

HCI 2014 International

16th International Conference on
Human - Computer Interaction

thematic areas:

Human-Computer Interaction

**Human Interface and the
Management of Information**

affiliated conferences:

11th International Conference on
**Engineering Psychology and
Cognitive Ergonomics**

8th International Conference on
**Universal Access in
Human-Computer Interaction**

6th International Conference on
**Virtual, Augmented and
Mixed Reality**

6th International Conference on
Cross-Cultural Design

6th International Conference on
Social Computing and Social Media

8th International Conference on
Augmented Cognition

5th International Conference on
**Digital Human Modeling and
Applications in Health, Safety,
Ergonomics and Risk Management**

3rd International Conference on
Design, User Experience and Usability

2nd International Conference on
**Distributed, Ambient and
Pervasive Interactions**

2nd International Conference on
**Human Aspects of Information Security,
Privacy and Trust**

1st International Conference on
HCI in Business

1st International Conference on
Learning and Collaboration Technologies

22 - 27 June 2014

Creta Maris
Heraklion, Crete, Greece



Final Program

Under the auspices of
14 distinguished international boards of
342 board members from 38 countries

www.hci2014.org

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HCI 2014 International

Conference Founder, General Chair Emeritus and Scientific Advisor

Gavriel Salvendy
Purdue University, USA
and Tsinghua University, P.R. China

General Chair

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Conference at a Glance

Conference Registration – Secretariat

Conference Registration will take place at the Conference Secretariat, located at the Secretariat room next to ZEUS Hall, during the following hours:

Saturday, 21 June	16:00 – 18:00
Sunday, 22 June	08:00 – 17:30
Monday, 23 June	08:00 – 17:30
Tuesday, 24 June	08:00 – 17:30
Wednesday, 25 June	07:30 – 18:00
Thursday, 26 June	07:30 – 18:00
Friday, 27 June	07:30 – 18:00

The Conference registration fee includes:

- participation in all open technical sessions (i.e. Parallel Paper Presentations)
- entrance to the Exhibition
- refreshment breaks between sessions (2 per day, mid morning and mid afternoon)
- Conference proceedings
- one ticket for the Conference Reception

Cancellation policy: Registration fee for any event is non-refundable.

Conference Evaluation

Your opinion and comments are very important for the improvement and future planning of the conference. We kindly ask you to spend a few minutes to fill-in the on-line anonymous survey through the link:

www.surveymonkey.com/s/HCI2014



or scan the
QR-Code
on the left

The survey will be available until
30 July 2014

PROGRAM

Sunday 22 June 2014	09:00 - 17:30	Tutorials Day 1 - <i>page 13</i>
Monday 23 June 2014	09:00 - 17:30	Tutorials Day 2 - <i>page 13</i>
Tuesday 24 June 2014	08:30 - 17:00	Tutorials Day 3 - <i>page 13</i>
	18:00 - 19:30	Opening Plenary Session - Room: ZEUS Hall Keynote Speech - <i>page 5</i> Usability: Lessons Learned ... and Yet to Be Learned by: James R. (Jim) Lewis Senior Human Factors Engineer IBM Software Group
	19:45	Conference Reception - <i>page 8</i>
Wednesday 25 June 2014	08:00 - 18:00	Parallel paper presentations, Day 1 - <i>page 20</i> Poster presentations, Day 1 - <i>page 84</i> Exhibition, Day 1 - <i>page 10</i>
Thursday 26 June 2014	08:00 - 18:00	Parallel paper presentations, Day 2 - <i>page 44</i> Poster presentations, Day 2 - <i>page 84</i> Exhibition, Day 2 - <i>page 10</i>
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HCI International 2014 - Welcome Note



Gavriel Salvendy
Conference Founder,
General Chair Emeritus and
Scientific Advisor

Dear Colleague,

It is with great honor and pleasure that I welcome you to HCI International 2014, the 16th International Conference on Human-Computer Interaction, held in Heraklion, Crete, Greece, 22 - 27 June 2014, incorporating 14 conferences / thematic areas:

- Human-Computer Interaction
- Human Interface and the Management of Information
- 11th International Conference on Engineering Psychology and Cognitive Ergonomics
- 8th International Conference on Universal Access in Human- Computer Interaction
- 6th International Conference on Virtual, Augmented and Mixed Reality
- 6th International Conference on Cross-Cultural Design
- 6th International Conference on Social Computing and Social Media (formerly Online Communities and Social Computing)
- 8th International Conference on Augmented Cognition
- 5th International Conference on Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management
- 3rd International Conference on Design, User Experience and Usability
- 2nd International Conference on Distributed, Ambient and Pervasive Interactions
- 2nd International Conference on Human Aspects of Information Security, Privacy and Trust
- 1st International Conference on HCI in Business
- 1st International Conference on Learning and Collaboration Technologies

HCI International is the worldwide renowned international forum for the dissemination and exchange of up-to-date scientific information on theoretical, generic and applied areas of Human-Computer Interaction.

HCI International 2014 promises to be an unforgettable cluster of high quality international scientific events, and an ideal occasion to come to contact with the rapidly evolving ICT market in the world. HCI International 2014 and the affiliated Conferences / Thematic Areas explore a wide variety of new hot topics which reflect and contribute to a paradigm shift towards ubiquitous interaction, intelligent environments and interactive technologies supporting virtually any aspect of human life and activities in a global and social perspective.

The 27-volume Conference Proceedings are published by Springer in the Lecture Notes in Computer Science (LNCS), Lecture Notes in Artificial Intelligence (LNAI) and Communications in Computer and Information Science (CCIS) series, and are available on-line through the SpringerLink Digital Library (<http://www.springer.com/lncs>, <http://www.springer.com/series/7899>), readily accessible by all subscribing libraries around the world. All volumes of the Proceedings in PDF format are also included in a DVD provided in your registration bag.



Constantine Stephanidis
General Chair HCI 2014

Nearly 2000 individuals from 67 countries are participating in this truly international in scope event, where the work of the world's foremost leaders in the field is presented.

We are privileged that James R. (Jim) Lewis has joined us as the keynote speaker for the opening plenary session, during which sixteen awards will be conferred. Fourteen awards will be given to the best papers in each Affiliated Conference / Thematic Area. The winners will receive a plaque and a certificate.

Among these fourteen best papers, one paper will be selected as Best HCI International 2014 Conference paper, and will receive a golden award and a certificate. Finally, the Best Poster will also receive a plaque award and a certificate.

I would like to thank each and every one of you for your valuable contribution towards the success of this Conference, and to wish you a professionally rewarding and socially enjoyable stay in Crete.

Constantine Stephanidis

HCI International 2015

The 17th International Conference on Human-Computer Interaction, HCI International 2015, will be held jointly with the affiliated conferences / thematic areas, in the Westin Bonaventure Hotel, in Los Angeles, CA, USA, August 2-7, 2015.

It will cover a broad spectrum of themes related to Human-Computer Interaction, including theoretical issues, methods, tools, processes, and case studies in HCI design, as well as novel interaction techniques, interfaces, and applications.

The program will feature, among others: pre-conference half-day and full-day tutorials, parallel sessions, poster presentations, an opening session with a keynote address, and an exhibition. The proceedings will be published by Springer.

General Chair: Professor Constantine Stephanidis
University of Crete and FORTH-ICS, Heraklion, Crete, Greece
Email: general_chair@hcii2015.org

www.hcii2015.org

Opening Plenary Session

Tuesday, 24 June 2014 | 18:00

Room: ZEUS Hall

Usability: Lessons Learned ... and Yet to Be Learned

James R. (Jim) Lewis

Senior Human Factors Engineer
IBM Software Group

Abstract

The philosopher of science, J. W. Grove, once wrote, "There is, of course, nothing strange or scandalous about divisions of opinion among scientists. This is a condition for scientific progress." Over the past 30 years, usability, both as a practice and as an emerging science, has had its share of controversies. It has inherited some from its early roots in experimental psychology, measurement, and statistics. Others have emerged as the field of usability has matured and extended into user-centered design (UCD) and user experience (UX). In many ways, a field of inquiry is shaped by its controversies. In this keynote I will review some of the persistent controversies in the field of usability, starting with their history then assessing their current status from the perspective of a pragmatic practitioner. Put another way -- over the past three decades, what are some of the key lessons we have learned, and what remains to be learned?



**James R. (Jim)
Lewis**
Biographical Sketch

James R. (Jim) Lewis, PhD, has been a usability practitioner at IBM since 1981. In addition to his decades of applied work, he has published influential research on the measurement of usability satisfaction, use of confidence intervals, and sample size estimation for usability studies. His books include "Practical Speech User Interface Design" (2011) and "Quantifying the User Experience" (2012, with Jeff Sauro). He serves on the editorial boards of the International Journal of Human-Computer Interaction and the Journal of Usability Studies, and is on the scientific advisory board of the Center for Research and Education on Aging and Technology Enhancement (CREATE). From 2004-2005 he chaired the Formative Usability Testing Metrics Workgroup for National Institute of Standards and Technology (NIST). He is a BCPE Certified Human Factors Professional, an IBM Master Inventor with over 80 US patents, and is the current president of the Association for Voice Interaction Design.

International Program Boards

Human-Computer Interaction

Program Chair:
Masaaki Kurosu, Japan
Jose Abdnour-Nocera, United Kingdom
Sebastiano Bagnara, Italy
Simone Barbosa, Brazil
Adriana Betiol, Brazil
Simone Borsci, United Kingdom
Henry Duh, Australia
Xiaowen Fang, United States
Vicki Hanson, United Kingdom
Wonil Hwang, Korea
Minna Isomursu, Finland
Yong Gu Ji, Korea
Anirudha Joshi, India
Esther Jun, United States
Kyungdoh Kim, Korea
Heidi Krömer, Germany
Chen Ling, United States
Chang S. Nam, United States
Naoko Okuzumi, Japan
Philippe Palanque, France
Ling Rothrock, United States
Naoki Sakakibara, Japan
Dominique Scapin, France
Guangfeng Song, United States
Sanjay Tripathi, India
Chui Yin Wong, Malaysia
Toshiki Yamaoka, Japan
Kazuhiko Yamazaki, Japan
Ryoji Yoshitake, Japan

Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management

Program Chair:
Vincent Duffy, USA
Giuseppe Andreoni, Italy
Daniel Carruth, United States
Elsbeth De Korte, The Netherlands
Afzal A. Godil, United States
Ravindra Goonetilleke, Hong Kong
Noriaki Kuwahara, Japan
Kang Li, United States
Zhizhong Li, P.R. China
Tim Marler, United States
Jianwei Niu, P.R. China
Michelle Robertson, United States
Matthias Rötting, Germany
Mao-Jiun Wang, Taiwan
Xuguang Wang, France
James Yang, United States

Human Interface and the Management of Information

Program Chair:
Sakae Yamamoto, Japan
Alan Chan, Hong Kong
Denis A. Coelho, Portugal
Linda Elliott, United States
Shin'ichi Fukuzumi, Japan
Michitaka Hirose, Japan
Makoto Itoh, Japan
Yen-Yu Kang, Taiwan
Koji Kimita, Japan
Daiji Kobayashi, Japan
Hiroyuki Miki, Japan
Shogo Nishida, Japan
Robert Proctor, USA
Youngho Rhee, Korea
Ryosuke Saga, Japan
Katsunori Shimohara, Japan
Kim-Phuong Vu, United States
Tomio Watanabe, Japan

Design, User Experience and Usability

Program Chair:
Aaron Marcus, USA
Sisira Adikari, Australia
Claire Ancient, United Kingdom
Arne Berger, Germany
Jamie Blustein, Canada
Ana Boa-Ventura, United States
Jan Brejcha, Czech Republic
Lorenzo Cantoni, Switzerland
Marc Fabri, United Kingdom
Luciane Maria Fadel, Brazil
Tricia Flanagan, Hong Kong
Jorge Frascara, Mexico
Federico Gobbo, Italy
Emilie Gould, United States
Rüdiger Heimgärtner, Germany
Brigitte Herrmann, Germany
Steffen Hess, Germany
Nouf Khashman, Canada
Fabiola Guillermín Noël, Mexico
Francisco Rebelo, Portugal
Kerem Rızvanoğlu, Turkey
Marcelo Soares, Brazil
Carla Spinillo, Brazil

Engineering Psychology and Cognitive Ergonomics

Program Chair:
Don Harris, United Kingdom
Guy Andre Boy, United States
Shan Fu, P.R. China
Hung-Syng Jing, Taiwan
Wen-Chin Li, Taiwan
Mark Neerincx, Netherlands
Jan Noyes, United Kingdom
Paul Salmon, Australia
Axel Schulte, Germany
Siraj Shaikh, United Kingdom
Sarah Sharples, United Kingdom
Anthony Smoker, United Kingdom
Neville Stanton, United Kingdom
Alex Stedmon, United Kingdom
Andrew Thatcher, South Africa

Distributed, Ambient and Pervasive Interactions

Program Chairs:
Norbert Streitz, Germany
Panos Markopoulos, The Netherlands
Juan Carlos Augusto, United Kingdom
Jose Bravo, Spain
Adrian Cheok, United Kingdom
Boris de Ruyter, Netherlands
Anind Dey, United States
Dimitris Grammenos, Greece
Nuno Guimaraes, Portugal
Achilles Kameas, Greece
Javed Vassilis Khan, Netherlands
Shin'ichi Konomi, Japan
Carsten Magerkurth, Switzerland
Ingrid Mulder, Netherlands
Anton Nijholt, Netherlands
Fabio Paternó, Italy
Carsten Röcker, Germany
Teresa Romao, Portugal
Albert Ali Salah, Turkey
Manfred Tscheligi, Austria
Reiner Wichert, Germany
Woontack Woo, Korea
Xenophon Zabulis, Greece

Universal Access in Human-Computer Interaction

Program Chairs:
Constantine Stephanidis, Greece
Margherita Antona, Greece
Julio Abascal, Spain
Gisela Susanne Bahr, United States
João Barroso, Portugal
Margrit Betke, United States
Anthony Brooks, Denmark
Christian Bühlér, Germany
Stefan Carmien, Spain
Hua Dong, P.R. China
Carlos Duarte, Portugal
Pier Luigi Emiliani, Italy
Qin Gao, P.R. China
Andrina Granić, Croatia
Andreas Holzinger, Austria
Josette Jones, United States
Simeon Keates, United Kingdom
Georgios Kouroupetroglo, Greece
Patrick Langdon, United Kingdom
Barbara Leporini, Italy
Eugene Loos, The Netherlands
Ana Isabel Paraguay, Brazil
Helen Petrie, United Kingdom
Michael Pieper, Germany
Enrico Pontelli, United States
Jaime Sanchez, Chile
Alberto Sanna, Italy
Anthony Savidis, Greece
Christian Stary, Austria
Hirotada Ueda, Japan
Gerhard Weber, Germany
Harald Weber, Germany

<h3>Virtual, Augmented and Mixed Reality</h3> <p>Program Chairs: Randall Shumaker, USA Stephanie Lackey, USA</p> <p>Roland Blach, Germany Sheryl Brahnam, United States Juan Cendan, United States Jessie Chen, United States Panagiotis D. Kakkis, United Kingdom Hirokazu Kato, Japan Denis Laurendeau, Canada Fotis Liarokapis, United Kingdom Michael Macedonia, United States Gordon Mair, United Kingdom Jose San Martin, Spain Tabitha Peck, United States Christian Sandor, Australia Christopher Stapleton, United States Gregory Welch, United States</p>	<h3>Cross-Cultural Design</h3> <p>Program Chair: Patrick Rau, P.R. China</p> <p>Yee-Yin Choong, United States Paul Fu, United States Zhiyong Fu, P.R. China Pin-Chao Liao, P.R. China Dyi-Yih Michael Lin, Taiwan Rungtai Lin, Taiwan Ta-Ping (Robert) Lu, Taiwan Liang Ma, P.R. China Alexander Mädche, Germany Sheau-Farn Max Liang, Taiwan Katsuhiko Ogawa, Japan Tom Plocher, United States Huatong Sun, United States Emil Tso, P.R. China Hsiu-Ping Yueh, Taiwan Liang (Leon) Zeng, United States Jia Zhou, P. R. China</p>	<h3>Social Computing and Social Media</h3> <p>Program Chair: Gabriele Meiselwitz, USA</p> <p>Leonelo Almeida, Brazil Chee Siang Ang, United Kingdom Aneesha Bakharia, Australia Ania Bobrowicz, United Kingdom James Braman, United States Farzin Deravi, United Kingdom Carsten Kleiner, Germany Niki Lambropoulos, Greece Soo Ling Lim, United Kingdom Anthony Norcio, United States Portia Pusey, United States Panote Siriariaya, United Kingdom Stefan Stieglitz, Germany Giovanni Vincenti, United States Yuanqiong (Kathy) Wang, United States June Wei, United States Brian Wentz, United States</p>	<h3>Augmented Cognition</h3> <p>Program Chairs: Dylan Schmorrow, USA Cali Fidopiastis, USA</p> <p>Ahmed Abdelkhalek, United States Robert Atkinson, United States Monique Beaudoin, United States John Blitch, United States Alenka Brown, United States Rosario Cannavò, Italy Joseph Cohn, United States Andrew J. Cowell, United States Martha Crosby, United States Wai-Tat Fu, United States Rodolphe Gentili, United States Frederick Gregory, United States Michael W. Hail, United States Monte Hancock, United States Fei Hu, United States Ion Juvina, United States Joe Keebler, United States Philip Mangos, United States Rao Manepalli, United States David Martinez, United States Yvonne R. Masakowski, United States Santosh Mathan, United States Ranjeev Mittu, United States Keith Niall, United States Tatana Olson, United States Debra Patton, United States June Pilcher, United States Robinson Pino, United States Tiffany Poeppelman, United States Victoria Romero, United States Amela Sadagic, United States Anna Skinner, United States Ann Speed, United States Robert Sottilare, United States Peter Walker, United States</p>
<h3>Human Aspects of Information Security, Privacy and Trust</h3> <p>Program Chairs: Theo Tryfonas, United Kingdom Ioannis Askoxylakis, Greece</p> <p>Claudio Agostino Ardagna, Italy Zinaida Benenson, Germany Bryan Cline, United States Sadie Creese, United Kingdom Jorge Cuellar, Germany Marc Dacier, United States Theo Dimitrakos, United Kingdom Steven Furnell, United Kingdom Dieter Gollmann, Germany Jaap-Henk Hoepman, The Netherlands Michael Huth, United Kingdom Kevin Jones, United Kingdom Kaido Kikkas, Estonia Javier Lopez, Spain Steve Marsh, Canada Gregorio Martinez, Spain Emilio Mordini, Italy Yuko Murayama, Japan Masakatsu Nishigaki, Japan Jason Nurse, United Kingdom Aljosa Pasic, Spain Milan Petković, The Netherlands Joachim Posegga, Germany Jean-Jacques Quisquater, Belgium Damien Sauveron, France Fuming Shih, United States George Spanoudakis, United Kingdom Ken Stavinotha, United States Kerry-Lynn Thomson, South Africa João Vilela, Portugal Claire Vishik, United Kingdom Melanie Volkamer, Germany</p>	<h3>HCI in Business</h3> <p>Program Chair: Fiona Fui-Hoon Nah, USA</p> <p>Andreas Auinger, Austria Michel Avital, Denmark Traci Carte, United States Hock Chuan Chan, Singapore Constantinos Coursaris, United States Soussan Djamasbi, United States Brenda Eschenbrenner, United States Nobuyuki Fukawa, United States Khaled Hassanein, Canada Milena Head, Canada Susanna (Shuk Ying) Ho, Australia Jack Zhenhui Jiang, Singapore Jinwoo Kim, Korea Zoonky Lee, Korea Honglei Li, United Kingdom Nicholas Lockwood, United States Eleanor T. Loiacono, United States Mei Lu, United States Scott McCoy, United States Brian Mennecke, United States Robin Poston, United States Lingyun Qiu, P.R. China Rene Riedl, Austria Matti Rossi, Finland April Savoy, United States Shu Schiller, United States Hong Sheng, United States Choon Ling Sia, Hong Kong Chee-Wee Tan, Denmark Chuan Hoo Tan, Hong Kong Noam Tractinsky, Israel Horst Treiblmaier, Austria Virpi Tuunainen, Finland Dezhi Wu, United States I-Chin Wu, Taiwan</p>	<h3>Learning and Collaboration Technologies</h3> <p>Program Chairs: Panayiotis Zaphiris, Cyprus Andri Ioannou, Cyprus</p> <p>Ruthi Aladjem, Israel Abdulaziz Aldaej, United Kingdom John M. Carroll, United States Maka Eradze, Estonia Mikhail Fominykh, Norway Denis Gillet, Switzerland Mustafa Murat Inceoglu, Turkey Pernilla Josefsson, Sweden Marie Joubert, United Kingdom Sauli Kiviranta, Finland Tomaž Klobučar, Slovenia Elena Kyza, Cyprus Maarten de Laat, Netherlands David Lamas, Estonia Edmund Laugasson, Estonia Ana Loureiro, Portugal Katherine Maillet, France Nadia Pantidi, United Kingdom Antigoni Parmaxi, Cyprus Borzoo Pourabdollahian, Italy Janet C. Read, United Kingdom Christophe Reffay, France Nicos Souleles, Cyprus Ana Luísa Torres, Portugal Stefan Trausan-Matu, Romania Aimilia Tzanavari, Cyprus Johnny Yuen, Hong Kong Carmen Zahn, Switzerland</p>	

General Information

Conference Reception

The Conference Reception will take place at 19:45 (right after the Opening Plenary Session) in the **Open Air Space** on Tuesday, 24 June 2014.

