead ................................................................. 419
Hiro-Fumi Yanai and Shunsuke Kouno

Mobile Interaction

Interaction Modalities for Augmented Reality in Tablets for Older Adults . . . 427
Ana Georgina Guerrero Huerta, Erika Hernández Rubio, and Amilcar Meneses Viveros

ElectAR, an Augmented Reality App for Diagram Recognition. ................. 435
Abián Hernández Mesa, M. Peña Fabiani Bendicho, and Jorge Martín-Gutiérrez

Explore the Differences Between Iphone7 Camera Interaction and User Habits ................................................................. 441
Bin Jiang and Tongtong Liu

Design of Tangible Programming Environment for Smartphones ............. 448
Yasushi Kambayashi, Kenshi Furukawa, and Munehiro Takimoto

An Analysis of Usage and Attitude for Mobile Video Service in Korea ........ 454
Min-Jeong Kim
The 60 Seconds Guestbook – An Auditory Place Media for Guesthouse Residents .................................................. 461
   Chia-Lung Lee and Katsuhiko Ogawa

Investigation of Smartphone Use While Walking and Its Influences on One’s Behavior Among Pedestrians in Taiwan ........................................ 469
   Jun-Ming Lu and Yi-Chin Lo

Understanding Modern Audience in Traditional Settings .................. 476
   Asreen Rostami, Christoffer Cialec, and Gabriel Werlinder

Development of a User Participatory Mobile App to Promote a Local Tourist Attraction: The Okayama Korakuen Navi App ..................... 481
   Wangmi Seok and Akihiko Kasw

Evaluation of Information Presentation with Smartphone at History Museum by Eye Tracking .......................................................... 489
   Honami Take and Kiyoko Yokoyama

Wrist Watch Design System with Interactive Evolutionary Computation .... 497
   Hiroshi Takenouchi and Masataka Tokumaru

Towards Prediction of User Experience from Touch Interactions with Mobile Applications ...................................................... 505
   Carola Trahms, Sebastian Möller, and Jan-Niklas Voigt-Antons

Research on Interactive Design of Mobile Payment Based on Embodied Cognition ......................................................... 513
   Qi Wang and Zhao Hui Huang

Visual Design and Visualization

Exploring of the Barrier-Free Design for Visual Impairment in Graphical User Interface Design ..................................................... 523
   Yilin Chai and Ying Cao

Research on the Experiential Communication of Digital Humanities and Information Visualization: A Case Study of Iconography Measurement ........................................ 534
   Zhigang Chen and Jing Ma

Optimal Design of the Front Face of Minicars Based on Analytic Hierarchy Process ......................................................... 543
   Wenjie Deng, Xinhui Kang, and Congru Zhang

A Visualization System for Traffic Violation Using H2O Random Forests ... 550
   Chyi-Ren Dow, Zhe-Rong Lin, and Kuan-Chieh Wang
Transportation CMF Design Strategy Based on Regional Culture

Bin Jiang and Bin Geng

Development and Evaluation of an E-picture Book System Using Multi-directional Scrolling and Illustrations with Visual Guidance

Negar Kaghazchi, Azusa Yoshii, Sachiko Kodama, and Masakatsu Kaneko

Humanizing the Machine: Basic Communication for Unskilled Operators

Robert Lightfoot, Bruce Gooch, and Robert Michael Fowler

An Investigation into the Key Factors to Improve the Attractiveness of Modular Furniture in the Living Environment of China’s Metropolitan Migrants

Miao Liu, Zhaoyang Sun, Xinming Guo, Xue Chen, and Ziwei Liu

The Interaction of Casual Users with Digital Collections of Visual Art. An Exploratory Study of the WikiArt Website

Lucia Marengo, Gyorgy Fazekas, and Anastasios Tombros

Interactive Image Search System Based on Multimodal Analogy

Kosuke Ota, Keiichiro Shirai, Hidetoshi Miyao, and Minoru Maruyama

Preliminary Survey for Multigraph Integration and Visualization Framework

Ryosuke Saga

A Study on the Relationship Between Form Features and Images of Concept Bicycles Using the Theory of Archetype

Meng-Dar Shieh, Fang-Chen Hsu, and Chi-Wei Huang

Study of Color Emotion Impact on Leisure Food Package Design

Tian-yu Wu, Ya-jun Li, and Yan Liu

Social Issues and Security in HCI

Hacking the Body 2.0: Ethics in Wearable Tech, Etextiles Design and Data Collection in Performance

Camille Baker and Kate Sicchio

I Am Ok, the Material’s Not: A Transactional Analysis of Information Security Education Material for Swedish Elementary School Students

Stewart Kowalski, Tina Andersson, and Sabina Windahl

The Rise and Proliferation of Live-Streaming in China: Insights and Lessons

Jinglan Lin and Zhicong Lu
How Are Social Capital and Parental Mediation Associated with Cyberbullying and Cybervictimization Among Youth in the United States? .................................................. 638
   Johanna Sam, Pamela Wisniewski, Heng Xu, Mary Beth Rosson, and John M. Carroll

Parental Controls: Oxymoron and Design Opportunity ................................. 645
   Diane J. Schiano and Christine Burg

Establish Security Psychology – How to Educate and Training for End Users .................................................. 653
   Katsuya Uchida

Decision Tree Analysis on Environmental Factors of Insider Threats ............... 658
   Michihiro Yamada, Koichi Niihara, and Hiroaki Kikuchi

Evaluation of Accessibility of University Websites: A Case from Turkey ............. 663
   Zehra Yerlikaya and Pınar Onay Durdu

Author Index .................................................. 669