All Conference participants and accompanying persons, who carry an HCI International 2014 badge, will be permitted entrance.

Extra Conference Reception Tickets will be available from the Conference Secretariat until Tuesday, 24 June 2014, 17:30 hrs.

Internet Park

PCs with Internet connectivity will be provided in the Internet Park. Participants carrying their own portable equipment can use the available slots provided to connect their equipment or through the available WiFi network. The Internet Park is open during the following hours:

Internet Park Timetable	Location
Sunday, 22 June	
Monday, 23 June	
Tuesday, 24 June	
Wednesday, 25 June	
Thursday, 26 June	
Friday, 27 June	

Awards

For each of the fourteen Affiliated Conferences / Thematic Areas of HCI International 2014 the Best Paper has been selected to receive an award in the form of a plaque and a certificate in a brief ceremony during the Opening Plenary Session. The Best Poster extended abstract will also receive an award.

The top paper among these best papers will receive the Golden Award of HCI International 2014, to be announced and conferred in this ceremony.



Conference location

The HCI International 2014 Conference is hosted at the Creta Maris Beach Resort, located on a long sweeping bay of sandy beach and crystal clear water. Creta Maris, a small village with quaint twisting paths, small piazzas filled with the scents and colors of a wide variety of trees and flowers, is a unique combination of Aegean Architecture, Cretan hospitality, green oriented environment, and high quality services.

Coffee Breaks			
Day/Time	10:00 - 10:30	10:30 - 11:00	15:30 - 16:00
Sunday, 22 June		✓	✓
Monday, 23 June		✓	✓
Tuesday, 24 June		✓	✓
Wednesday, 25 June	✓		✓
Thursday, 26 June	✓		✓
Friday, 27 June	✓		✓

Lunch

A wide range of options are available within Creta Maris for dining.

www.maris.gr/creta/dining-crete-hotel/crete-restaurants.aspx

Participants are kindly asked to make their **own arrangements** for lunch, during the following lunch breaks:

Sunday, 22 June	12:30 - 14:00
Monday, 23 June	12:30 - 14:00
Tuesday, 24 June	12:30 - 14:00
Wednesday, 25 June	12:30 - 13:30
Thursday, 26 June	12:30 - 13:30
Friday, 27 June	12:30 - 13:30

About Crete

Crete, the largest island of Greece, is a cultural crossroad due to its strategic geographical position. It is famous for its history, culture, nature and nutritional habits and it is one of the most popular Greek tourist destinations.

Crete is the place of birth, growth and flourishing of the ancient Minoan civilization, during the bronze age (from around 3000 to 1100 BC), one of the most significant civilizations in Europe and the entire world. The ruins of the palace of Knossos, close to the city of Heraklion, is a major attraction of archaeological interest. According to Greek mythology, it was the capital of King Minos and home of the Labyrinth. Other important palaces are those

of Phaistos, Malia and Zakros. Representative artefacts from all periods of Cretan prehistory and history, covering a chronological span of over 5.500 years from the Neolithic period to Roman times, are housed in the Archeological Museum of Heraklion. The singularly important Minoan collection contains unique examples of Minoan art, many of them true masterpieces. Traces and monuments of its remarkable history, dating from the Bronze Age until today, are visible all over the island.

For more information and relevant videos, please visit the conference website (www.hci2014.org/about-crete)

General Information

Information for Presenters

Paper Presentations

Papers will be allocated approximately 15 minutes for presentation, with an additional 2-3 minutes for questions and answers following each talk. Session Chairs will introduce the speakers and will moderate the discussion.

Each presentation room will be equipped with a laptop computer and a projector for PowerPoint presentations. The available software may also allow for other types of presentations, such as embedded videos.

Hardware specifications of laptops:

- Intel Core2 Duo or better
- 4GB memory or better
- VGA Nvidia Quadro NVS 135M or better
- Sound card

Software available on laptops (all in English language):

- MS Windows 7
- MS Office 2007 or newer
- MS Internet Explorer
- MS Windows Media Player
- Adobe Acrobat Reader

Laptops will have a USB port accepting USB memory devices.

Presenters who wish to run specialized software need to bring their own laptop. Prior to their session, they should inform the session chair and test that their computer works with the projector in the room.

MAC computers are also acceptable. MAC users must bring their own adapter to connect to the VGA cable or their own cable.

Wireless internet connection will be available in the presentation rooms.

Poster Presentations

The poster area will be located together with the Exhibition area at the **ZEUS Hall**.

Posters & Exhibition Timetable	
Wednesday, 25 June	07:00 - 10:00 (SET-UP) 10:00 - 17:00
Thursday, 26 June	09:00 - 17:00
Friday, 27 June	09:00 - 16:30 16:30 - 18:30 (REMOVAL)

The posters will be mounted on poster boards (one poster per board - with portrait orientation) with blue tag or double sided tape (NO push pins) which will be available on site.

Presenters can mount multiple single sheets of paper, larger posters, pictures, or any printed materials on the boards.

Authors of posters are kindly asked to make themselves available during the days of the Conference to present their work and answer questions about their poster to Conference participants. It is up to the presenters to arrange the date(s) and time(s) they will be available. They may wish to indicate on the poster board when they will be available to provide brief presentations and answer questions about their poster to Conference participants.

Display Boards and Tables

Display boards and tables are available at the Secretariat room next to ZEUS Hall for:

- participants who wish to share or distribute promotional material
- announcements of the Conference Organizers

Smoking Policy

HCI International 2014 is a smoke-free Conference. There are easily accessible outdoor areas at the Convention Center where smoking is permitted.

Mobile Phone Courtesy

HCI International 2014 requests that all mobile phones, pagers and other equipment with audible alarms be turned off in all sessions as a courtesy to the presenters and to the other attendees.

HCI International NEWS

HCI International News is a newsletter about Human - Computer Interaction topics, the HCI International Conference series, and more. The HCI International News is distributed through a mailing list and is also available on-line at: www.hci-international.org

Subscribe to HCI International News:

<http://lists.hci-international.org/mailman/listinfo/hciinternational>



or scan the QR-Code
on the left



The poster boards size is:

- Width: 100 cm
- Height: 250 cm

While the usable area (in green lines) size is:

- Width: 95 cm
- Height: 178 cm

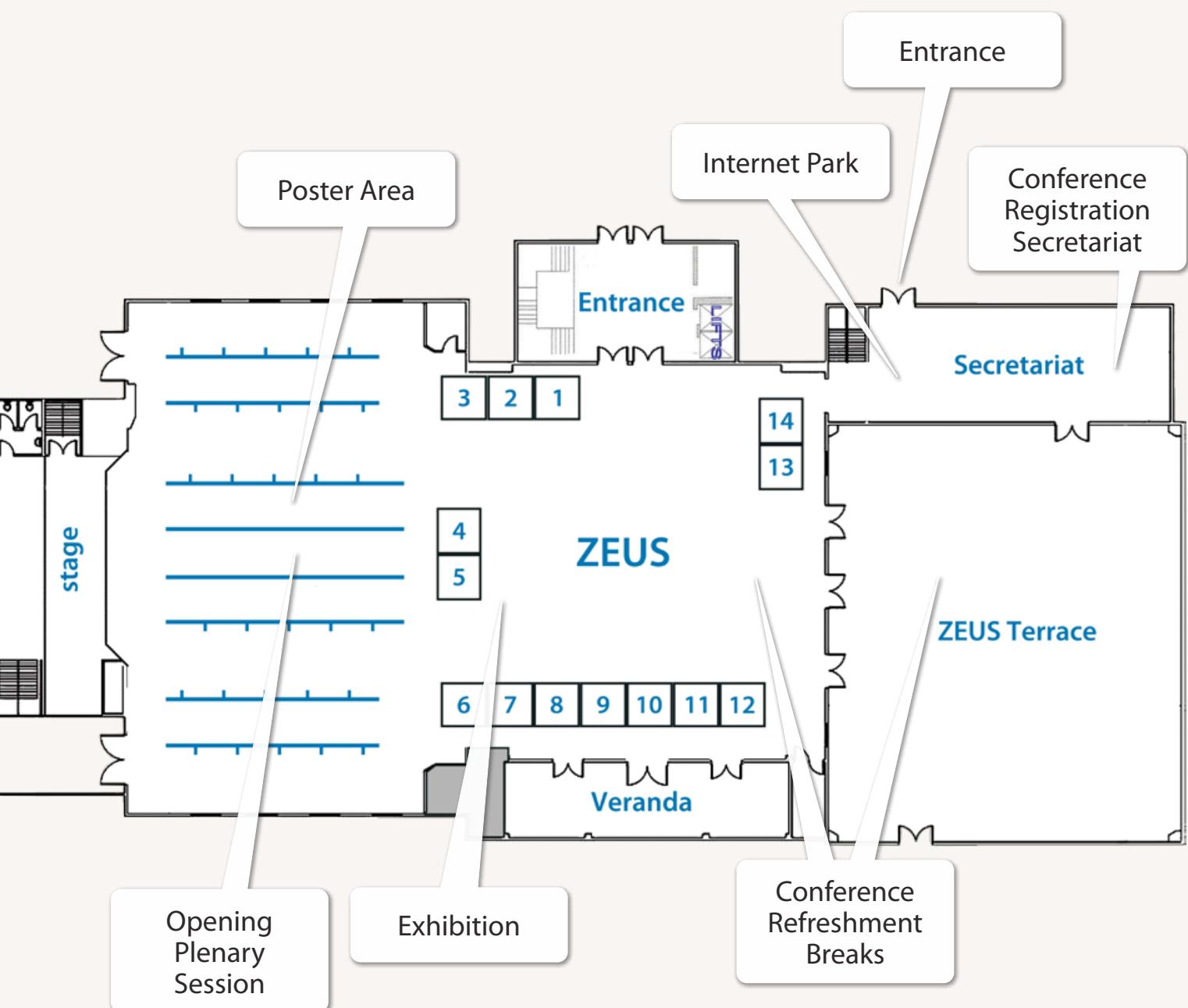
Conference Exhibition Plan

The Exhibition of HCI International 2014 is hosted in the **ZEUS Hall** of the Creta Maris Conference Center

**Entrance to the Exhibition
is free
for all Conference participants**

Timetable		
Display set-up	Wednesday, 25 June	07:00 - 10:00
Opening Hours	Wednesday, 25 June Thursday, 26 June Friday, 26 July	10:00 - 17:00 09:00 - 17:00 09:00 - 16:30
Display dismantle	Friday, 27 June	16:30 - 18:30

Creta Maris Conference Center



List of Exhibitors

Booth 14	SantosHuman, Inc  SANTOSHUMAN www.santoshumaninc.com	Brain Products  BRAIN PRODUCTS Solutions for neurophysiological research www.brainproducts.com
Booth 12	g.tec Guger Technologies OG  GUGER TECHNOLOGIES www.gtec.at	Interactive Minds GmbH  interactive minds EYE TRACKING SOLUTIONS www.interactive-minds.com
Booth 9	Smart Eye AB  www.smarteye.se	BIOPAC Systems, Inc.  BIOPAC [®] Systems, Inc. www.biopac.com
Booth 1-2-3	Springer  Springer www.springer.com	Noldus Information Technology B.V.  www.noldus.com
Booth 6	Prosperity4All  www.raisingthefloor.org/prosperity4all	Tobii Technology  www.tobii.com
	CRC Press / Taylor & Francis  CRC Press Taylor & Francis Group Visit the CRC Press VIRTUAL BOOTH http://crcpress.com/go/HCI2014	Ergoneers Group  www.ergoneers.com/en/
Booth 4	ICS-FORTH  FORTH Institute of Computer Science www.ics.forth.gr	HCI International Conference  www.hci-international.org

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7	LNCS 8516	Universal Access in Human-Computer Interaction: Design for All and Accessibility Practice (Part IV)	C. Stephanidis; M. Antona	978-3-319-07508-2	€ 80,00
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11	LNCS 8520	Design, User Experience, and Usability: User Experience Design Practice (Part IV)	A. Marcus	978-3-319-07637-9	€ 72,00
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17	LNCS 8526	Virtual, Augmented and Mixed Reality: Designing and Developing Augmented and Virtual Environments (Part II)	R. Shumaker; S. Lackey	978-3-319-07463-4	€ 64,00
18	LNCS 8527	HCI in Business	F. Fui-Hoon Nah	978-3-319-07292-0	€ 96,00
19	LNCS 8528	Cross-Cultural Design	P.L.P. Rau	978-3-319-07307-1	€ 96,00
20	LNCS 8529	Digital Human Modeling and applications in Health, Safety, Ergonomics and Risk Management	V. Duffy	978-3-319-07724-6	€ 80,00
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22	LNCS 8531	Social Computing and Social Media	G. Meiselwitz	978-3-319-07631-7	€ 80,00
23	LNAI 8532	Engineering Psychology and Cognitive Ergonomics	D. Harris	978-3-319-07514-3	€ 72,00
24	LNCS 8533	Human Aspects of Information Security, Privacy, and Trust	T. Tryfonas; I. Askoxylakis	978-3-319-07619-5	€ 64,00
25	LNAI 8534	Foundations of Augmented Cognition: Advancing Human Performance and Decision-Making through Adaptive Systems	D.D. Schmorow; C.M. Fidopiastis	978-3-319-07526-6	€ 56,00
26	CCIS 434	HCI International 2014 - Posters' Extended Abstracts, Part I	C. Stephanidis	978-3-319-07856-4	€ 90,00
27	CCIS 435	HCI International 2014 - Posters' Extended Abstracts, Part II	C. Stephanidis	978-3-319-07853-3	€ 90,00

Tutorials

Sunday, 22 June 2014			
		Room	Time
T 01	Introduction to Web Survey Design and Testing Jennifer Romano Bergstrom	EUROPA	09:00-12:30
T 02	Mobile User-Experience Design Trends Aaron Marcus	DANAE	09:00-12:30
T 03	Whole Body Interaction (WBI) design Vangelis Lympouridis, Xin Wei Sha, Adrian Freed, John MacCallum, Kurosh Valanejad	ATHENA	09:00-12:30
T 04	Indoor Home Activity Monitoring using Kinect Dipti Prasad Mukherjee, Tanushyam Chattopadhyay, Kingshuk Chakravarty	ATHENA	14:00-17:30
T 05	Cross-Cultural User-Experience Design for Work, Home, Play, and on the Way Aaron Marcus	DANAE	14:00-17:30
T 06	Designing for Universal Access in real-world contexts Simon Keates	EUROPA	14:00-17:30
T 07	Research Driven Think-Aloud Protocols in Usability Testing Erica Olmsted-Hawala	ARTEMIS	14:00-17:30

Morning

Afternoon

Monday, 23 June 2014			
		Room	Time
T 08	Adaptive Tutoring for Self-Regulated Learning: A tutorial on tutoring systems Robert Sottilare, Anne Sinatra	ARTEMIS	09:00-17:30
T 09	Mobile Persuasion Design Aaron Marcus	DANAE	09:00-12:30
T 10	Human Aspects of Security: Creating Culture and Taming Technology Steven Furnell	EUROPA	09:00-12:30
T 12	HCI Design for Immersive Systems and 3D Environments Amy Banic, Bill Sherman	ATHENA	09:00-12:30
T 13	Computational Affective Modeling and Affective User Modeling Eva Hudlicka	DANAE	14:00-17:30
T 14	User Interface Design and Adaptation for Multi-Device Environments Fabio Paternó	EUROPA	14:00-17:30
T 15	Research Methods for Eye Tracking in User Experience Design Andrew Schall, Jennifer Romano Bergstrom	ATHENA	14:00-17:30

Full-day

Morning

Afternoon

Tuesday, 24 June 2014			
		Room	Time
T 16	The Past 100 Year of the Future: CHI/HCI/UX in Sci-Fi Movies and Television Aaron Marcus	DANAE	09:00-12:30
T 17	Qualitative Research Methods for Interaction Design Panos Markopoulos	ATHENA	09:00-12:30
T 18	Structuring user interfaces Martin Maguire	EUROPA	09:00-12:30
T 19	Brain Computer Interface Günter Edlinger, Max Bruckner	ARTEMIS	09:00-12:30
T 20	Augmented Cognition: Achieving Human Computer Symbiosis with 21st century Human Factors Tools Dylan Schmorow	DANAE	14:00-17:30
T 22	Mobile User Experience Design and how it differs from Desktop Design Everett McKay	ATHENA	14:00-17:30
T 23	Harvesting crowdsourcing for user & design research Javed Vassilis Khan	ARTEMIS	14:00-17:30

Morning

Afternoon

For detailed descriptions visit: www.hci2014.org/tutorials

or scan the
QR-Code



Parallel Sessions Overview

Wednesday, 25 June 2014

Morning

	08:00 – 10:00 (page 20 - 25)	10:30 – 12:30 (page 26 - 31)
Thematic Area	Session code Session Title	Session code Session Title
HCI	S001 Novel realities S002 HCI for Health	S022 Human Factors in Assistive Technologies - I S023 Gesture-based Interaction
HIMI	S003 Relationality Design and Relationality-oriented Systems Design - I	S024 Developer, designer and user characteristics S025 Design Information Usage S026 Visualization methods and techniques - I
EPCE	S004 Vision and cognition - I	
UAHCI	S005 Using Eye Tracking to Measure the User Experience S006 Web and Mobile Applications for Human-Computer Interaction	S027 Multimodal interaction with assistive robots S028 HCI in Support of the Age of Learning - I S029 Human, Computer and Environment - I S030 GPII-1) The Global Public Inclusive Infrastructure and Major International Consortia Projects Building It S031 Development methods and tools for Universal Access
VAMR	S007 Emerging Trends in Virtual, Mixed, and Augmented Reality	S032 Well-Being, Rehabilitation, and Healthcare: Serious Games, Alternative Realities, and Play Therapy
CCD	S008 From Adaptive Design to Adaptive City - I	S033 Device, Interaction Experience, and Culture
SCSM	S009 Media and Society	
AC		S034 Theoretical Developments in Human Cognition
DHM	S010 PANEL - Future Directions and Visions for DHM	S035 Utilizing Traditional Wisdom and Technologies in Industry - I
DUXU	S011 Web and mobile user experience S012 Engaging Technology for Sustainable Behavior S013 User-Experience is the key for successful customer-experience S014 Interacting with Novel Ecosystems S015 Designing for Diversity: Design and Evaluation of Innovative User Interfaces for Diverse User Groups S016 Rural Areas in Developing Countries and DUXU - I	S036 Cross-cultural Design Analysis S037 Information Design and User Experience - I
DAPI	S017 Gesture-based interaction in Ambient Intelligence	S038 Prototyping Ubicomp Environments
HAS	S018 Information Security Culture	S039 Emerging threats, interactive systems and operational cyber security
HCIB	S019 HCI in MIS	S040 HCI Studies in Management Information Systems - I
LCT	S020 Immersive New Worlds: Web 3.0 Emerging Architectures for Collaborative eLearning Communities - I S021 Student-centered computing: Technological innovations to improve the motivation and 3D spatial skills of the students - I	S041 Computer Assisted Language Learning - I S042 Immersive New Worlds: Web 3.0 Emerging Architectures for Collaborative eLearning Communities - II

HCI Human-Computer Interaction • **HIMI** Human Interface and the Management of Information

EPCE Engineering Psychology and Cognitive Ergonomics • **UAHCI** Engineering Psychology and Cognitive Ergonomics

VAMR Virtual, Augmented and Mixed Reality • **CCD** Cross-Cultural Design • **SCSM** Social Computing and Social Media

Sessions DAY 1

Wednesday, 25 June 2014

Afternoon

	13:30 – 15:30 (page 32 - 37)	16:00 – 18:00 (page 38 - 43)		
Thematic Area	session code	Session Title	session code	Session Title
HCI		<p>S043 New Aspects of Interaction for Organizational Collaboration and User Experience Enhancement</p> <p>S044 Interacting with Cultural Heritage</p>		<p>S064 Advances in HCI Education</p> <p>S065 Living Among Screens</p> <p>S066 Psychological issues in HCI</p> <p>S067 Human Factors in Assistive Technologies - II</p>
HIMI		<p>S045 Interacting with knowledge flows</p> <p>S046 Visualization methods and techniques - II</p> <p>S047 Relationality Design and Relationality-oriented Systems Design - II</p>		<p>S068 Information and Collaboration</p> <p>S069 Information Search</p>
EPCE		<p>S048 Vision and cognition - II</p>		<p>S070 Resilient Traffic Management by Human-Automation Collaboration</p>
UAHCI		<p>S049 Human, Computer and Environment - II</p> <p>S050 GPII-2) "Auto-Personalization from Preferences"</p> <p>S051 Intelligent Assistive Environments</p> <p>S052 HCI in Support of the Age of Learning - II</p>		<p>S071 Haptics for Assistive and Rehabilitative Technologies</p> <p>S072 GPII-3) International Federated DataBases and Search Advances for Assistive Technologies and Access Features in Mainstream Products</p> <p>S073 HCI in daily life activities and participation</p>
VAMR		<p>S053 Alternative AR/MR</p>		<p>S074 Visualization Techniques for Agent Transparency</p>
CCD		<p>S054 From Adaptive Design to Adaptive City - II</p>		<p>S075 Methodology of User Study in Emerging Scenarios, Applications and Devices</p>
SCSM		<p>S055 Enterprise Social Media</p>		
AC				
DHM		<p>S056 Utilizing Traditional Wisdom and Technologies in Industry - II</p>		<p>S076 Human Modelling, Ergonomics and Design</p>
DUXU		<p>S057 Designing and Measuring the User Experience</p> <p>S058 Interaction Design in Ergonomics - I</p> <p>S059 Experience Design for Behavior Change</p> <p>S060 Rural Areas in Developing Countries and DUXU - II</p>		<p>S077 Globalization/Localization of DUXU</p> <p>S078 Methods and tools supporting user experience design</p> <p>S079 Information Management for Emergency, Safety, and Transport</p> <p>S080 Information Design and User Experience - II</p>
DAPI		<p>S061 Pervasive and Civic Computing</p>		<p>S081 3D Interaction for Ubiquitous Virtual Reality</p>
HAS				
HCIB		<p>S062 Strategic Social Media & Usability</p>		<p>S082 Marketing and advertising</p>
LCT		<p>S063 Student-centered computing: Technological innovations to improve the motivation and 3D spatial skills of the students - II</p>		<p>S083 Employing digital technologies to enhance student reflection</p> <p>S084 Computer Assisted Language Learning - II</p>

AC Augmented Cognition • **DHM** Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management

DUXU Design, User Experience and Usability • **DAPI** Distributed, Ambient and Pervasive Interactions

HAS Human Aspects of Information Security, Privacy and Trust • **HCIB** HCI in Business • **LCT** Learning and Collaboration Technologies

Parallel Sessions Overview

Thursday, 26 June 2014

Morning

	08:00 – 10:00 (page 44 - 48)	10:30 – 12:30 (page 49 - 53)		
Thematic Area	session code	Session Title	session code	Session Title
HCI	S085 Augmented Sports S086 Interaction, assistive technologies and assisted living S087 Modeling Interactive Systems: Design Approaches, Patterns, Tools		S105 Experience Engineering S106 Interacting with games and entertainment S107 Haptic and tangible UIs	
HIMI	S088 Embodied Interaction and Communication S089 Information in Transport		S108 Human-centered Information Systems, Services and Applications - I S109 Advanced Applications	
EPCE	S090 Human Factors and Aviation Safety			
UAHCI	S091 HCI-based Affective/Blended/Inclusive-Learning: Trends, Models and Applications S092 Ergonomics in Architecture - I S093 HCI for Age Diversity		S110 Ergonomics in Architecture - II S111 GPII-4) Implementations of the GPII with Assistive Technologies and Mainstream Products and Environments	
VAMR	S094 Virtual, Augmented and Mixed Reality in Education		S112 VAMR in Naval Architecture, Marine & Ocean Engineering: Current Status & Prospects S113 Interactive Technologies for Virtual and Augmented Reality	
CCD	S095 User diversity and its impact on design and use of technology S096 International E-commerce - I		S114 Cyber Security and Usability	
SCSM	S097 Health on-line		S115 Self and emotions	
AC			S116 Research to Practice: Adaptive Technologies and Approaches to Performance Improvement	
DHM	S098 Innovative HealthCare Services and Technologies		S117 Healthcare applications and services	
DUXU	S099 Semiotics, Ideology, Persuasion S100 Heuristic Evaluation S101 Rural Areas in Developing Countries and DUXU - III		S118 Wearable tangible interfaces S119 Interacting with Information and Narratives S120 User Experience and Perception of Visual Information	
DAPI			S121 Experience design in pervasive environments - I	
HAS	S102 Foundations, Tools, and New Concepts in Trusted Computing			
HCIB	S103 HCI Studies in Management Information Systems - II		S122 Human Computer Interaction in Social Commerce and Innovation	
LCT	S104 Innovative Solutions for Technology-Rich Interactive Learning Environments in Higher Education		S123 Dissecting User Experience (UX) when Users Objective is to Learn S124 Digital literacy	

HCI Human-Computer Interaction • **HIMI** Human Interface and the Management of Information

EPCE Engineering Psychology and Cognitive Ergonomics • **UAHCI** Engineering Psychology and Cognitive Ergonomics

VAMR Virtual, Augmented and Mixed Reality • **CCD** Cross-Cultural Design • **SCSM** Social Computing and Social Media

Sessions DAY 2

Thursday, 26 June 2014

Afternoon

	13:30 – 15:30 (page 54 - 58)	16:00 – 18:00 (page 59 - 63)		
Thematic Area	session code	Session Title	session code	Session Title
HCI	S125 S126 S127	Socio-cultural Aspects in Monolingual and Multilingual Human-Computer Interaction Customer Relationship Management: buildingblocks, functionality and performance Adaptive UIs	S145 S146 S147	In Vehicle Assistance Systems: Standalone to Social Human-Computer Interaction in Public Transport Human identification and tracking
HIMI	S128 S129	Service-oriented Interactions Human-centered Information Systems, Services and Applications - II	S148	Learning by Building Enhanced by ICT
EPCE	S130	Inherent Human-Machine Connection via Harmonized Interactivity	S149	Psychophysiological Measures of Affective States in Human Computer Interaction
UAHCI	S131 S132 S133	Designing for Universal Access GPII-5) Next Generation Accessibility Ecosystem Components Senior Cloud for Active Aging	S150 S151 S152 S153 S154	Learning and Education Accessibility User Modeling for Accessibility (UM4A) Design Access in ergonomics and interaction Tools and Methodologies to support e-learning experience and effectiveness GPII-6) Developer Tools, Components, and Frameworks for faster and lower-cost development of Access and Accessible products and services
VAMR	S134	Novel imaging, displaying and tracking techniques		
CCD	S135	International E-commerce - II	S155	User-Centered Design Perspective in Education and E-learning
SCSM			S156	Designing, developing and analysing social communities
AC			S157	Ubiquitous Augmented Cognition
DHM	S136	Back to the Future of Human Systems Integration: from Human Factors to Co-simulation	S158	Applications in Medicine, Surgery and Rehabilitation
DUXU	S137 S138 S139	Design, Ergonomics, and Usability - I Design for Innovation Interface Design Methods for novel Interactive Systems	S159 S160 S161 S162	Designing Interfaces for User Groups with Challenging Needs Studying Everyday Activities and Experiences with Mobile Devices Design, Ergonomics, and Usability - II Interaction Design in Ergonomics - II
DAPI	S140	Experience design in pervasive environments - II		
HAS	S141	Smart devices, mobile and wireless security		
HCIB	S142 S143	HCI Studies in Management Information Systems - III Usability evaluations of health information systems	S163	Optimize IT Experience for Users in Large Enterprises and Small Businesses
LCT	S144	Re-conceptualizing the e-textbook (technologies, applications, scenarios, models, theories)	S164	User Centered Trust

AC Augmented Cognition • **DHM** Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management

DUXU Design, User Experience and Usability • **DAPI** Distributed, Ambient and Pervasive Interactions

HAS Human Aspects of Information Security, Privacy and Trust • **HCIB** HCI in Business • **LCT** Learning and Collaboration Technologies

Parallel Sessions Overview

Friday, 27 June 2014

Morning

	08:00 – 10:00 (page 64 - 68)	10:30 – 12:30 (page 69 - 73)
Thematic Area	session code Session Title	session code Session Title
HCI	<p>S165 Human Aspects of Enterprise Information Systems</p> <p>S166 Modelling and Interacting with Multimodal and Multicultural Agents (MIMMA)</p> <p>S167 Intelligence at the interface</p>	<p>S185 Emotions in HCI</p> <p>S186 User Studies</p>
HIMI	<p>S168 User-oriented technologies and services</p> <p>S169 Learning Services</p>	<p>S187 Management of Information for Decisions</p>
EPCE		<p>S188 Human-Centered Design of Life-Critical Systems</p>
UAHCI	<p>S170 elnclusion - systematic reviews of results, outcomes, impacts</p> <p>S171 Ludic Engagement Designs for All (LEDA) - I</p> <p>S172 Brightening Life Style up with Technologies</p> <p>S173 Adaptability & Lifelong Engagement with Culture through new Interaction Modalities</p> <p>S174 Inclusive Interface design, and Design for Interactions in Healthcare, Automotive, Aerospace and Disaster management</p>	<p>S189 Experiencing Control and Agency in Brain-Computer Interfacing</p> <p>S190 Natural and/or Artificial Environments in Typical and Autistic Children</p> <p>S191 Non visual interaction</p> <p>S192 Ludic Engagement Designs for All (LEDA) - II</p>
VAMR	<p>S175 VAMR learning environments</p>	<p>S193 User experience in VAMR</p>
CCD	<p>S176 The Cross-cultural Research of Product Service System Design based on brand experience - I</p>	<p>S194 Ergonomic Issues in Product, Environment and System Design</p>
SCSM	<p>S177 Close Encounters of the Third Kind: Self, Others and Relational Communication in Cyberspace</p>	
AC	<p>S178 Modeling the Neurodynamic Rhythms and Synchronies of Teams</p>	<p>S195 Augmented cognition for special user populations</p>
DHM	<p>S179 Upper Extremity Modeling and Health</p>	<p>S196 Human Modeling for Quality Care</p>
DUXU	<p>S180 Emotional aspects of professional software – Research on gaming, coolness, and attractiveness</p> <p>S181 Design, Ergonomics, and Usability - III</p>	<p>S197 Novel Wearable Interfaces: Beauty Technology</p> <p>S198 Digital Aesthetics – Taking Inventory</p> <p>S199 Novel user experience design methods and tools</p>
DAPI	<p>S182 Sociable Smart Cities - Rethinking our future</p>	<p>S200 Supporting Human Activities</p>
HAS	<p>S183 Privacy issues</p>	<p>S201 Authentication</p>
HCIB		<p>S202 Mining on Big Data for Interactive Information Retrieval and Decision Support</p>
LCT	<p>S184 Digital Literacies - competences for collaboration and knowledge sharing</p>	<p>S203 Recommendations Systems and Innovative Algorithms for Education</p> <p>S204 Supporting teaching</p>

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VAMR Virtual, Augmented and Mixed Reality • **CCD** Cross-Cultural Design • **SCSM** Social Computing and Social Media

Sessions DAY 3

Friday, 27 June 2014

Afternoon

	13:30 – 15:30 (page 74 - 78)	16:00 – 18:00 (page 79 - 83)		
Thematic Area	session code	Session Title	session code	Session Title
HCI	S205 Gesture, face and activity recognition S206 Novel approaches to design S207 Interacting on Planet Hearth		S225 Multi-touch user interfaces S226 UI development methods, tools and frameworks	
HIMI	S208 New perspective of interface designing process and its evaluation		S227 Digital Museum	
EPCE	S209 Memory, Learning and Forgetting		S228 Automating, communicating, workload and risk: implications for safety	
UAHCI	S210 Improving efficiency and effectiveness of health care system through linking providers and consumers S211 Universal Access: The Forum of research disciplines, sciences, engineering, applications and user perspectives S212 Quality of life & well-being in Socio-Technological ecosystems		S229 Accessibility of Documents S230 Quantified Self and Personal Informatics S231 Designing for inclusion and well-being S232 Advanced Technologies for the Elderly	
VAMR	S213 Interacting and navigating in VAMR environments S214 Advanced VAMR Applications		S233 VR Applications in health, medicine and sport	
CCD	S215 The Cross-cultural Research of Product Service System Design based on brand experience - II		S234 Cultural Creativity in Product Design S235 Design for Future Urban Sustainability and Social Innovation	
SCSM	S216 Online Community, Social Computing and Higher Education		S236 Life on-line	
AC	S217 Advances in Adaptive Learning and Training Technologies		S237 Cognitive Performance and Decision Making Systems for 21st Century Military Tasking	
DHM	S218 Emergency and Safety		S238 Cognitive modelling and performance	
DUXU	S219 Design Thinking and Design, User Experience and Usability (DUXU) S220 SCI-FI and DUXU: Film as the Future Information System S221 Games and gamification design S222 Gesture and touch-based user experience S223 Design, Ergonomics, and Usability - IV		S239 Design Research in Practice S240 User experience and usability studies	
DAPI			S241 Interacting with everyday objects	
HAS				
HCIB	S224 Shopping experience		S242 Games, gamification and participation	
LCT			S243 Designing and evaluating learning environments S244 Learners' behaviour and engagement	

AC Augmented Cognition • **DHM** Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management

DUXU Design, User Experience and Usability • **DAPI** Distributed, Ambient and Pervasive Interactions

HAS Human Aspects of Information Security, Privacy and Trust • **HCIB** HCI in Business • **LCT** Learning and Collaboration Technologies



HCI S001	S002	HIMI S003	EPCE S004
Human-Computer Interaction <p>Novel realities Room: MINOS East Chair(s): Shu Matsuura.</p> <p>SyncBox - Synchronizer and Interface for High-Speed Macro Photography Krzysztof Szklanny, Armand Stańczak, Paweł Wojtków, Sergio Cosentino, Alicja Wiczorkowska.</p> <p>Robotic Border Crosser TNG - Creating an Interactive Mixed Reality Anke Tallig.</p> <p>Fighting Technology Dumb Down: Our Cognitive Capacity for Effortful AR Navigation Tools James Wen, Agnes Deneka, William S. Helton, Andreas Dünser, Mark Billinghurst.</p> <p>Effectiveness of Virtual Hands in 3D Learning Material Tetsufumi Mikami, Shu Matsuura.</p> <p>Body Image and Body Schema: Interaction Design For and Through Embodied Cognition Ozgun EYLUL OEI Iscen, Diane Gromala, Maryam Mobini.</p> <p>A Virtual Handwriting Tablet Based on Pen Shadow Cues Chin-Shyurng Fahn, Bo-Yuan Su, Meng-Luen Wu.</p> <p>The Formulation and Visualization of 3D Avatar Design, Including Three Basic Theoretical Elements: Aesthetic, User Experience and Psychology Thomas Photiadis, Panayiotis Zaphiris.</p>	<p>HCI for Health Room: MINOS South Chair(s): Jennifer Murray.</p> <p>A Multi-disciplinary Approach in the Development of a Stroke Rehabilitation Tool Marie Sjölander, Maria Ehn, Inga-Lill Boman, Mia Folke, Pär Hansson, Disa Sommerfeld, Stina Nylander, Jorgen Borg.</p> <p>Understanding the Interaction Support for Mobile Work in an Emergency Room Sergio F. Ochoa, Alvaro Monares, Nicolas Ochoa, Ramón Hervás, Jose Bravo.</p> <p>Estimation of Emotion by Electroencephalography for Music Therapy Kensyo Kinugasa, Hiroki Yoshimura, Maiya Hori, Satoru Kishida, Yoshio Iwai.</p> <p>Can a Theory-Informed Interactive Animation Increase Intentions to Engage in Physical Activity in Young People with Asthma? Jennifer Murray, Brian Williams, Gaylor Hoskins, Silje Skar, John McGhee, Dylan Gauld, Gordon Brown, Shaun Treweek, Falko Sniehotta, Linda Cameron, Aziz Sheikh, Suzanne Hagen.</p> <p>Design Implications to Systems Supporting Informal Caregivers' Daily Life Susanne Schinkinger, Hilda Tellioğlu.</p> <p>A Wireless Wearable Computer Platform for Healthcare Monitoring George Stylios, Liang Luo.</p>	<p>Human Interface and the Management of Information</p> <p>Relationality Design and Relationality-oriented Systems Design - I Room: 7 Chair(s): Katsunori Shimohara.</p> <p>Does ICT Promote The Private Provision Of Local Public Goods? Yurika Shiozu, Koya Kimura, Katsuhiko Yonezaki, Katsunori Shimohara.</p> <p>Concepts and Applications of Human-dependent Robots Youssef Khaoula, Naoki Ohshima, Ravindra De Silva, Michio Okada.</p> <p>Developing an Education Material for Robot Literacy Hidetsugu Suto, Makiba Sakamoto.</p> <p>Effects of Peer Pressure on Laughter Mamiko Sakata, Noriko Suzuki.</p> <p>Visualizing Mental Learning Processes with Invisible Mazes for Continuous Learning Tomohiro Yamaguchi, Kouki Takemori, Keiki Takadama.</p> <p>Polyhedron Network Model to Describe Creative Processes Tetsuya Maeshiro, Midori Maeshiro.</p>	<p>Engineering Psychology and Cognitive Ergonomics</p> <p>Vision and cognition - I Room: 3 Chair(s): Dennis J Folds.</p> <p>The Time Course of Selective Consolidation on Visual Working Memory Haifeng Li, Yanan Chen, Kan Zhang.</p> <p>Different Roles of Foveal and Extrafoveal Vision in Ensemble Representation for Facial Expressions Luyan Ji, Wenfeng Chen, Xiaolan Fu.</p> <p>Analysis of Visual Performance During the Use of Mobile Devices While Walking Jessica Conradi, Thomas Alexander.</p> <p>Predicting Eyes' Fixations in Movie Videos: Visual Saliency Experiments on a New Eye-Tracking Database Petros Koutras, Athanasios Katsamanis, Petros Maragos.</p> <p>Dynamic Perceptual Objects Dennis J Folds, Stuart Michelson.</p> <p>Misperception Model-based Analytic Method of Visual Interface Design Factors Xiaoli Wu, Chengqi Xue, Zhou Feng.</p>



UAHCI S005	S006	VAMR S007	CCD S008
Using Eye Tracking to Measure the User Experience <i>Room: MINOS North</i> Chair(s): Jennifer Romano Bergstrom.	Web and Mobile Applications for Human-Computer Interaction <i>Room: 8</i> Chair(s): João Rodrigues, Pedro Cardoso.	Emerging Trends in Virtual, Mixed, and Augmented Reality <i>Room: 2</i> Chair(s): Daniel J Barber.	From Adaptive Design to Adaptive City - I <i>Room: 1</i> Chair(s): Rung Tai Lin, Ching Chiuan Yen.
Practical Eye Tracking of the Ecommerce Website User Experience Wilkey Wong, Mike Bartels, Nina Chrobot.	Augmented Reality Tools and Learning Practice in Mobile-Learning Mauro Figueiredo, José Gomes, Cristina Gomes, João Lopes.	Good Enough Yet? A Preliminary Evaluation of Human-Surrogate Interaction Julian Abich IV, Lauren Reinerman-Jones, Gerald Matthews, Gregory F. Welch, Stephanie Lackey, Charles E. Hughes, Arjun Nagendran.	From Adaptive Design to Adaptive City-Design in Motion for Taipei City Rung Tai Lin, Ching Chiuan Yen, Robert RCC Chen.
Preserving Privacy - More Than Reading a Message Susanne M Furman, Mary F Theofanous.	A Computer Vision Based Web Application for Tracking Soccer Players João Rodrigues, Pedro Cardoso, Tiago Vilas, Bruno Silva, Pedro Rodrigues, Antonio Belguinha, Carlos Gomes.	Robot Behavior for Enhanced Human Performance and Workload Grace Teo, Lauren Reinerman-Jones.	Designing Cloud Computing into Taipei City: A Pilot Study of the Service Design from Taipei Clouds Jui-Ping Ma, Rung Tai Lin, Stanley Wei.
Does Web Design Matter? Examining Older Adults' Attention to Cognitive and Affective Illustrations on Cancer-Related Websites Through Eye Tracking Nadine Bol, Jennifer Romano Bergstrom, Ellen Smets, Eugene Loos, Jonathan Strohl, Julia C.M. Van Weert.	LifeSpeeder - A Web and Mobile Platform for Events Location Pedro Cardoso, Janio Monteiro, José Santos, Natalia Baeza, Sergio Tarazona.	Development of a Squad Level Vocabulary for Human-Robot Interaction Daniel J Barber, Ryan Wohleber, Avonie Parchment, Florian Jentsch, Linda Elliott.	Designing "Fashion" into Uniform for Taipei City Public Cleaner Team Chiui Hsu, An-Feng Zhang, Robert RCC Chen.
Eye Tracking Insights into Effective Navigation Design Andrew Schall.	Reassuring the Elderly Regarding the Use of Mobile Devices for Mobility António Cunha, Paula Trigueiros, Tiago Lemos.	Recommended Considerations for Human-Robot Interaction Communication Requirements Stephanie Lackey, Daniel J Barber, Sushunova G Martinez.	Designing "Friendly" into Public Bicycle for Taipei City Yu-Hsuan Lin, Yen-Yu Kang.
Answers for Self and Proxy—Using Eye Tracking to Uncover Respondent Burden and Usability Issues in Online Questionnaires Erica Olmsted-Hawala, Temika Holland, Elizabeth Nichols.	Towards Mobile Accessibility for Older People: A User Centered Evaluation José Manuel Díaz-Bossini, Lourdes Moreno, Paloma Martinez.	Towards an Interaction Concept for Efficient Control of Cyber-physical Systems Ingo Keller, Anke Lehmann, Martin Franke, Thomas Schlegel.	Designing "Female Prospect" into Public Space for Taipei City Yi-Tsu Peng, Yu-Di Huang, Jun-Liang Chen, Chuck Chen.
Cultural Divergence in Website Interaction Spanish Vs. English Nicholas J Iuliucci, Ania Rodriguez.	A User Test with Accessible Video Player Looking for User Experience Johana M. Rosas Villena, Rudinei Goularte, Renata Fortes.	Combining Multi-Sensory Stimuli in Virtual Worlds - A Progress Report Julia Frohlich, Ipke Wachsmuth.	Designing "Taipei City" as a World Design Capital Jun-Liang Chen, Yu-Ju Lin, Stanley Wei, Yen-Yu Kang.
Eye Tracking on a Paper Survey: Implications for Design Lauren Walton, Jennifer Romano Bergstrom, David Charles Hawkins, Christine Pierce.	Tests with Blind Programmers using AWMo: an Accessible Web Modeling Tool Filipe Del Nero Grillo, Renata Fortes.	Multimodal Interfaces and Sensory Fusion in VR for Social Interactions Esubalew Bekele, Joshua W Wade, Dayi Bian, Lian Zhang, Zhi Zheng, Amy Swanson, Medha Sarkar, Zachary Warren, Nilanjan Sarkar.	



SCSM S009	DHM S010	DUXU S011	S012
Media and Society <i>Room: 9</i> Chair(s): Frank A Biocca.	PANEL - Future Directions and Visions for DHM <i>Room: 10</i> Chair(s): Tim Marler.	Web and mobile user experience <i>Room: DANAЕ</i> Chair(s): Paula da Cruz Landim, Amilcar Meneses Viveros.	Engaging Technology for Sustainable Behavior <i>Room: EUROPA</i> Chair(s): Beth Karlin.
On the Design of Trustworthy Compute Frameworks for Self-Organizing Digital Institutions Thomas Hardjono, Patrick Deegan, John Henry Clippinger.	Digital Human Modeling: Where do we go from here? Norm Badler. Human-Centered Design: The Future of DHM Integration and Collaboration Tim Marler. Sustainability as an Opportunity for Ergonomics and Human Modeling Vincent G. Duffy. Cognitive Systems and Human Behavior Modeling: What Do We Get from Human-Like Cognition Dylan Schmorrow. Adopting a Systems Approach for a Multi-disciplinary Collaboratively-authored DHM Azam Khan.	Usability Methodological Procedures Applied on an Institutional Site Lucia Satiko Nomiso, Luis Carlos Paschoarelli. Information Design - Qualitative Approach for Corporative App in iPad Jacqueline Aparecida G.F. De Castro, Marcelo Rino, Julia Yuri Landim Goya. Comparing Effectiveness, Efficiency, Ease of Use, Usability and User Experience When Using Tablets and Laptops Werner Wetzlinger, Andreas Auinger, Michael Dörflinger. Equivalence of Navigation Widgets for Mobile Platforms Amilcar Meneses Viveros, Erika Hernandez Rubio, Dario Emmanuel Vázquez Ceballos.	Personalised Energy Priorities: A User-Centric Application for Energy Advice Rebecca Ford, Ondrej Sumavsky, Auren Clarke, Paul Thorsnes. User-Centred Design of an Audio Feedback System for Power Demand Management Rebecca Ford, Joe Penn, Yu-Chieh Liu, Ken Nixon, Willie Cronje, Malcolm McCulloch. Energy Graph Feedback: Attention, Cognition & Behavioral Intentions June Flora, Banny Banerjee. Pumping up the Citizen Muscle Bootcamp: Improving User Experience in Online Learning Beth Karlin, Birgit Penzenstadler, Allison Cook. Energy Consumption Feedback: Engagement by Design Ruth Rettie, Kevin Burchell, Tim Harries. The Power of Negative Feedback from an Artificial Agent to Promote Energy Saving Behavior Cees JH Midden, Jaap Ham.
Gamifying Social Media to Encourage Social Activities with Digital-Physical Hybrid Role-Playing Mizuki Sakamoto, Tatsuo Nakajima.		Building a Quality Mobile Application: a User-Centered Study Focusing on Design Thinking, User Experience and Usability Danielly Paula, Bianca Menezes, Cristiano Araujo.	You Can Interact With Your TV and You May Like It: an Investigation on Persuasive Aspects for an iTV Application Samuel B Buchdid, Roberto Pereira, M. Cecília C. Baranauskas.
E-Democracy and Public Online Budgeting-An Empirical Case Study of Deliberation in Social Media Alice Katharina Pieper, Michael Pieper.			
Can Network Help Chinese Microblogs Diffuse? Analyzing 118 Networks of Reposts About Social Issues in China King-wa Fu.			
Reasons for Using Social Networks Professionally - The Influence of User Diversity on Usage Motivation Anne Kathrin Schaar, André Calero Valdez, Martina Ziefle, Denise Eraßme, Ann-Kathrin Löcker, Eva-Maria Jakobs.			
A Review of Using Online Social Networks for Investigative Activities Adnan Omar Abdalla, Sule (Yildirim) Yayilgan.			
Influence of Interactivity on Social Connectedness: A Study on User Experience in an Interactive Public Installation Jun Hu, Thom Van Boheemen.			



DUXU	S013	S014	S015	S016
	<p>User-Experience is the key for successful customer-experience <i>Room: LEDA</i> Chair(s): Esin Kiris.</p>	<p>Interacting with Novel Ecosystems <i>Room: ATHENA</i> Chair(s): Maysoon F. Abulkhair.</p>	<p>Designing for Diversity: Design and Evaluation of Innovative User Interfaces for Diverse User Groups <i>Room: ARTEMIS</i> Chair(s): Kerem Rizvanoglu.</p>	<p>Rural Areas in Developing Countries and DUXU - I <i>Room: APHRODITE</i> Chair(s): Javed Anjum Sheikh.</p>
	<p>Designing the User Experience for C4ISR Systems in the U.S. Army Pamela A Savage-Knepshield, Jeffrey Thomas, Christopher Paulillo, James Davis, Diane Quarles, Diane Mitchell.</p> <p>Enabling Better User Experiences Across Domains: Challenges and Opportunities Facing a Human Factors Professional Emrah Onal, Susan McDonald, Corey Morgan, Olga Onal.</p> <p>Humanizing the Enterprise - Delivering Best in Class User Experience to Business Software Users Janaki Kumar.</p> <p>Activities to Improve System Integration and Service Quality and Add Additional Values - Reducing the Cost in Applying Human-Centered-Design Process - Reiko Hamachi, Ichiro Tsukida, Hisashi Noda.</p> <p>To What Extent System Usability Effects User Satisfaction: A Case Study of Smart Phone Features Analysis for Learning of Novice Muhammad Shafiq, Muddesar Iqbal, Jin-Ghoo Choi, Zeeshan Rafi, Maqbool Ahmad, Wasif Ali, Saqib Rasool.</p> <p>Online Psychometric Design (OnPsyD) Tool Shiny Verghese, Paul Van Schaik, Steve Green.</p> <p>User Experience of Video-on-Demand Applications for Smart TVs: A Case Study Linda Miesler, Bettina K. Gehring, Frank Hannich, Adrian Wüthrich.</p>	<p>Enhanced Hospital Information System by Cloud Computing: SHEFA'A Lamiaa Fattouh Ibrahim, Suzan F. Sadek, Shahd Hakeem, Lana F. al Sabban, Asmaa Ibrahim Mohammed Ahmed, Alaa Hassan Al-Sayed.</p> <p>Towards a Friendly User Interface on the Cloud Heba A. Kurdi, Safwat Hamad, Amal Khalifa.</p> <p>Towards Data Confidentiality and Portability in Cloud Storage Ebtesam Ahmad Alomari, Mohammed Mostafa Monowar.</p> <p>SMART-ISLANDS: Enhancing User Experience for Mediterranean Islands for Tourism Support Umberto Di Staso, Raffaele De Amicis, Daniele Magliocchetti.</p> <p>M4REMAIP: Method for Requirements Elicitation based on Mobile Applications under an Interaction Perspective Sarah Gomes Sakamoto, Leonardo Cunha De Miranda.</p>	<p>A Perception Oriented Approach for Usable & Secure Interface Development Mehmet Göktürk, İbrahim Sisaneci.</p> <p>Developing a Verbal Assistance System for Line Graph Comprehension Cengiz Acartürk, Özge Alaçam, Christopher Habel.</p> <p>An Alternative Media Experience: LiveLeak Fatih Çömlekçi, Serhat Güney.</p> <p>Detection of Churned and Retained Users with Machine Learning Methods for Mobile Applications Merve Gençer, Gökhan Bilgin, Özgür Zan, Tansel Voyvodaoglu.</p> <p>A Challenging Design Case Study for Interactive Media Design Education: Interactive Media for Individuals with Autism Asim Evren Yantaç, Simge Esin Orhun, Ayca Unluer Cimen.</p> <p>Innovative Educational Technology for Special Education and Usability Issues Kürşat Çağiltay, Filiz Cicek, Necdet Karasu, Hasan Cakir, Goknur Kaplan Akilli.</p> <p>The Impact of Human Likeness on the Older Adults' Perceptions and Preferences of Humanoid Robot Appearance Kerem Rizvanoglu, Özgür Öztürk, Öner Adiyaman.</p> <p>Left vs. Right-Handed UX: A Comparative User Study on a Mobile Application with Left and Right-Handed Users Sinan Asçı, Kerem Rizvanoglu.</p>	<p>Mobile Money System Design for Illiterate Users in Rural Ethiopia Mesfin F. Woldmariam, Gheorghita Ghinea, Solomon Atnafu, Tor-Morten Grønli.</p> <p>Throwing a Smile: Using Smile Icons to Design Social Interfaces Kyoko Ito, Shumpei Hanibuchi, Shogo Nishida.</p> <p>Rural Area Development through Multi-Interface Technology and Virtual Learning System Faizan Ul Mustafa, Adeel Mushtaq, Shakra Mehak, Salman Akbar, Usman Ahmad, Sarah Mobeen, Hassan Ejaz, Tayyab Asif Butt, Muhammad Faraz Khokhar.</p> <p>Aluminum CT Image Defect Detection based on Segmentation And Feature Extraction Ning He, Lulu Zhang, Ke Lu.</p> <p>The Contemporary Rural Landscape in the South-Western Region of Poland (Sudeten Region) – a Search for Spatial Order Elzbieta Trocka-Leszczynska.</p> <p>Overcoming Emotional Barriers to Learning ICT: Access and Training for Underserved Populations in Nairobi Areej Al-Wabil, Mai Alzamel, Majdah Alshehri, Hailah Almazrou.</p>



WEDNESDAY 8:00 - 10:00	DAPI S017 Gesture-based interaction in Ambient Intelligence Room: 11 Chair(s): Arjan Kuijper.	HAS S018 Information Security Culture Room: 4 Chair(s): Kerry-Lynn Thomson, Steven Furnell.	HCIB S019 HCI in MIS Room: 12 Chair(s): Scott McCoy, Eleanor T. Loiacono.	LCT S020 Immersive New Worlds: Web 3.0 Emerging Architectures for Collaborative eLearning Communities - I Room: APOLLO East (Main Building) Chair(s): Niki Lambropoulos, Habib M. Fardoun.		
Distributed, Ambient and Pervasive Interactions	Ambient Gesture-Recognizing Surfaces with Visual Feedback Tobias Grosse-Puppeldahl, Sebastian Beck, Daniel Wilbers, Steeven Zeiß, Julian Von Wilmsdorff, Arjan Kuijper. A Gesture-based Door Control Using Capacitive Sensors Steeven Zeiß, Alexander Marinc, Andreas Braun, Tobias Grosse-Puppeldahl, Sebastian Beck. A Comparative Study of User Dependent and Independent Accelerometer-based Gesture Recognition Algorithms Aya Hamdy, Ayman M. Ezzat Atia, Mostafat Sami. An Optical Guiding System for Gesture Based Interactions in Smart Environments Martin J. Majewski, Tim A. Dutz, Reiner Wichert. Robot-Supported Pointing Interaction for Intelligent Environments Mark Prediger, Andreas Braun, Alexander Marinc, Arjan Kuijper. DETI-Interact: Interaction with Large Displays in Public Spaces using the Kinect Tiago Sousa, Igor Duarte Cardoso, João Parracho, Paulo Dias, Beatriz Sousa Santos. Smartphone Input Using its Integrated Projector and Built-in Camera Sergiu Dotenco, Timo Goetzmann, Florian Gallwitz.	Human Aspects of Information Security, Privacy and Trust	End User Development and Information Security Culture Fredrik Karlsson, Karin Hedström. The Curious Incidence of Security Breaches by Knowledgeable Employees & the Pivotal Role of Security Culture Karen Renaud, Wendy Goucher. From Regulations to Practice: Achieving Information Security Compliance in Healthcare Subrata Acharya, Brian Coats, Arpit Saluja, Dale Fuller. How to Throw the Race to the Bottom – Toward a Code of Conduct for Ethical & Legal Issues with Collection and Disclosure of Internet Data for ICT Security Research Erin Kenneally. DSAPE - Dynamic Security Awareness Program Evaluation Charalampos Manifavas, Konstantinos Fysarakis, Konstantinos Rantos, George Hatzivasilis. Web Privacy Policies in Higher Education: How are Content and Design Used to Provide Notice (or a Lack Thereof) to Users? Anna L. Langhorne.	HCI in Business	Image-Blogs: Consumer Adoption and Usage Eleanor T. Loiacono, Purvi Shah. WebQual and Its Relevance to Users with Visual Disabilities Eleanor T. Loiacono, Shweta Deshpande. Factors Affecting Continued Use of Social Media Eleanor T. Loiacono, Scott McCoy. Examining Significant Factors and Risks Affecting the Willingness to Adopt a Cloud – based CRM Nga T.Q Le, Jon Heales, Dongming Xu. Designing for Success: Creating Business Value with Mobile User Experience (UX) Soussan Djamasbi, Dan McAuliffe, Wilmann Gomez, Georgi Kardzhaliyski, Wan Liu, Frank Oglesby. Technology Acceptance Model: Worried about the Cultural Influence? Cristóbal Fernández Robin, Scott McCoy, Luis Yáñez Sandívar, Diego Yáñez Martínez. Productivity of Services – an Empirical View on the German Market Stephan Klingner, Michael Becker, Klaus-Peter Faehnrich.	Learning and Collaboration Technologies

LCT	S021
	Student-centered computing: Technological innovations to improve the motivation and 3D spatial skills of the students - I Room: APOLLO West (Main Building) Chair(s): David Fonseca.
	Exploring the Validity of an Instrument to Measure the Perceived Quality in Use of Web 2.0 Applications with Educational Potential Tihomir Orehočki, Snježana Babić, Mario Jadrić.
	Novel Didactic Proof Assistant for First-Order Logic Natural Deduction Jorge Pais, Álvaro Tasistro.
	Augmented Reality Applications in the Engineering Environment Karle Olalde, Hector Olmedo Rodriguez.
	Experiencing Physical and Technical Phenomena in Schools Using Virtual Reality Driving Simulator Polina Häfner, Victor Häfner, Jivka Ovtcharova.
	Mobile apps for Older Users. The Development of a Mobile Apps Repository for Older People Francisco J García-Peñalvo, Miguel Ángel Conde, Vicente Matellán.



HCI	S022	S023	HIMI	S024	S025
Human-Computer Interaction	Human Factors in Assistive Technologies - I <i>Room: MINOS East</i> Chair(s): Tania Cristina Lima, Rodrigo Bonacin, Wagner Figueiredo de Santana.	Gesture-based Interaction <i>Room: MINOS South</i> Chair(s): Timo Goetzemann.	Human Interface and the Management of Information	Developer, designer and user characteristics <i>Room: 7</i> Chair(s): Shin'ichi Fukuzumi.	Design Information Usage <i>Room: 8</i> Chair(s): Yen-Yu Kang.
	Human Factors in the Design of BCI-Controlled Wheelchairs Wafa Alrajhi, Manar Hosny, Areej Al-Wabil, Arwa Alabdulkarim. Log-based Personalization Tool as an Assistive Technology Vagner Figueiredo de Santana, M. Cecília C. Baranauskas. Human Factors in the Design of Arabic-Language Interfaces in Assistive Technologies for Learning Difficulties Sahar Alkhashrami, Huda Alghamdi, Areej Al-Wabil. Eliciting Accessibility Requirements for People with Hearing Loss: a Semantic and Norm Analysis Marta Angélica Montiel Ferreira, Rodrigo Bonacin. Touchscreen Mobile Phones Virtual Keyboarding for People with Visual Disabilities Agebson Rocha Façanha, Windson Viana, Mauro Pequeno, Marcia De Borba Campos, Jaime Sanchez.	Proposal of the Effective Method of Generating Characteristic Gestures in Nonverbal Communication Toshiya Naka, Toru Ishida. The Study of the Full Cycle of Gesture Interaction, The Continuum Between 2D and 3D Mohamed Ikbel Boulabiar, Gilles Coppin, Franck Poirier. What you Draw is what you Search: The Analog Gesture Benoit Rouxel, Franck Poirier, Jean-Yves Antoine, Gilles Coppin. Improving In-Game Gesture Learning with Visual Feedback Matthias Schwaller, Jan Kühni, Leonardo Angelini, Denis Lalanne. Comparing Hand Gesture Vocabularies for HCI Alexander Mehler, Tim Vor der Brück, Andy Lücking. A Method for Lifelong Gesture Learning Based on Growing Neural Gas Paul M Yanik, Anthony Threatt, Jessica Merino, Joe Manganelli, Johnell O. Brooks, Keith E. Green, Ian D. Walker.	Human Interface and the Management of Information	A Learning Method for Product Analysis in Product Design Haifu Lin, Hiroshi Kato, Takeshi Toya. Problems in Usability Improvement Activity by Software Engineers - Consideration through Verification Experiments for Human-Centered Design Process Support Environment Yukiko Tanikawa, Hideyuki Suzuki, Hiroshi Kato, Shin'ichi Fukuzumi. User Similarity and Deviation Analysis for Adaptive Visualizations Kawa Nazemi, Wilhelm Retz, Jörn Kohlhammer, Arjan Kuijper. Exploring Similarity: Improving Product Search with Parallel Coordinates Mandy Keck, Martin Herrmann, Andreas Both, Dana Henkens, Rainer Groh. Design Knowledge Framework Based on Parametric Representation -A Case Study of Cockpit Form Style Design Jing Jing, Qiang Liu, Wenyi Cai, Yang Ying, Ting Han. A Framework of Human Reliability Analysis Method Considering Soft Control in Digital Main Control Rooms Inseok Jang, Ar Ryum Kim, Wondea Jung, Poong Hyun Seong. The Historical Evolution Research of Information Interaction Design Yangshuo Zheng.	Age Difference in Recognition of Emoticons Kun-An Hsiao, Pei-Ling Hsieh. Development of Teaching Material Volume Calculations Using a Wooden Puzzle Takamitsu Tanaka, Masao Tachibana, Ichiro Hirata. The Influence of the Designer's Expertise on Emotional Responses Hui Yueh Hsieh. A Study of Drivers' Blind Spot in Used of Eye Tracking Yen-Yu Kang, Yu-Chun Shih, Chih-Chan Cheng, Chi-Long Lin. Red Products Enhance Men's Attraction to Women Hanyu Lin. A Study on the Factors Affecting Product Values and Preferences – Using Vacuum Cleaner as an Example Wen-chih Chang, Hsiao-ying Tai. Generative Product Design Inspired by Natural Information Yinghsiu Huang, Jian-You Li.



HIMI S026	UAHCI S027	S028	S029	continues...
<p>Visualization methods and techniques - I <i>Room: 9</i> Chair(s): Wendy Lucas.</p> <p>An Interactive Approach to Constraint-Based Visualizations Wendy Lucas.</p> <p>Google Analytics Spatial Data Visualization: Think outside of the Box Wanli Xing, Rui Guo, Ben Richardson, Thomas Kochtanek.</p> <p>An Intuitive Way to Describe Our World: A Microblog LBS Visualization System Jian-Min Wang, Lai Gan, Ri-Peng Zhang, Fang You.</p> <p>Roma Crash Map: an Open Data Visualization Tool for the Municipalities of Rome Valentina Volpi, Andrea Ingrosso, Mariarosaria Pazzola, Antonio Opronolla, Carlo Maria Medaglia.</p> <p>Selection Classification for Interaction with Immersive Volumetric Visualizations Amy Banic.</p> <p>A Step beyond Visualization: Applying User Interface Techniques to Improve Satellite Data Interaction Tatiana A Tavares, Humberto Barbosa.</p>	<p>Multimodal interaction with assistive robots <i>Room: DANAЕ</i> Chair(s): Eleni Efthimiou, Evita-Stavroula Fotinea, Angelika Peer, Costas S. Tzafestas.</p> <p>Cooperative Semi-Autonomous Robotic Network for Search and Rescue Operations Garth Herman, Aleksander Milshteyn, Airs Lin, Manuel Garcia, Charles Liu, Darrell Guillaume, Khosrow Rad, Helen Boussalis.</p> <p>Advances in Intelligent Mobility Assistance Robot integrating Multimodal Sensory Processing Xanthi S. Papageorgiou, Costas S. Tzafestas, Petros Maragos, Georgios Pavlakos, Georgia Chalvatzaki, George Moustris, Iasonas Kokkinos, Angelika Peer, Bartłomiej Stanczyk, Evita-Stavroula Fotinea, Eleni Efthimiou.</p> <p>Data Acquisition towards Defining a Multimodal Interaction Model FOR Human - Assistive Robot Communication Evita-Stavroula Fotinea, Eleni Efthimiou, Athanasia-Lida Dimou, Theo Goulas, Panayotis Karioris, Angelika Peer, Petros Maragos, Costas S. Tzafestas, Iasonas Kokkinos, Klaus Hauer, Katja Mombaur, Ioannis Koumpouros, Bartłomiej Stanczyk.</p> <p>Design of a Low-Cost Social Robot: Towards Personalized Human-Robot Interaction Christian Puehn, Tao Liu, Yixin Feng, Kenneth Hornfeck, Kiju Lee.</p> <p>Towards a multi-modal user interface for an affordable Assistive Robot Peter Mayer, Paul Panek.</p> <p>Meeting Requirements of Older Users? – Robot Prototype Trials in a Home-like Environment Tobias Körtner, Alexandra Schmid, Daliah Batko-Klein, Christoph Gisinger.</p>	<p>HCI in Support of the Age of Learning - I <i>Room: EUROPA</i> Chair(s): Vlado Glavinic, Andrina Granić.</p> <p>Computer-based Cognitive Training in Adults with Down's Syndrome Stefania Bargagna, Margherita Bozza, Maria Claudia Buzzi, Marina Buzzi, Elena Doccini, Erico Perrone.</p> <p>Learning through Game Making: an HCI Perspective Jeffrey Earp, Francesca Maria Dagnino, Michela Ott.</p> <p>HCI-based Guidelines for Electronic and Mobile Learning for Arabic Speaking Users: Do they Effectively Exist? Muhanna Muhanna, Edward Jaser.</p> <p>Widening Access to Intangible Cultural Heritage: Towards the Development of an Innovative Platform Michela Ott, Francesca Maria Dagnino, Francesca Pozzi, Mauro Tavella.</p> <p>Framework for Adaptive Knowledge Transmission Supported by HCI and Interoperability Concepts Fernando Luis-Ferreira, João Sarraipa, Ricardo Jardim-Gonçalves.</p>	<p>Human, Computer and Environment - I <i>Room: LEDA</i> Chair(s): Jerzy Charytonowicz, Klaudiusz Fross.</p> <p>Ultralight Backpack System for Heavy Loaded Users Michał Pelczarski.</p> <p>Impact of New Design Techniques on Environmental Orientation of Architectural Form-Finding Romuald Tarczewski.</p> <p>3D Facial Biometric Database - Search and Reconstruction of Objects Based on PCA Modes Michał Rychlik, Witold Stankiewicz, Marek Morzynski.</p> <p>Automatic Detection of Features (Markers) on a Three-dimensional Model of a Human Face Witold Stankiewicz, Michał Rychlik.</p> <p>Induction Machine Faults Leading to Occupational Accidents Beata M. Mrugalska.</p> <p>Heuristics in Ergonomic Design of Portable Control Devices for the Elderly. Marcin Butlewski, Edwin Tytyk, Kamil Wróbel, Sławomir Miedziarek.</p>	
	<p>Universal Access in Human-Computer Interaction</p>			



► UAHCI S030		S031	VAMR S032	CCD S033
GPII-1) The Global Public Inclusive Infrastructure and Major International Consortia Projects Building It <i>Room: ATHENA</i> Chair(s): Gregg C. Vanderheiden.	Development methods and tools for Universal Access <i>Room: ARTEMIS</i> Chair(s): Anthony Savidis.		Well-Being, Rehabilitation, and Healthcare: Serious Games, Alternative Realities, and Play Therapy <i>Room: APHRODITE</i> Chair(s): Sheryl Brahnam.	Device, Interaction Experience, and Culture <i>Room: 1</i> Chair(s): Hsiu-Ping Yueh.
Creating a Global Public Inclusive Infrastructure (GPII) Gregg C. Vanderheiden, Jutta Treviranus, Manuel Ortega-Moral, Matthias Peissner, Eva De Lera. Cloud4all: Scope, Evolution and Challenges Manuel Ortega-Moral, Ignacio Peinado, Gregg C. Vanderheiden. Prosperity4All – Setting the Stage for a Paradigm Shift in eInclusion Matthias Peissner, Gregg C. Vanderheiden, Jutta Treviranus, Gianna Tsakou. An Introduction to the Floe Project Jutta Treviranus, Jess Mitchell, Colin Clark, Vera Roberts. PGA: Preferences for Global Access Richard Schwerdtfeger, Gregg C. Vanderheiden, Jutta Treviranus, Colin Clark, Jess Mitchell, Lisa Petrides, Lisa McLaughlin, Cynthia Jimes, Jim Tobias, Shari Trewin, Michelle Brennan. Rehabilitation Engineering and Research Center on Universal Interface & Information Technology Access Gregg C. Vanderheiden, Amrish Chourasia, Yao Ding, Jim Tobias, Denis Anson.	Combining Finite State Machine and Decision-Making Tools for Adaptable Robot Behavior Michalis Foukarakis, Asterios Leonidis, Margherita Antoni, Constantine Stephanidis. Novel Consumer-to-Product Interactions with Context-aware Embedded Platforms Sonke Knoch, Matthieu Deru, Simon Bergweiler, Jens Haupert. Nested Compositing Window Managers Anthony Savidis, Andreas Maragudakis. Riemann Geometric Color-weak Compensation for Individual Observers Takanori Kojima, Rika Mochizuki, Reiner Lenz, Jinhui Chao. Improved Model-Driven Engineering of User-Interfaces with Generative Macros Anthony Savidis, Yannis Valsamakis, Yannis Lilis.	Virtual, Augmented and Mixed Reality	Serious Games: Customizing the Audio-Visual Interface Bill Kapralos, Robert Shewaga, Gary Ng. Three-Dimensional Fitt's Law Model used to Predict Movement Time in Serious Games for Rehabilitation Sergio García-Vergara, Ayanna Howard. Severe Neglect and Computer-based Home Training A case study Inge Linda Wilms. Serious Games as Positive Technologies Luca Argenton, Esther Schek, Fabrizia Mantovani. The Avatar Written Upon My Body: Embodied Interfaces and User Experience. Mark Palmer. Attention Training with an Easy - to - Use Brain Computer Interface Filippo Benedetti, Nicola Catenacci Volpi, Leonardo Parisi, Giuseppe Sartori. Tabletop Computer Game Mechanics for Group Rehabilitation of Individuals with Brain Injury Jonathan Duckworth, Jessica D. Bayliss, Patrick R. Thomas, David Shum, Nick Mumford, Peter H. Wilson.	How does User's Access to Object Make HCI Smooth in Recipe Guidance? Atsushi Hashimoto, Jin Inoue, Takuya Funatomi, Michihiko Minoh. Exploring Children's Attitude and Reading Comprehension toward Different Styles of Reading Orientation Weijane Lin, Hsin-Ying Wu, Pei-Min Wu, Yun Tung, Hsiu-Ping Yueh. Explore Elder Users' Reading Behaviors with Online Newspaper Weijane Lin, Hui-Chun Lin, Hsiu-Ping Yueh. Thumbs Up to Gesture Controls? A Cross-Cultural Study on Spontaneous Gestures Alison M Meier, Kelly Goto, Michael Wörrmann. Evaluating the Effects of Cultural Preferences on Website Use Hsiu Ching Laura Hsieh. The GamiMedia Model: Gamifying Content Culture Mizuki Sakamoto, Tatsuo Nakajima.



AC S034	DHM S035	DUXU S036	S037
Theoretical Developments in Human Cognition <i>Room: MINOS North</i> Chair(s): Michael W. Hail, Lisa Cave.	Utilizing Traditional Wisdom and Technologies in Industry - I <i>Room: 2</i> Chair(s): Noriaki Kuwahara.	Cross-cultural Design Analysis <i>Room: 11</i> Chair(s): Nouf Khashman.	Information Design and User Experience - I <i>Room: 12</i> Chair(s): Carla G. Spinillo.
A Social-Cognitive Prediction of the Perceived Threat of Terrorism and Behavioral Responses of Terrorist Activities Lisa Cave. Deducing User States of Engagement in Real Time by Using a Purpose Built Unobtrusive Physiological Measurement Device: An Empirical Study and HCI Design Challenges Anthony Psaltis, Charalampos Rizopoulos, Zacharias Lekkas, Constantinos Mourlas. Mining and Modeling the Phenomenology of Situational Awareness Monte Hancock, Michael Higley. Two Steps Back for One Step Forward: Revisiting Augmented Cognition Principles from a Perspective of (Social) System Theory Sven Fuchs, Jessica Schwarz, Frank O. Flemisch. Our Emotions as Seen Through a Webcam Natalie Sommer, Leanne Hirshfield, Senem Velipasalar.	Digital Human Modeling and applications in Health, Safety, Ergonomics and Risk Management Biomechanics Investigation of Skillful Technician in Spray-up Fabrication Method - Converting tacit knowledge to explicit knowledge in the Fiber Reinforced Plastics Molding- Tetsuo Kikuchi, Yuichiro Tani, Yuka Takai, Akihiko Goto, Hiroyuki Hamada. Motion Analysis of the Pounding Technique Used for the Second Lining in the Fabrication of Traditional Japanese Hanging Scrolls Yasuhiro Oka, Akihiko Goto, Yuka Takai, Chieko Narita, Hiroyuki Hamada. Analysis of Expert Skills on Handheld Grinding Work for Metallographic Sample Takuya Sugimoto, Hisanori Yuminaga, Akihiko Goto. Visual Behavior in a Japanese Drum Performance of Gion Festival Music Katsuma Yamada, Masaru Ohgiri, Takashi Furukawa, Hisanori Yuminaga, Akihiko Goto, Noriyuki Kida, Hiroyuki Hamada. Comparison of Different Tea Whisk Influence on Bubble Form in Processes of "The Way of Tea" Tomoko Ota, Wang Zelong, Soutatsu Kanazawa, Yuka Takai, Akihiko Goto, Hiroyuki Hamada. Comparative Study on the Feature of Kitchen Knife Sharpening Skill Between Expert And Non-Expert Yuka Takai, Masahiko Yamada, Akihiko Goto, Wang Zelong, Akira Ii.	Design, User Experience, and Usability ISO 9421-210 and Culture? - The Impact of Culture on the Standard Usability Engineering Process Rüdiger Heimgärtner. The Cultural Conceptual Model for Simplifying the Design of Localized Websites Abdalghani Mushtaha, Olga De Troyer. Website Design Based on Cultures: an Investigation of Saudis, Filipinos, and Indians Government Websites' Attributes Hend S. Al-Khalifa, Regina A. Garcia. Usability Guidelines for Designing Knowledge Base in Rural Areas: Towards Women Empowerment Javed Anjum Sheikh, Hafsa Shareef Dar, Farzan Javed Sheikh. E-government and the Digital Agenda for Europe: A Study of the User Involvement in the Digitalisation of Citizens Services in Denmark Jane Billestrup, Jan Stage.	Need Driven Prototype Design for a Policy Modeling Authoring Interface Dimitris Spiliotopoulos, Athanasios Dalianis, Dimitris Koryzis. Information About Medicines for Patients in Europe: to Impede or to Empower? Karel Van der Waarde. How Do Patient Information Leaflets Aid Medicine Usage? A Proposal For Assessing Usability Of Medicine Inserts Carla G. Spinillo. Reading Digital Medicine Leaflets in Mobile Devices: An Interactive Study Conducted in Brazil Christopher Hammerschmidt, Carla G. Spinillo. Health care professionals vs other professionals: do they have different perceptions about health care waste and dangerous products pictograms? Some findings using a digital device in field survey Claudia Renata Mont'Alvão. A Validation Study of a Visual Analytics Tool with End Users Heloisa Candello, Victor Fernandes Cavalcante, Alan Braz, Rogério Abreu De Paula. Developing mHealth Apps with Researchers: Multi-Stakeholder Design Considerations Michael P Craven, Alexandra Lang, Jennifer Martin.

Distributed, Ambient and Pervasive Interactions	Human Aspects of Information Security, Privacy and Trust	HCI in Business	Learning and Collaboration Technologies
DAPI S038 Prototyping Ubicomp Environments <i>Room: 10</i> Chair(s): José Creissac Campos, José Luís Silva.	HAS S039 Emerging threats, interactive systems and operational cyber security <i>Room: APOLLO East (Main Building)</i> Chair(s): Ioannis G. Askoxylakis, Theo Tryfonas.	HCIB S040 HCI Studies in Management Information Systems - I <i>Room: APOLLO West (Main Building)</i> Chair(s): Fiona Fui-Hoon Nah.	LCT S041 Computer Assisted Language Learning - I <i>Room: 3</i> Chair(s): Antigoni Parmaxi.
Models as a Starting Point of Software Development for Smart Environments Peter Forbrig, Michael Zaki, Gregor Buchholz.	A Critical Reflection on the Threat from Human Insiders - its Nature, Industry Perceptions, and Detection Approaches Jason R.C. Nurse, Philip A. Legg, Oliver Buckley, Ioannis Agrafiotis, Gordon Wright, Monica T Whitty, David Upton, Michael Goldsmith, Sadie Creese.	Understanding the Factors that Influence the Perceived Severity of Cyber-Bullying Sonia Camacho, Khaled Hassanein, Milena Head.	Distance Exchange Projects at Elementary School: A Focus on a Co-Learning Process Anne Choffat-Dürr.
Prototyping Distributed Physical User Interfaces in Ambient Intelligence Setups Gervasio Varela, Alejandro Paz-Lopez, Jose Antonio Becerra Permy, Richard J. Duro Fernandez.	Changing Faces: Identifying Complex Behavioural Profiles Giles Oatley, Tom Crick.	An Investigation of User Interface Features of Crowdsourcing Applications Robbie T Nakatsu, Charalambos (Charles) Iacovou.	Developing an Effective ESP curriculum Integrating CALL Rumi Tobita.
Design and Evaluation of a Smart Library using the APEX Framework Tiago Abade, Tiago Gomes, José Luís Silva, José Creissac Campos.	On Supporting Security and Privacy-preserving Interaction through Adaptive Usable Security Marios Belk, Christos Fidas, Panagiotis Germanakos, George Samaras.	Managing User Acceptance Testing of Business Applications Robin Poston, Kaylan Sajja, Ashley Calvert.	Low-achieving Students' Perceptions of Online Language Learning: A Case of English Proficiency Threshold Ai-Ling Wang, Yuh-Chang Lin, Shu-Fen Chang.
Constructing the Immersive Interactive Sonification Platform (iISoP) Myounghoon Jeon, Michael Smith, James Walker, Scott Kuhl.	A Conceptual Framework to Analyse Human Factors of Information Security Management System (ISMS) in Organizations Reza Alavi, Shareeful Islam, Haralambos Mouratidis.	Improving Xbox Search Relevance by Click Likelihood Labeling Jingjing Li, Xugang Ye, Danfeng Li.	HCI Requirements for Young Primary School CALL learners Monica Ward.
Designing an Ambient Interaction Model for Mobile Computing Jonas Elslander, Katsumi Tanaka.	Visualisation of System Log Files for Post-Incident Analysis and Response John Haggerty, Thomas Hughes-Roberts.	Gamification of Education: A Review of Literature Fiona Fui-Hoon Nah, Qing Zeng, Venkata Rajasekhar Telaprolu, Abhishek Padmanabhuni Ayyappa, Brenda Eschenbrenner.	Blogging Revisited: The Use of Blogs in ESAP Courses Anna Nicolaou, Elis Kakoulli Constantinou.
Towards a Design Space for Ubiquitous Computing Ilya Shmorgun, David Lamas.	A Network Telescope for Early Warning Intrusion Detection Panos Chatziadam, Ioannis G. Askoxylakis, Alexandros Fragkiadakis.	The Internet, Happiness, and Social Interaction: A Review of Literature Richard H. Hall, Ashley Banaszek.	Does CMC reduce foreign language classroom anxiety? Adel Jebali.
User Indoor Positioning System with Passive Infrared Motion Sensors and space Subdivision Marios Sioutis, Yasuo Tan.		How To Improve Customer Relationship Management In Air Transportation Using Case-Based Reasoning Rawia Sammout, Makram Souii, Mansour Elghoul.	



LCT S042

Immersive New Worlds: Web 3.0 Emerging Architectures for Collaborative eLearning Communities - II

Room: 4

Chair(s): Niki Lambropoulos,
Habib M. Fardoun.**Towards Aggression De-escalation Training with Virtual Agents: A Computational Model**
Tibor Bosse, Simon Provoost.**Sensor based interaction mechanisms in mobile learning**Kai-Uwe Martin, Madlen Wuttke,
Wolfram Hardt.**HaptiChem: Haptic and Visual Support in Interactions with the Microscopic World**Elisa Magnanelli, Gianluca Brero,
Rosa Virginia Espinoza
Garnier, Giacomo Mazzoletti,
Alessandro Rizzi, Sara Comai.**A new way to Community Services Communication with Administration**Habib M. Fardoun,
Daniyal M. Alghazzawi,
Antonio Paules Ciprés,
Sebastián Romero López.**Applying Gianni Rodari Techniques to Develop Creative Educational Environments**Habib M. Fardoun, Iyad
A. Kateb, Antonio Paules Cipres,
Jaime Ramírez Castillo.

HCI	S043	S044	HIMI	S045	S046
Human-Computer Interaction	<p>New Aspects of Interaction for Organizational Collaboration and User Experience Enhancement <i>Room: DANAЕ</i> Chair(s): Masanori Akiyoshi.</p>	<p>Interacting with Cultural Heritage <i>Room: EUROPA</i> Chair(s): Nikolaos Partarakis.</p>			
	<p>Proposal of Collaborative Learning Support Method in Risk Communications Hiroshi Yajima, Naohisa Tanabe, Ryoich Sasaki.</p> <p>Memory-Sharing Support Tool for Improving Local Interaction Yusuke Kurosaki, Tomoko Izumi, Yoshio Nakatani.</p> <p>Tourist Evacuation Guidance Support System for Use in Disasters Toshiki Sato, Tomoko Izumi, Yoshio Nakatani.</p> <p>Remote Collaboration with Spatial AR Support Nobuchika Sakata, Yuuki Takano, Shogo Nishida.</p> <p>Proposal of a Method to Measure Difficulty Level of Programming Code with Eye-Tracking Tomoko Kashima, Shimpei Matsumoto, Shuichi Yamagishi.</p> <p>Evaluating an Automatic Adaptive Delivery Method of English Words Learning Contents for University Students in Science and Technology Shimpei Matsumoto, Taiki Kurisu, Tomoko Kashima, Masanori Akiyoshi.</p> <p>A Preliminary Study of Relation Induction between HTML Tag Set and User Experience Azusa Nakano, Asato Tanaka, Masanori Akiyoshi.</p>	<p>Developing a Location-Aware Mobile Guide System for GLAMs Based on TAPIR Sound Tag: A Case Study of the Lee Ungno Museum Jimin Jeon, Gunho Chae, Woon Seung Yeo.</p> <p>Identifying Intention and Perception Mismatches in Digitally Augmented Museum Settings Hanna-Liisa Pender, David Lamas.</p> <p>Scripting Interactive Art Installations in Public Spaces Yu Zhang, Joep Frens, Mathias Funk, Jun Hu, Matthias Rauterberg.</p> <p>Emotracking Digital Art Isabelle Hupont, Eva Cerezo, Sandra Baldassarri, Rafael Del-Hoyo.</p> <p>CORPUS: Next-Generation Online Platform for Research Collaborations in Humanities Yuan Jia, Xi Niu, Davide Bolchini, Reecha Bharali, André De Tienne.</p> <p>Harmonic Navigator: An Innovative, Gesture-Driven User Interface for Exploring Harmonic Spaces in Musical Corpora David S Johnson, Bill Manaris, Yiorgos Vassilandonakis.</p>		<p>Interacting with knowledge flows <i>Room: LEDA</i> Chair(s): Carlo Meghini.</p>	<p>Visualization methods and techniques - II <i>Room: APHRODITE</i> Chair(s): Margit Pohl.</p>



HIMI	S047
	Relationality Design and Relationality-oriented Systems Design - II <i>Room: ARTEMIS</i> Chair(s): Katsunori Shimohara.
	Effect of Haptic Perception on Remote Human-Pet Interaction Kazuyoshi Murata, Kensuke Usui, Yu Shibuya.
	Voice Activated Personal Assistant: Acceptability of Use in the Public Space Aarthi Easwara Moorthy, Kim-Phuong L.Vu.
	Development and Application of Manga-style Chat System Aiming to Communicate Nonverbal Expression Junko Itou, Yuichi Motojin, Jun Munemori.
	Favor Information Presentation and its Effect for Collective-Adaptive Situation Asami Mori, Tomohiro Harada, Yoshihiro Ichikawa, Keiki Takadama.
	Analyzing Structure of Multiparty Interaction: Group Size Effect in Story-Retelling Task Noriko Suzuki, Mamiko Sakata, Noriko Ito.
	The Effectiveness of Assistance Dogs Mounting ICT Devices: A Case Study of a Healthy Woman and Her Dog Chika Oshima, Chisato Harada, Kiyoshi Yasuda, Kimie Machishima, Koichi Nakayama.

EPCE	S048
	Vision and cognition - II <i>Room: 1</i> Chair(s): Norbert Fürstenau.
Engineering Psychology and Cognitive Ergonomics	
	Walking Speed in VR Maze while Central Visual Fields are Restricted with Synchronously Moving Black Circles Yohsuke Yoshioka, Colin Ellard.
	Reflection Overlay as a Potential Tool for Separating Real Images from Virtual Images in Photographs of Architecture Marcin M Brzezicki.
	The Influence of Visualization on Control Performance in a Flight Simulator Menja Scheer, Frank M. Nieuwenhuizen, Heinrich H. Bülthoff, Lewis L. Chuang.
	Model based Analysis of Two-Alternative Decision Errors in a Videopanorama-Based Remote Control Tower Work Position Norbert Fürstenau, Monika Mittendorf, Maik Friedrich.
	The Effect of Driving Speed on Driver's Visual Attention: Experimental Investigation Doori Jo, Sukhan Lee, Yubu Lee.

UAHCI	S049	S050	continues...
	Human, Computer and Environment - II <i>Room: ATHENA</i> Chair(s): Jerzy Charytonowicz, Klaudiusz Fross.	GPII-2) "Auto-Personalization from Preferences" <i>Room: MINOS East</i> Chair(s): Gregg C. Vanderheiden.	
Universal Access in Human-Computer Interaction			
	Non-financial factors of job satisfaction in the development of a safety culture based on examples from Poland and Romania Marcin Butlewski, Agnieszka Misztal, Ruxandra Ciulu.	Enabling Architecture: How the GPII Supports Inclusive Software Development Colin Clark, Antranig Basman, Simon Bates, Kasper Galschiot Markus.	
	Efficiency in Performing Basic Tasks Using Word Processing Programs by the Elderly as a Measure of the Ergonomic Quality of Software Krzysztof Hankiewicz, Marcin Butlewski.	A Semantic Framework for Assistive Technologies Description to Strengthen UI Adaptation Nikolaos Kaklanis, Konstantinos Votis, Konstantinos Giannoutakis, Dimitrios Tzovaras.	
	An Ergonomic Evaluation of the adaptation of Polish Online Stores to the Needs of the Elderly Krzysztof Hankiewicz, Marcin Butlewski, Wieslaw Grzybowski.	Accessibility through Preferences: Context-Aware Recommender of Settings Andrés Iglesias-Pérez, Claudia Loitsch, Nikolaos Kaklanis, Konstantinos Votis, Andreas Stiegler, Konstantinos Kalogirou, Guillermo Serra-Autonell, Dimitrios Tzovaras, Gerhard Weber.	
	Kitsch in Architecture – Contemporary Polish Hotels Elżbieta Trocka-Leszczynska, Joanna Jabłonska.	Tailored versus Prioritized Configuration towards Accessibility. A Study on Weighted Preferences. Claudia Loitsch, Eleni Chalkia, Evangelos Bekiaris, Gerhard Weber.	
	Ergonomic Aspects of Software Engineering Andrzej Borucki.	Personalizing Interfaces Using an Inclusive Design Approach Dana C Ayotte, Joanna Vass, Jess Mitchell, Jutta Treviranus.	
	Humanization of Work and Environmental Protection in Activity of Enterprise Aleksandra Kawecka-Endler, Beata M. Mrugalska.	Evaluating the Global Public Inclusive Infrastructure: Cloud4all Evaluation Framework Eleni Chalkia, Juan Bautista Montalva Colomer, Silvia De los Rios, Ivan Carmona Rojo.	

► UAHCI S051	S052	VAMR S053	CCD S054
Intelligent Assistive Environments <i>Room: MINOS North</i> Chair(s): Ilias Maglogiannis.	HCI in Support of the Age of Learning - II <i>Room: MINOS South</i> Chair(s): Vlado Glavinic, Andrina Granić.	Alternative AR/MR <i>Room: 2</i> Chair(s): Hirokazu Kato.	From Adaptive Design to Adaptive City - II <i>Room: 3</i> Chair(s): Rung Tai Lin, Ching Chiuan Yen.
Cognitive Brain Signal Processing: Healthy vs Alzheimer's Disease Patients Vasiliki Kosmidou, Anthoula Tsolaki, Chrysa Papadaniil, Magdalini Tsolaki, Leontios J. Hadjileontiadis, Ioannis Kompatsiaris. Activity Recognition in Assistive Environments: The STHENOS approach Ilias Maglogiannis, Kostas Delibasis, Dimitrios Kosmopoulos, Theodosios Goudas, Charalampos Doukas. MoviBed - Sleep Analysis Using Capacitive Sensors Maxim Djakow, Andreas Braun, Alexander Marinc. Recommendations for Gesture-based Residential Interactive Systems Inspired by Diversity Ana Carla De Carvalho Correia, Leonardo Cunha De Miranda, Heiko Hornung, Juvane Nunes Marciano. Home Control via Mobile Devices: State of the Art and HCI Challenges under the Perspective of Diversity Sarah Gomes Sakamoto, Leonardo Cunha De Miranda, Heiko Hornung. A Dialogue System for Ensuring Safe Rehabilitation Alexandros Papangelis, Georgios Galatas, Konstantinos Tsiakas, Alexandros Lioulemes, Dimitrios Zikos, Fillia Makedon.	Action Research to Generate Requirements for a Computational Environment Supporting Bilingual Literacy of Deaf Children Juliana Bueno, Laura Sánchez García. An Analytic Tool for Assessing Learning by Children with Autism Valentina Bartalesi, Maria Claudia Buzzi, Marina Buzzi, Barbara Leporini, Caterina Senette. Learning From Each Other: An Agent Based Approach Goran Zaharija, Saša Mladenović, Andrina Granić. Measuring the Effect of First Encounter with Source Code Entry for Instruction Set Architectures Using Touchscreen Devices: Evaluation of Usability Components Mihael Kukec, Vlado Glavinic, Sandi Ljubic. Utilizing Eye Tracking to Improve Learning from Examples Amir Shareghi Najar, Antonija Mitrovic, Kourosh Neshatian.	R-V Dynamics Illusion: Psychophysical Influence on Sense of Weight by Mixed-Reality Visual Stimulation of Moving Objects. Satoshi Hashiguchi, Yohei Sano, Fumihsisa Shibata, Asako Kimura. Support of Temporal Change Observation Using Augmented Reality for Learning Takafumi Taketomi, Angie Chen, Goshiro Yamamoto, Hirokazu Kato. From Image Inpainting to Diminished Reality Norihiko Kawai, Tomokazu Sato, Naokazu Yokoya. Mobile Augmentation Based on Switching Multiple Tracking Method Ayaka Miyagi, Daiki Yoshihara, Kei Kusui, Asako Kimura, Fumihsisa Shibata. Attention Control and Eyesight Focus for Senior Citizens Miikka Lääkkö, Aryan Firouzian, Jari Tervonen, Goshiro Yamamoto, Petri Pulli. Touching the past: Haptic Augmented Reality for Museum Artefacts Mariza Dima, Linda Hurcombe, Mark W. Wright. Requirements for Virtualization of AR Displays within VR Environments Erik Steindecker, Ralph Stelzer, Barnhard Saske.	Designing "Innovation" into Eslite Group for Taipei City Mei-Ting Lin, Po-Hsien Lin, Jun-Liang Chen. Designing «Qualia» into Night Market for Taipei City Yu-Di Huang, Yi-Tsu Peng, Chun-Wen Fang, Jun-Liang Chen. Designing «Culture and Heritage» into the C1D1 District of Taipei City Lihrong Chiou, Kung-Ling Chang, Yu-Chi He, Richard H. Lee. Designing «Friendly» into Public Park for Taipei City Li-Yu Chen, Ying-Ming Su, Annie Chen. Designing «Healthy» into Green Environment for Taipei City Ying-Ming Su, Li-Yu Chen, Annie Chen. Designing "Flourishing" into Green Environment for Taipei City Ying-Ming Su, Yu-Chou Wu, Chia-Hui Lin.

SCSM S055	DHM S056	DUXU S057	S058	continues...
Enterprise Social Media <i>Room: APOLLO West (Main Building)</i> Chair(s): Stefan Stieglitz, Christian Meske.	Utilizing Traditional Wisdom and Technologies in Industry - II <i>Room: 11</i> Chair(s): Noriaki Kuwahara.	Designing and Measuring the User Experience <i>Room: 7</i> Chair(s): Luciane Maria Fadel.	Interaction Design in Ergonomics - I <i>Room: 8</i> Chair(s): Francisco Rebelo.	
The Importance of Social Media as Source of Information in the Technology Identification in Dependence of External and Internal Factors Christian Scheiner. Taxonomy of Enterprise-related Mobile Applications Tobias Brockmann, Stefan Stieglitz, Christoph Lattemann. Moderation Techniques for Social Media Content Andreas A Veglis. Enhancing Social Media with Pervasive Features Ioanna Roussaki, Nikos Kalatzis, Nicolas Liampotis, Edel Jennings, Pavlos Kosmidis, Mark Roddy, Luca Lamorte, Miltiades Anagnostou. Antecedents and Consequences of Online Campaign Engagement of Greek College Students Amalia Triantafyllidou, Prodromos Yannas, Georgios Lappas. Deployment, Usage and Impact of Social Media Tools in Small and Medium Enterprises: A Case Study Elefterios Papachristos, Christos Katsanos, Nikolaos Karousos, Ioannis Ioannidis, Christos Fidas, Nikolaos Avouris. Worker-Community: Using Crowdsourcing to Link Informal Workers with Potential Clients Rocio Abascal-Mena, Erick Lopez-Ornelas, J. Sergio Zepeda-Hernández, Bárbara E. Gómez-Torrero, Gilberto León-Martagón, Héctor Morales-Franco.	Digital Human Modeling and applications in Health, Safety, Ergonomics and Risk Management Application of E-learning System Reality in Kyoto-style Earthen Wall Training Akihiko Goto, Hirofumi Yoshida, Yuka Takai, Wang Zelong, Hiroyuki Sato. The Classification Tendency and Common Denomination of the Points Paid Attention in Ikebana Instruction Yuki Ikenobo, Noriaki Kuwahara, Noriyuki Kida, Yuka Takai, Akihiko Goto. Effect of Wall Material of a Room on Performance in Long Monotonous Work Hiroki Nishimura, Yuka Takai, Akihiko Goto, Atsushi Endo, Noriaki Kuwahara. Comparison of Characteristics Recognition in the "Mitate" of Urushi Crafts Atsushi Endo, Chieko Narita, Koji Kuroda, Yuka Takai, Akihiko Goto, Yutaro Shimode, Hiroyuki Hamada. Future Applied Conventional Technology Engineering - New Academic Fields from Manufacturing Country JAPAN - Tomoko Ota, Atsushi Endo, Hiroyuki Hamada. Evaluation of Kyo-Yuzen-Zome Fabrics with Different Pastes Takashi Furukawa, Yuka Takai, Akihiko Goto, Noriaki Kuwahara, Noriyuki Kida.	Design, User Experience, and Usability Territorial Brand Graphic Interface Management in Mobile Applications Focused on User Experience Luiz Salomão Ribas Gomez, Valéria Casaroto Feijó. Design, User Experience and Teaching-Learning Cristina Portugal. Experience-Centered Web Design Model Luciane Maria Fadel. Gestural Interfaces Touchscreen: Thinking Interactions Beyond the Button from Interaction Design for Gmail Android App Tobias Mulling, Cristiano Lopes, Arthur Cabreira. Grammatical Analysis of User Interface Events for Task Identification Yonglei Tao. Impact of Multi-Sensory On-Bicycle Rider Assistance Devices on Rider Concentration and Safety Chao-Yang Yang, Yu-Ting Wu, Cheng-Tse Wu. New Methods for Measuring Emotional Engagement Andrew Schall.	Ergonomics and Usability in Sound Dimension: Evaluation of a Haptic and Acoustic Interface Application for Mobile Devices Guilherme Orlandini, Gilson Aparecido Castadelli, Lígia Maria Presumido Bracciali. Methodological Framework for Control Centres Evaluation and Optimization Ana Almeida, Francisco Rebelo, Paulo Noriega. Can Virtual Reality Increase Emotional Responses (Arousal and Valence)? A Pilot Study Sergio Estupinan, Francisco Rebelo, Paulo Noriega, Carlos Ferreira, Emilia Duarte. Serious Games and Heuristic Evaluation - the Cross-Comparison of Existing Heuristic Evaluation Methods for Games Natalia Jerzak, Francisco Rebelo. The HARSim Application to the Task of Carrying School Supplies Ricardo Dagge, Ernesto Filgueiras Vilar. A Pilot Study using Virtual Reality to Investigate the Effects of Emergency Egress Signs Competing with Environmental Variables on Route Choices Elisangela Vilar, Emilia Duarte, Francisco Rebelo, Paulo Noriega, Ernesto Filgueiras Vilar. Human-Bed interaction: A Methodology and Tool to Measure postural Behavior during sleep of the Air Force Military Gustavo Coutinho Desouzart, Ernesto Filgueiras Vilar, Filipe Melo, Rui Matos.	



► DUXU S059		S060	DAPI S061	HCIB S062
Experience Design for Behavior Change <i>Room: 9</i> Chair(s): Marc Fabri, Marientina Gotsis.	Rural Areas in Developing Countries and DUXU - II <i>Room: 10</i> Chair(s): Javed Anjum Sheikh.	Distributed, Ambient and Pervasive Interactions	Pervasive and Civic Computing <i>Room: 4</i> Chair(s): Shin'ichi Konomi.	Strategic Social Media & Usability <i>Room: APOLLO East (Main Building)</i> Chair(s): Constantinos K. Coursaris, Wietske Van Osch, Sarah J. Swierenga.
SCENE: A Structured Means for Creating and Evaluating Behavioral Nudges in a Cybersecurity Environment Lynne Coventry, Pamela Briggs, Debora Jeske, Aad Van Moorsel. Designing Financial Literacy and Saving Tools for the Unbanked and the Under-banked in Brazil Ananya Mukherjee, Catherine Winfield, Shan He, Federico Casalegno, Wilson Ruggiero. Investigating Sustainability Stages in the Workplace Ray Yun, Peter Scupelli, Azizan Aziz, Bertrand Lasternas, Vivian Loftness, Nana Wilberforce. Does social user experience improve motivation for runners? A diary study comparing mobile health applications Frank Spillers, Stavros Asimakopoulos. «How am I doing?» - Personifying Health through Animated Characters Andreas Schmeil, Suzanne Suggs. Increasing Family Involvement in Elderly Care Jasper Jeurens, Koen Van Turnhout, René Bakker. Skyfarer: Design Case Study of a Mixed Reality Rehabilitation Video Game Marientina Gotsis, Vangelis Lympouridis, Phil Requejo, Lisa Haubert, Irina Poulos, Fotos Frangoudes, David Turpin, Maryalice Jordan-Marsh. Keeping Creative Writing on Track: Co-designing a Framework to Support Behavior Change Paul Doney, Rebecca Evans, Marc Fabri.	Enhancement of Usability for Farmers: User Interface for Rural Community Muhammad Faraz Khokhar, Hassan Ejaz, Tayyab Asif Butt, Shahzaib Iftikhar, Umar Muzaffer, Abbas Illyas, Faizan Ul Mustafa, Adeel Mushtaq, Usman Ahmad, Usman Asghar. Consideration for Interpretation of Brain Activity Pattern during Car Driving based on Human Movements Shunji Shimizu, Hiroaki Inoue, Hiroyuki Nara, Fumikazu Miwakeichi, Nobuhide Hirai, Senichiro Kikuchi, Eiju Watanabe, Satoshi Kato. Enhancing Usability Engineering in Rural Areas Using Agile Methods Rüdiger Heimgärtner, Alkesh Solanki, Bernd Hollerit. The Role of Avatars in e-Government Interfaces Badr Almutairi, Dimitrios Rigas. Barriers and Reforms for Promoting ICTs in Rural Areas of Pakistan Aneela Abbas, Mubbashar Hussain, Muddeswar Iqbal, Sidra Arshad, Saqib Rasool, Muhammad Shafiq, Wasif Ali, Nadeem Yaqub. Traffic Management in Rural Networks Rodrigo Emiliano, Fernando Silva, Luís Frazão, João Barroso, António Pereira.		A Structure of Wearable Message-robot for Ubiquitous and Pervasive Services Tomoko Yonezawa, Hirotake Yamazoe. A Methodology for Gamifying Smart Cities: Navigating Human Behavior and Attitude Mizuki Sakamoto, Tatsuo Nakajima, Sayaka Akioka. Human–Computer–Biosphere Interaction: Beyond Human - Centric Interaction Hill Hiroki Kobayashi. U.App: An Urban Application Design Environment Based on Citizen Workshops Tomoyo Sasao, Shin'ichi Konomi. Applicability of Portable Health Clinic to Ageing Society Ashir Ahmed, Andrew Rebeiro-Hargrave, Rafiqul Islam, Sozo Inoue, Naoki Nakashima. Collecting Behavior Logs with Emotions in Town Kenro Aihara. Context Aware Collaborative Computing Model for Natural Disaster Management Systems Hamid McHeick, Raef Mousheimish, Ali Masri, Youssef Dergham.	To Shave or not to Shave? How Beardedness in a LinkedIn Profile Picture Influences Perceived Expertise and Job Interview Prospects Sarah Van der Land, Daan G. Muntinga. Social Media Marketing on Twitter: An Investigation of the Involvement-Messaging-Engagement Link Constantinos K. Coursaris, Wietske Van Osch, Brandon Brooks. Main Factors for Joining New Social Networking Sites Carlos Osorio, Savvas Papagiannidis. “There’s no way I would ever buy any mp3 player with a measly 4gb of storage”: Mining Intention Insights about Future Actions Maria Pontiki, Haris Papageorgiou. A UX Maturity Model: Effective Introduction of UX into Organizations Lorraine Chapman, Scott Plewes. Mobile Design Usability Guidelines for Outdoor Recreation and Tourism Sarah J. Swierenga, Dennis B. Propst, Jennifer Ismirle, Chelsea Figlan, Constantinos K. Coursaris. A Case Study Of The Application Of Cores And Paths In Financial Web Design Dongyuan Liu, Tian Lei, Shuaili Wei.



LCT S063

Student-centered computing: Technological innovations to improve the motivation and 3D spatial skills of the students - II

Room: 12

Chair(s): David Fonseca.

Supporting Learning with 3D Interactive Applications in Early Years

Antonia Cascales Martínez,
Manuel Contero, María-José Martínez-Segura, David C. Pérez López, María Laguna-Segovia.

BIZZY - A Social Game for Entrepreneurship Education

Benjamim Fonseca,
Ramiro Gonçalves, Ricardo Nunes, Mário Sérgio Teixeira, Hugo Paredes, Leonel Morgado, Paulo Martins.

Development of the Learning System for Outdoor Study using Zeigarnik Effect

Yuko Hiramatsu, Atsushi Ito, Masahiro Fujii, Fumihiro Sato.

An Interactive Installation for the Architectural Analysis of Space and Form in Historical Buildings

Luis Antonio Hernandez Ibañez, Viviana Barneche Naya.

Visual and Spatial Data Integration in Mobile Application Design

Patricia Morreale, Daniel Church, Allan Goncalves, Steve Holtz, Joshua Lisojo, Nathaly Lozano, Carlos Silva, Jason Bonaide.

Society@school: Towards an e-Inclusion App for Social Reading

Lucia Longo, Elena Guercio, Alessandra Tedde, Maurizio Belluati, Rossana Actis-Grosso.

An Approach to Holistic Development of Serious Games and Learning Simulations

Aleshia T. Hayes.



HCI	S064	S065	S066	S067
Human-Computer Interaction	Advances in HCI Education <i>Room: DANAE</i> Chair(s): Simone Diniz Junqueira Barbosa.	Living Among Screens <i>Room: EUROPA</i> Chair(s): Bertrand David.	Psychological issues in HCI <i>Room: LEDA</i> Chair(s): Simmone Borsci.	Human Factors in Assistive Technologies - II <i>Room: APHRODITE</i> Chair(s): Tania Cristina Lima, Rodrigo Bonacin, Wagner Figueiredo de Santana.
	Human-Computer Interaction Education and Diversity Tom Gross. Charting the Landscape of HCI Education in Brazil Clodis Boscaroli, Milene S. Silveira, Raquel Oliveira Prates, Silvia Amelia A Bim, Simone Diniz Junqueira Barbosa. Studio-Based Learning as a Natural Fit to Teaching Human-Computer Interaction Paula Alexandra Silva, Martha Crosby, Blanca J. Polo. Teaching and Learning HCI Online Enric Mor, Muriel Garreta-Domingo, Enosha Hettiarachchi, Nuria Ferran. Comparison of Creativity Enhancement and Idea Generation Methods in Engineering Design Training Barbara Motyl, Stefano Filippi. Improvement of Novice Software Developers' Understanding About Usability: The Role of Empathy Toward Users as a Case of Emotional Contagion Fulvio Lizano, Jan Stage.	From Screens to Devices and Tangible Objects: a Framework Applied to Serious Games Characterization Julian Alvarez, Sylvain Haudegond, Clémentine Havrez, Christophe Kolski, Yoann Lebrun, Sophie Lepreux, Aurélien Libessart. Exploring initiative interactions on a proxemic and ambient public screen Huiliang Jin, Bertrand David, Rene Chalon. Where is Mobile Projection Interaction going? The Past, Present and Future of the Mobile Projected Interface Yun Zhou, Tao Xu, Bertrand David, Rene Chalon. Design Criteria for Public Display User Interfaces Alessandro Bendinelli, Fabio Paternò. Comparison Test of Website Use with Mobile Phone and Laptop Computer Martin Maguire, Min Tang. Bet without Looking: Studying Eyes-Free Interaction During Live Sports Pedro Centieiro, Teresa Romão, A. Eduardo Dias, David Furió. Heuristic Evaluation of Mobile Usability: A Mapping Study André de Lima Salgado, André Pimenta Freire.	The Effects of Working Memory Load and Mental Imagery on Metaphoric Meaning Access in Metaphor Comprehension Xiaofang Sun, Ye Liu, Xiaolan Fu. Psychological Personas for Universal User Modeling in Human-Computer Interaction Caio Felix de Araujo, Plinio Thomaz Aquino Junior. Color Saliency Research on Visual Perceptual Layering Method Jing Li, Chengqi Xue, Wencheng Tang, Xiaoli Wu. Auditory Emoticons: Iterative Design and Acoustic Characteristics of Emotional Auditory Icons and Earcons Jason Sterkenburg, Myoungsoon Jeon, Christopher Plummer. Timeline Localization Ilona Nawrot, Antoine Doucet. Proposal for the Model of Occurrence of Negative Response toward Humanlike Agent Based on Brain Function by Qualitative Reasoning Yoshimasa Tawatsuji, Keiichi Muramatsu, Tatsunori Matsui. Mobile Users are More Vigilant than Situated Users Giles Phillips.	Proposals for an Assessment Method of Accessibility and Usability in Web Software Edson Teracine, Fabiola Calixto Matsumoto. Fast and Not Furious Luiz Lopes Lemos Junior, Fabio Evangelista Santana, Fernando Antonio Forcellini, Luiz Fernando Vaseak Machado, João Paulo Castilho. Tool to Help the Communication of Autists Janaina C. Abib, Luciana Rodrigues, Reginaldo Gotardo.

HIMI S068	S069	EPCE S070	UAHCI S071
Information and Collaboration <i>Room: APOLLO East (Main Building)</i> Chair(s): Farid Shirazi. Factors Influencing the Adoption of Cloud Computing by Small and Medium size Enterprises (SMEs) Shima Ramezani Tehrani, Farid Shirazi. Private Cloud Collaboration Framework of e-Learning Environment for Disaster Recovery using Smartphone Alert Notification Satoshi Togawa, Kazuhide Kanenishi. Increasing Information Auditability for Social Network Users Alexandre Pinheiro, Claudia Cappelli, Cristiano Maciel. Development of a mobile application for crowdsourcing the data collection of environmental sounds Minori Matsuyama, Ryuichi Nisimura, Hideki Kawahara, Junnosuke Yamada, Toshio Irino. Collaborative Innovation Research on Co-working Platform Based on Lean Startup Model Yin Li, Qinghua Guo, Zhiyong Fu. E-Governance Transparency in Brazil – The lack of Usability is Detrimental to Citizenship. Cayley Guimarães, Leandro Daniel Reis Silva, Diego Roberto Antunes, Rodrigo Formighieri.	Information Search <i>Room: APOLLO West (Main Building)</i> Chair(s): Shogo Nishida. Types of Document Search Tasks and Users' Cognitive Information Seeking Strategies Hee-Eun Lee, Wan C. Yoon. SPARQL Query Writing with Recommendations based on Datasets Gergő Gombos, Attila Kiss. A Map-Based Web Search Interface using Point of Interest Aggregation Kwangsoon Jung, Sangchul Ahn, Heedong Ko. Content Based Image Retrieval Using Quantitative Semantic Features Anuja Arun Khodaskar, Siddharth Ladha. Towards Semantic Image Retrieval Using Multimodal Fusion with Association Rules Mining Raniah Alghamdi, Mounira Taileb. Graphical Querying of Model-Driven Spreadsheets Jácome Cunha, João Paulo Fernandes, Rui Pereira, João Saraiva. EA Snippets: Generating Summarized View of Handwritten Documents based on Emphasis Annotations Hiroki Asai, Hayato Yamana.	Resilient Traffic Management by Human-Automation Collaboration <i>Room: 4</i> Chair(s): Mark A. Neerincx. Automatic Feedback on Cognitive Load and Emotional State of Traffic Controllers Mark A. Neerincx, Maaike Harbers, Dustin Lim, Veerle Van der Tas. Value Sensitive Design of Automated Workload Distribution Support for Traffic Control Teams Maaike Harbers, Mark A. Neerincx. A Method to Reveal Workload Weak-Resilience-Signals at a Rail Control Post Aron W Siegel, Jan Maarten Schraagen. Attending to Technology Adoption in Railway Control Rooms to Increase Functional Resilience Elise G. C. Crawford, Yvonne Toft, Ryan L. Kift. The Contribution of Automation to Resilience in Rail Traffic Control Pedro NP Ferreira, Nora Balfe. Explicit or Implicit Situation Awareness? Situation Awareness Measurements of Train Traffic Controllers in a Monitoring Mode Julia C. Lo, Emdzad Sehic, Sebastiaan A. Meijer.	Haptics for Assistive and Rehabilitative Technologies <i>Room: MINOS East</i> Chair(s): Troy McDaniel, Sethuraman Panchanathan. Recovery Prediction in the Framework of Cloud-Based Rehabilitation Exergame Mohamad Hoda, Haiwei Dong, Abdulkotaleb El Saddik. Haptic Visualization of Real-World Environmental Data for Individuals with Visual Impairments Chung Hyuk Park, Ayanna Howard. Haptic AR Dental Simulator using Z-buffer for Object Deformation Katsuhiko Onishi, Kiminori Mizushino, Hiroshi Noborio, Masanao Koeda. Tactile Glasses (TAG) for Obstacle Avoidance Georgios Korres, Ahmad El Issawi, Mohamad Eid. Affective Haptics for Enhancing Access to Social Interactions for Individuals who are Blind Troy McDaniel, Shantanu Bala, Jacob Rosenthal, Ramin Tadayon, Arash Tadayon, Sethuraman Panchanathan.
Human Interface and the Management of Information		Engineering Psychology and Cognitive Ergonomics	Universal Access in Human-Computer Interaction

► UAHCI S072	S073	VAMR S074	CCD S075
GPII-3) International Federated DataBases and Search Advances for Assistive Technologies and Access Features in Mainstream Products <i>Room: MINOS North</i> Chair(s): Gregg C. Vanderheiden.	HCI in daily life activities and participation <i>Room: MINOS South</i> Chair(s): Laura Burzagli, Pier Luigi Emiliani.	Visualization Techniques for Agent Transparency <i>Room: 1</i> Chair(s): Jessie Chen.	Methodology of User Study in Emerging Scenarios, Applications and Devices <i>Room: 2</i> Chair(s): Pei-Luen Patrick Rau, Yuming Tao.
Federating Databases of Assistive Technology Products: Latest Advancements of the European Assistive Technology Information Network Valerio Gower, Renzo Andrich, Andrea Agoletto. The GPII Unified Listing Gregg C. Vanderheiden, Valerio Gower, Amrish Chourasia. Federated Databases and Supported Decision Making Denis Anson, Yao Ding. Common Terms Registry Tony Atkins, Gregg C. Vanderheiden. Automatic Metadata Generation Anastasia Cheetham, Dana C Ayotte, Jonathan Hung, Joanna Vass, Colin Clark, Jess Mitchell, Jutta Treviranus.	Smart Objects: an Evaluation of the Present State Based on User Needs Alessandra Papetti, Matteo Iualè, Silvia Ceccacci, Roberta Bevilacqua, Michele Germani, Maura Mengoni. A Virtual Trainer by Natural User Interface for Cognitive Rehabilitation in Dementia Alessandro Leone, Andrea Caroppo, Pietro Siciliano. Supporting the Design of AAL through a SW Integration Framework: the D4All Project Marco Sacco, Enrico Caldarola, Gianfranco Modoni, Walter Terkaj. Energy@home: Energy Monitoring in Everyday Life Stefano Cognati, Elena Guercio, Simona D'Oca. A BCI Platform Supporting AAL Applications Niccolò Mora, Valentina Bianchi, Ilaria De Munari, Paolo Ciampolini. Services and Applications in an Ambient Assisted Living (AAL) Environment Laura Burzagli, Lorenzo Di Fonzo, Pier Luigi Emiliani. The FOOD Project: Interacting with Distributed Intelligence in the Kitchen Environment Laura Burzagli, Lorenzo Di Fonzo, Pier Luigi Emiliani, Laura Boffi, Jakob Bak, Caroline Arvidsson, Dominic M. Kristaly, Leonardo Arteconi, Guido Matrella, Ilaria De Munari, Paolo Ciampolini.	Delegation and Transparency: Coordinating Interactions So Information Exchange is No Surprise Christopher Miller. Transparency in a Human-Machine Context: Approaches for Fostering Shared Awareness/Intent Joseph B. Lyons, Paul R. Havig. Increasing the Transparency of Unmanned Systems: Applications of Ecological Interface Design Ryan Kilgore, Martin Voshell. A Design Methodology for Trust Cue Calibration in Cognitive Agents Ewart De Visser, Marvin Cohen, Amos Freedy, Raja Parasuraman. Trust and Consequences: A Visual Perspective Emrah Onal, John O'Donovan, Laura Marusich, Michael Yu, James Schaffer, Cleotilde Gonzalez, Tobias Hollerer. Don't Walk into Walls: Creating and Visualizing Consensus Realities for Next Generation Videoconferencing Nicolas H. Lehment, Philipp Tiefenbacher, Gerhard Rigoll.	EEG-based Measurement of Emotion Induced by Mode, Rhythm, and MV of Chinese Pop Music Mao Mao, Pei-Luen Patrick Rau. How to Promote Patient Safety in Social Media: A Comparison between Messages in Social Media and Newspapers Na Sun, Pei-Luen Patrick Rau. When China Encounters Smart TV: Exploring Factors Influencing the User Adoption in China Yuming Tao, Jing Chang, Pei-Luen Patrick Rau. Proposal of Observation Analysis Method for Culture Centered Design Kaho Asano, Kazuhiko Yamazaki. Towards the Development of an Inter-Cultural Scale to Measure Trust in Automation Shih-Yi Chien, Zhaleh Semnani-Azad, Michael Lewis, Katia Sycara. The Research of Regional Culture Characteristics of Tourism Commodities based on Cross-cultural Experience Jianxin Cheng, Le Xi, Junnan Ye, Wangqun Xiao.

DHM S076	DUXU S077	S078	S079	continues...
Human Modelling, Ergonomics and Design <i>Room: 3</i> Chair(s): Norm Badler.	Globalization/Localization of DUXU <i>Room: 7</i> Chair(s): Rüdiger Heimgärtner.	Methods and tools supporting user experience design <i>Room: 8</i> Chair(s): Ioanna Michailidou.	Information Management for Emergency, Safety, and Transport <i>Room: 9</i> Chair(s): Maysoon F. Abulkhair.	
Measurement And Analysis of Anthropometric Parameters of Young Male Vehicle Drivers Qianxiang Zhou, Zhongqi Liu, Fang Xie, Sijuan Zheng, Shihua Zhou. Comfort Evaluation of Cockpit Based on Dynamic Pilot Posture Hongjun Xue, Xiaoyan Zhang, Yingchun Chen, Lin Zhou. Context-aware Posture Analysis in a Workstation-oriented Office Environment Konlakorn Wongpatikaseree, Hideaki Kanai, Yasuo Tan. Analysis and Comparison of Ergonomics in Laparoscopic and Open Surgery – a Pilot Study Kristian Karlovic, Stefan Pfeffer, Thomas Maier, Karl-Dietrich Sievert, Ralf Rothmund, Monika A. Rieger, Benjamin Steinhilber. Study on the Evaluation of Automotive Seat Comfort during Prolonged Simulated Driving Xianxue Li, Li Ding, Qianxiang Zhou, Huimin Hu, Chaoyi Zhao. Study on Three Dimensions body Reconstruction and Measurement by Using Kinect Qi Luo. A Digital Human Model for Performance-Based Design Tim Marler, Steve Beck, Uday Verma, Ross Johnson, Victoria Roemig, Behzad Dariush.	Design, User Experience, and Usability Experiencing CSR in Asia: A Social Media Perspective from the Outside in Constance Kampf. A Study of Cultural Reflection in Egyptian Government Websites Nouf Khashman, Elaine Ménard. Using Agile Methods in Intercultural HCI Design Projects Rüdiger Heimgärtner, Alkesh Solanki. A Review of Empirical Intercultural Usability Studies Victoria Böhm, Christian Wolff. Examining the Functionality and Usability of Interactive - Wayfinding Design within Cities in China Fung Ha Sandy Lai.	Motive-Oriented Design: Helping Automobile Engineers to Take the User's Perspective! Constantin Von Saucken, Ioanna Michailidou, Simon Kremer, Udo Lindemann. Virtual Personas: A Case Study on Truck Cabin Design Jos Thalen, Mascha Van der Voort. Interactions around a Multi-touch Tabletop: A Rapid Ethnographic Study in a Museum Evelyn Patsoule.	Public Perception and Acceptance of Electric Vehicles: Exploring users' Perceived Benefits and Drawbacks Martina Ziefle, Shirley Beul-Leusmann, Kai Kasugai, Maximilian Schwalm. Multimedia Surveillance in Event Detection: Crowd Analytics in Hajj Layla Al-Salhie, Mona Al-Zuhair, Areej Al-Wabil. A Mobile Application for Controlling Domestic Gas Cylinders Remotely Wafaa M. Shalash, Salha Al-Behairi, Nada Al-Qahtani, Mashael Al-Muzaini, Bayan Sharahili, Aisha Alawi. Simulation of Wireless Sensor Network for Flood Monitoring System Manal A. Abdullah.	
		A User Experience Design Toolkit Ioanna Michailidou, Constantin Von Saucken, Simon Kremer, Udo Lindemann. User Experience in Training a Personalized Hearing System Gabriel Aldaz, Tyler Haydell, Dafna Szafer, Martin Steinert, Larry Leifer. User Experience Milestones: Structuring the Development of Experience Products Simon Kremer, Ioanna Michailidou, Constantin Von Saucken, Udo Lindemann.	Pilgrim Smart Identification using RFID Technology (PSI) Abeer Geabel, Khlood Jastaniah, Roaa Abu Hassan, Roaa Aljehani, Mona Babadr, Maysoon F. Abulkhair. Usability Evaluation of Mobile Passenger Information Systems Shirley Beul-Leusmann, Christian Samsel, Max Wiederhold, Karl-Heinz Krempels, Eva-Maria Jakobs, Martina Ziefle.	
		Mood Boards as a Universal Tool for Investigating Emotional Experience Huang-Ming Chang, Marta Diaz, Andreu Catala, Wei Chen, Matthias Rauterberg.	Developing the HMI of electric vehicles. On the necessity of a broader understanding of automotive user interface engineering. Christian M. Knoll, Inken Schulze, Roman Vilimek.	



► DUXU S080	DAPI S081	HCIB S082	LCT S083
Information Design and User Experience - II <i>Room: 11</i> Chair(s): Carla G. Spinillo.	3D Interaction for Ubiquitous Virtual Reality <i>Room: 10</i> Chair(s): Woontack Woo.	Marketing and advertising <i>Room: 12</i> Chair(s): April Savoy.	Employing digital technologies to enhance student reflection <i>Room: ATHENA</i> Chair(s): Maria Mama-Timotheou.
SMART Note: Student-centered Multimedia Active Reading Tools for Tablet Textbooks Jennifer George-Palilonis, Davide Bolchini. Interactive Visualizations in Learning Mathematics: Implications for Information Design and User Experience Virginia Tiradentes Souto. Diving in? How Users Experience Virtual Environments Using the Virtual Theatre Katharina Schuster, Max Hoffmann, Ursula Bach, Anja Richert, Sabina Jeschke. Transforming Data into Information Experiences Maria Gonzalez de Cossio. Examining the Interfaces to e-Journal Articles: what do Users Expect? Mary C Dyson, Elizabeth Jennings. The Common Implementation Framework as Service – Towards Novel Applications for Streamlined Presentation of 3D Content on the Web Andreas Aderhold, Katarzyna Wilkosinska, Massimiliano Corsini, Yvonne Jung, Holger Graf, Arjan Kuijper. Evaluation of User Experience Goal Fulfillment: Case Remote Operator Station Hannu Karvonen, Hanna Koskinen, Helena Tokkonen, Jaakko Hakulinen.	Distributed, Ambient and Pervasive Interactions	A Preliminary Study on Social Cues Design in Mobile Check-in Based Advertisement Chi-Lun Liu, Hsieh-Hong Huang. Towards Predicting Ad Effectiveness via an Eye Tracking Study Eleni Michailidou, Christoforos Christoforou, Panayiotis Zaphiris. A user-centered approach in designing NFC couponing platform. The case study of CMM applications Antonio Opronolla, Andrea Ingrosso, Valentina Volpi, Mariarosaria Pazzola, Carlo Maria Medaglia. Market Intelligence in Hypercompetitive Mobile Platform Ecosystem: A Pricing Strategy Hoang Duy Nguyen, Sangaralingam Kajanan, Danny Chiang Choon Poo. The Value of User Centered Design in Product Marketing: A Simulated Manufacturing Company Product Offering Market Strategy April Savoy, Alister McLeod. Understanding Dynamic Pricing for Parking in Los Angeles: Survey and Ethnographic Results James Glasnapp, Honglu Du, Christopher Dance, Stephane Clinchant, Alex Pudin, Daniel Mitchell, Onno Zoeter. An Individual Differences Approach in Adaptive Waving of User Checkout Process in Retail eCommerce Marios Belk, Panagiotis Germanakos, Stavros Asimakopoulos, Panayiotis Andreou, Constantinos Mourlas, George Spanoudis, George Samaras.	Learning and Collaboration Technologies



LCT S084

Computer Assisted Language Learning - II

Room: ARTEMIS

Chair(s): Antigoni Parmaxi.

Which is More Effective for Learning German and Japanese Language, Paper or Digital?

Reina Shimizu, Katsuhiko Ogawa.

Dream Drill: A Bedtime Learning Application

Aya Ikeda, Itiro Siio.

Promoting Students' Writing Skills in Science through an Educational Simulation: The GlobalEd 2 Project

Scott Brown, Kimberly Lawless.

Sustaining Outside-of-Class CALL Activities by Means of a Student Self-Evaluation System in a University Blended Learning EFL CourseYasushige Ishikawa,
Reiko Akahane-Yamada,
Misato Kitamura,
Craig Smith, Yasushi Tsubota,
Masatake Dantsuji.**Computer Assisted Individual Approach to Acquiring Foreign Vocabulary of Students Major**Nadezhda Almazova,
Marina Kogan.



HCI	S085	S086	S087	HIMI	S088
Human-Computer Interaction	Augmented Sports <i>Room: DANAЕ</i> Chair(s): Jun Rekimoto.	Interaction, assistive technologies and assisted living <i>Room: EUROPA</i> Chair(s): Simone Borsci.	Modeling Interactive Systems: Design Approaches, Patterns, Tools <i>Room: LEDA</i> Chair(s): Christian Märtin, Peter Forbrig.	Embodyed Interaction and Communication <i>Room: 11</i> Chair(s): Tomio Watanabe, Teruaki Ito.	
THURSDAY 8:00 - 10:00	AwareCycle: Application for Sports Visualization using an Afterimage Display Attached to the Wheel of a Bicycle Azusa Kadomura, Yoko Ichioka, Koji Tsukada, Jun Rekimoto, Itiro Siio. Collaborative Digital Sports Systems that Encourage Exercise Ayaka Sato, Anna Yokokubo, Itiro Siio, Jun Rekimoto. Prototyping for Digital Sports integrating Game, Simulation and Visualization Yasuto Nakanishi. Sweat Sensing Technique for Wearable Device Using Infrared Transparency Masa Ogata, Masahiko Inami, Michita Imai. An Exergame for Encouraging Martial Arts Connynn Chye, Mizuki Sakamoto, Tatsuo Nakajima. User Interfaces of Mobile Exergames Tim A. Dutz, Sandro Hardy, Martin Knöll, Stefan Goebel, Ralf Steinmetz.	Teaching Design for All Through Empathic Modeling: a Case Study in Tallinn University Vladimir Tomberg, Mart Laanpere. A Model of Web-based Follow-up to Reduce Assistive Technology Abandonment Stefano Federici, Maria Laura Mele, Salvatore Agostino Romeo, Walter Didimo, Giuseppe Liotta, Simone Borsci, Fabio Meloni. Using Cultural Probes to Inform the Design of Assistive Technologies Michael Brown, Allen Tsai, Sharon Baurley, Therese Koppe, Glyn Lawson, Jennifer Martin, Tim Coughlan, Meretta Elliott, Stephen Green, Unna Arunachalam. Snappy App: a Mobile Continuous Performance Test with Physical Activity Measurement for Assessing Attention Deficit Hyperactivity Disorder Zoe Young, Michael P Craven, Maddie Groom, John Crowe. HCI Prototyping and Modeling of Future Psychotherapy Technologies in Second Life Sheryl Brahnam.	Tangible or Not Tangible – A Comparative Study of Interaction Types for Process Modeling Support Albert Fleischmann, Werner Schmidt, Christian Stary. Early Prototyping of 3D-Gesture Interaction within the Presentation-Gesture-Dialog Design Space Birgit Bomsdorf, Rainer Blum. HCI-Patterns for Developing Mobile Apps and Digital Video-Assist-Technology for the Film Set Christian Märtin, Anthony Stein, Bernhard Prell, Andreas Kesper. Evaluation of Model-based User Interface Development Approaches Jürgen Engel, Christian Herdin, Christian Märtin. Combining Design of Models for Smart Environments with Pattern-based Extraction Gregor Buchholz, Peter Forbrig. Recommender System to Support Chart Constructions with Statistical Data Taissa Abdalla Filgueiras De Sousa, Simone Diniz Junqueira Barbosa. Model-based Multi-Touch Gesture Interaction for Diagram Editors Florian Niebling, Daniel Schropp, Romina Kühn, Thomas Schlegel.	Three Key Challenges in ARM-COMS for Entrainment Effect Acceleration in Remote Communication Teruaki Ito, Tomio Watanabe. Measurement of Hand Raising Actions to Support Students' Active Participation in Class Ryuji Kawabe, Michiya Yamamoto, Saizo Aoyagi, Tomio Watanabe. Soft Interface with the Ambiguity - Creation of the Action by Avatar Controller Inducing the Embodiment Shiroh Itai, Taketo Yasui, Yoshiyuki Miwa. Co-creative Bodily Expression through Remote Shadow Media System Yoshiyuki Miwa, Atsushi Nishide, Naruhiro Hayashi, Shiroh Itai, Hiroko Nishi. Information Coding by Means of Adaptive Controlling Torques Johann Winterholler, Julian Böhle, Krzysztof Chmara, Thomas Maier. Development of High-Speed Thermal Display using Water Flow Masamichi Sakaguchi, Kazuki Imai, Kyohei Hayakawa. MulDiRoH: An Evaluation of Facial Direction Expression in Teleconferencing on a Multi-View Display System Shiro Ozawa, Satoshi Mieda, Munekazu Date, Hideaki Takada, Akira Kojima.	



HIMI S089	EPCE S090	UAHCI S091	S092
Information in Transport <i>Room: 12</i> Chair(s): Martina Ziefle.	Human Factors and Aviation Safety <i>Room: 10</i> Chair(s): Wen-Chin Li, Ruishan Sun.	HCI-based Affective/Blended/Inclusive-Learning: Trends, Models and Applications <i>Room: ATHENA</i> Chair(s): Leontios J. Hadjileontiadis, João Barroso.	Ergonomics in Architecture - I <i>Room: ARTEMIS</i> Chair(s): Jerzy Charytonowicz, Agata Bonenberg.
A Study on the Interface Design of a Functional Menu and Icons for In-Vehicle Navigation Systems Ming-Chyuan Lin, Yi-Hsien Lin, Chun-Chun Lin, Jenn-Yang Lin. Predictive Probability Model of Pilot Error based on CREAM Xiaoyan Zhang, Hongjun Xue, Yingchun Chen, Lin Zhou, Gaohong Lu. Advancement and Application of Unmanned Aerial System Human-Machine-Interface (HMI) Technology Brent Terwilliger, David Ison, Dennis Vincenzi, Dahai Liu. «A Careful Driver is One Who Looks in Both Directions when he Passes a Red Light» - Increased Demands in Urban Traffic Martin Götze, Florian Bißbort, Ina Petermann-Stock, Klaus Bengler. Neural Networks for Identifying Civil Pilot's Operation Sequences Zhuoyuan Jiang, Qin Lu, Yuandong Liang, Chen Bin. A Post-Simulation Assessment Tool for Training of Air Traffic Controllers Aslak Wegner Eide, Stian Stør Ødegård, Amela Karahasanović. Effect of Type and Strength of Force Feedback on the Path of Movement in a Target Selection Task Martin T. Koltz, R. Conrad Rorie, Jose Robles, Kim-Phuong L. Vu, Panadda Marayong, Thomas Z. Strybel, Vernal Battiste.	Safety Culture Evaluation in China Airlines: A Preliminary Study Chiou-Yueh (Judy) Tsay, Chien-chih Kuo, Chin-Jung Chao, Colin G. Drury, Yu-Lin Hsiao. An Analysis of Hard Landing Incidents based on Flight QAR Data Lei Wang, Changxu Wu, Ruishan Sun, Zhenxin Cui. Study on a Model of Flight Fatigue Dynamic Risk Index Ruishan Sun, Wenshan Song, Jingqiang Li, Wanli Tian. The Evaluation Model of Psychological Quality for Civil Aviation Student Pilot Based on Fuzzy Comprehensive Evaluation Shu Li, Yang You. The Investigation of Pilots' Eye Scan Patterns on the Flight Deck during an Air-to-Surface Task Wen-Chin Li, Graham Braithwaite, Chung-san Yu. Analysis on Eye Movement Indexes Based on Simulated Flight Task Chengjia Yang, Zhongqi Liu, Qianxiang Zhou, Fang Xie, Shihua Zhou. A Theoretical Model of Mental Workload in Pilots Based on Multiple Experimental Measurements Zongmin Wei, Damin Zhuang, Xiaoru Wanyan, Huan Zhang, Chen Liu.	Multi-sensor Technology and Fuzzy Logic for Dancer's Motion Analysis and Performance Evaluation within a 3D Virtual Environment Alexandros Kitsikidis, Erdal Yilmaz, Kosmas Dimitropoulos, Stella Douka, Nikos Grammalidis. On Enhancing Disabled Students' Accessibility in Environmental Education Using ICT: The MusicPaint Case Sofia Hadjileontiadou, Erasmia Plastras, Kostantinos Toumpas, Katerina Kyrioti, Dimitrios Mandiliotis, João Barroso, Leontios J. Hadjileontiadis. Exploring B-Learning Scenarios using Fuzzy Logic-Based Modeling of Users' LMS Quality of Interaction in Ergonomics and Psychomotor Rehabilitation Academic Courses Sofia Balula Dias, José Alves Diniz, Leontios J. Hadjileontiadis. VIC – An Interactive Video System for Dynamic Visualization in Web and Mobile Platforms Benjamim Fonseca, Hugo Paredes, Paulo Martins, André Alberto, José Rego, Leonel Morgado, Arnaldo Santos. Integrating Computer Vision Object Recognition with Location Based Services for the Blind Hugo Fernandes, Paulo Costa, Hugo Paredes, Vitor Filipe, João Barroso. Evaluation of the Human Factor in the Scheduling of Smart Appliances in Smart Grids Janio Monteiro, Pedro Cardoso, Rita Serra, Licínia Fernandes.	Technical Progress And Ergonomics In Contemporary Domestic Kitchen Jerzy Charytonowicz, Dzoana Latala-Matysiak. Technical Progress in Housing Environment and its Influence on Performing Household Chores Przemyslaw Nowakowski. City – mass Communication Space. Access to Information in Relation to the Composition of the City Agata Bonenberg. The Evolution of Public Hygiene and Sanitary Facilities in the Context of Urbanization Processes and Social Conditions Anna Jaglarz. Ergonomics in the Practice of Project Architect on Selected Examples Klaudiusz Fross. Analysis of Natural Lighting with Regard to Design of Sustainable Office Buildings in Poland Dariusz Masly, Michal Sitek. Brand Visual Identity in Architecture Wojciech Bonenberg.



► UAHCI S093	VAMR S094	CCD S095	S096
HCI for Age Diversity <i>Room: APHRODITE</i> Chair(s): António J. S. Teixeira, Samuel Silva.	Virtual, Augmented and Mixed Reality in Education <i>Room: 1</i> Chair(s): Jorge Martín-Gutiérrez.	User diversity and its impact on design and use of technology <i>Room: APOLLO East (Main Building)</i> Chair(s): Jia Zhou.	International E-commerce - I <i>Room: APOLLO West (Main Building)</i> Chair(s): Limin (Paul) Fu, Yanxia (Marsha) Yang.
Understanding Requirements for Textile Input Devices Individually Tailored Interfaces within Home Environments Martina Ziefle, Philipp Brauner, Felix Heidrich, Christian Möllering, Kriz Lee, Claudia Armbrüster. Improving Text-Entry Experience for Older Adults on Tablets Élvio Rodrigues, Micael Carreira, Daniel Gonçalves. AgeCI: HCI and Age Diversity Samuel Silva, Daniela Braga, António J. S. Teixeira. Efficiency of a Video and a Tutorial in Teaching Older Adults to Interact with Smartphones Ana M. V. R. Correia de Barros, Jorge JR Ribeiro. The Analysis and Research of the Smart Phone's User Interface Based on Chinese Elderly's Cognitive Character Delai Men, Dong Wang, Xiaoping Hu. Investigating the Effects of User Age on Readability Kyung Hoon Hyun, Ji-hyun Lee, Hwon Ihm.	Virtual, Augmented and Mixed Reality Augmented Reality Workshops for Art Students Marcin Wicharowski, Ewa Satalecka, Alicja Wieczorkowska. Spatial Augmented Reality in Collaborative Design Training : Articulation between I-space, We-space and Space-between Samia Ben Rajeb, Pierre Leclercq. Assembly of the Virtual Model with Real Hands using Augmented Reality Technology Poonpong Boonbrahm, Charlee Kaewrat. The Didactical Design of Virtual Reality Based Learning Environments for Maintenance Technicians Tina Haase, Nathalie Weisenburger, Wilhelm Termath, Ulrike Frosch, Dana Bergmann, Michael Dick. Training to Improve Spatial Orientation in Engineering Students Using Virtual Environments Cristina Roca-Gonzalez, Jorge Martín-Gutiérrez, Cristina Mato Corredigas, Melchor García-Domínguez. Bridging the Gap between Students and Laboratory Experiments Max Hoffmann, Katharina Schuster, Daniel Schilberg, Sabina Jeschke.	Cross-Cultural Design Interaction Design of A Semi-automatic Video Face Annotation System Cailiang Liu, Tao Xiong, Chenguang Zhang, Zhibing Wang. Newsvendor's Response to Demand History Wei Geng, Xiaodong Ding. A Low-Cost Approach to Face Behavior for Mental Work Jing Qiu, Jun Lu, Youyuan Pan, Rolf Helbig. A Study of Kinect-based Smart TV Control Mode He Li, Jing Qiu, Long Gao. An Approach of Indoor Exercise: Kinect-Based Video Game for Elderly People Zhe Liu, Chen Liao, Pilsung Choe. First-Time User Experience with Smart Phone New Gesture Control Features Jia Zhou, Jie Zhang, Bingjun Xie, Ning Liu, Ming Jiang, Huilin Wang, Qiqing Gan.	Understanding Emerging Markets by Applying Lean UX Stephanie Chan, Gloria Chen, Limin (Paul) Fu. Older Adults' Online Shopping Behavior in China Caiyue Shen, Lian Zhou, Shujin Lin. Behavior Study on Consumer Driven e-Commerce Yanxia (Marsha) Yang, Grace Deng. What Chinese Female Online Shoppers Need - A Case Study By Applying The Kano Model In E-Commerce Zhibo Yin, Lingxiao Zhang, Xinheng Fan, Wei Li. Improving the Predictive Validity of NPS in Customer Satisfaction Surveys Gang Huang, Huai-lin Wang.



SCSM S097	DHM S098	DUXU S099	S100
<p>Health on-line <i>Room: 2</i> Chair(s): Min Kim.</p> <p>Exploring Health Care Professionals' Attitudes of Using Social Networking Sites for Health Care: An Empirical Study Zhao Huang, NanNan Gai.</p> <p>Revolutionizing Mobile Healthcare Monitoring Technology: Analysis of Features through Task Model Supunmali Ahangama, Yong Sheng Lim, Shun Yuan Koh, Danny Chiang Choon Poo.</p> <p>Social Media Representation and Dissemination of Pre-Exposure Prophylaxis (PrEP): A Semantic Network Analysis of HIV Prevention Drug on Twitter Zheng An, Margaret McLaughlin, Jinghui Hou, Yujung Nam, Chih-Wei Hu, Mina Park, Jingbo Meng.</p> <p>Health Slacktivism on Social Media: Predictors and Effects Chih-Wei Hu.</p> <p>Social Robots as Persuasive Agents Eugenios Vlachos, Henrik Schärfe.</p>	<p>Innovative HealthCare Services and Technologies <i>Room: 3</i> Chair(s): Giuseppe Andreoni.</p> <p>Pegaso: a Serious Game to Prevent Obesity Lucia Pannese, Dalia Morosini, Petros Lameras, Sylvester Arnab, Ian Dunwell, Till Becker.</p> <p>Human Energy Expenditure Models: Beyond State-of-the-art Commercialized Embedded Algorithms Ricard Delgado-Gonzalo, Philippe Renevey, Enric Muntane Calvo, Josep Solà, Cees Lanting, Mattia Bertschi, Mathieu Lemay.</p> <p>Active Prevention by Motivating and Engaging Teenagers in Adopting Healthier Lifestyles: PEGASO Strategy in Designing Future Healthcare Pillars. Renata Guarneri, Giuseppe Andreoni.</p> <p>Integrated Architecture for Next-generation m-Health Services (Education, Monitoring and Prevention) in Teenagers Marco Mazzola, Pelin Arslan, Gabriela Candeia, Ciprian Radu, Massimiliano Azzolini, Cristiana Degano, Giuseppe Andreoni.</p> <p>PEGASO: Towards a Life Companion Stefano Carrino, Maurizio Caon, Omar Abou Khaled, Giuseppe Andreoni, Elena Mugellini.</p> <p>Design and Ergonomics of Monitoring System for Elderly Giuseppe Andreoni, Fiammetta Costa, Alberto Attanasio, Giuseppe Baroni, Sabrina Muschiato, Paola Nonini, Andrea Pagni, Roberto Biraghi, Roberto Pozzi, Maximiliano Romero, Paolo Perego.</p> <p>Building a Telemedicine Framework to Improve the Interactions between Cancer Patients and Oncology Triage Nurses Saif Khairat, Venkatesh Rudrapatna.</p>	<p>Semiotics, Ideology, Persuasion <i>Room: MINOS East</i> Chair(s): Jan Brejcha.</p> <p>Post Media: Towards a User Interface Architecture Jiri Bystricky, Jan Brejcha.</p> <p>Norms about reading in the design of interactive picture book apps for preschool children: A critical multimodal social-semiotic approach Emilia N Djonov.</p> <p>The Language Game Roman Danylak, Kyeong Kang.</p> <p>Ideologies in HCI: A Semiotic Perspective Jan Brejcha.</p> <p>The Happiness Machine: Mobile Behavior Change Aaron Marcus.</p>	<p>Heuristic Evaluation <i>Room: MINOS North</i> Chair(s): Xiaowen Fang.</p> <p>Developing Playability Heuristics for Computer Games from Online Reviews Miaoqi Zhu, Xiaowen Fang.</p> <p>Towards the Development of Usability Heuristics for Native Smartphone Mobile Applications Ger Joyce, Mariana Lilley.</p> <p>Common Industry Format (CIF) report. Customization for UX heuristic evaluation Llucia Masip, Marta Oliva, Toni Granollers.</p> <p>Heuristics for Evaluating the Usability of Mobile Launchers for Elderly People Muna S Al-Razgan, Hend S. Al-Khalifa, Mona Al-Shahrani.</p> <p>Evaluating the Usability on Multimodal Interfaces: a Case Study on Tablets Applications Edvar Vilar Neto, Fabio F.C. Campos.</p> <p>Evaluating Quality and Usability of the User Interface: a Practical Study on Comparing Methods with and Without Users Caio Marcio Silva, Vanessa D. de Macedo, Rafaela Lemos, Maria Lucia L.R. Okimoto.</p>



► DUXU S101		HAS S102	HCIB S103	LCT S104
	<p>Rural Areas in Developing Countries and DUXU - III <i>Room:</i> MINOS South <i>Chair(s):</i> Javed Anjum Sheikh.</p> <p>Visual Design in Healthcare for Low-literate Users – A Case Study of Healthcare Leaflets for New Immigrants in Taiwan Yah-Ling Hung, Catherine Stones.</p> <p>User Support System in the Complex Environment Hashim Chunpir, Amgad Badewi, Thomas Ludwig.</p> <p>Positive Technology and User Experience for Human Needs in Developing Countries: Some Considerations Nils Backhaus, Stefan Brandenburg, Anna Trapp.</p> <p>Improving Sustainability through Usability Vincent G. Duffy.</p> <p>Design for Rural Community Regarding Health Shahzaib Iftikhar, Umar Muzaffer, Abbas Illyas, Tayyab Asif Butt, Hassan Ejaz, Muhammad Faraz Khokhar, Javed Anjum Sheikh.</p> <p>Cultural Creativity in Experience Design Model Shu-Hsuan Chang, Chi-Hsien Hsu, Rung Tai Lin.</p> <p>Attempts To Quantitative Analyze For The Change Of Human Brain Activity With Physical And Psychological Load Hiroaki Inoue, Shunji Shimizu, Hiroyuki Nara, Takeshi Tsuruga, Fumikazu Miwakeichi, Nobuhide Hirai, Senichiro Kikuchi, Eiju Watanabe, Satoshi Kato.</p>	<p>Human Aspects of Information Security, Privacy and Trust</p> <p>Foundations, Tools, and New Concepts in Trusted Computing <i>Room:</i> 7 <i>Chair(s):</i> Michael Huth.</p> <p>What Usable Security Really Means: Trusting and Engaging Users Iakovos Kirlappos, Angela Sasse.</p> <p>QR Code Security: A Survey of Attacks and Challenges for Usable Security Katharina Krombholz, Peter Fröhwirt, Peter Kieseberg, Ioannis Kapsalis, Markus Huber, Edgar R. Weippl.</p> <p>Nudging for Quantitative Access Control Systems Charles Morisset, Thomas Groß, Aad Van Moorsel, Iryna Yevseyeva.</p> <p>Compositional Security Modelling: Structure, Economics, and Behaviour Tristan Caulfield, David J. Pym, Julian Williams.</p> <p>On Designing Usable Policy Languages for Declarative Trust Aggregation Michael Huth, Jim Huan-Pu Kuo.</p> <p>A Conceptual Framework to Study Socio-Technical Security Ana Ferreira, Jean-Louis Huynen, Vincent Koenig, Gabriele Lenzini.</p> <p>An Assessment Framework for Usable-Security Based on Decision Science Yasser M. Hausawi, William H. Allen.</p>	<p>HCIn Business</p> <p>HCI Studies in Management Information Systems - II <i>Room:</i> 9 <i>Chair(s):</i> Chuan-Hoo Tan.</p> <p>Do We Follow Friends or Acquaintances? The Effects of Social Recommendations at Different Shopping Stages Tingting Song, Cheng Yi, Jinghua Huang.</p> <p>Accelerating Individual Innovation: Evidence from a Multinational Corporation Qiqi Jiang, Yani Shi, Chuan-Hoo Tan, Choon Ling Sia.</p> <p>Effects of Social Distance and Matching Message Orientation on Consumers' Product Evaluation Lu Yang, Jin Chen, Bernard Tan.</p> <p>Search in Open Innovation: How does it Evolve with the Facilitation of Information Technology? Tingru Cui, Yu Tong, Hock-Hai Teo.</p> <p>When Two is Better than One – Product Recommendation with Dual Information Processing Strategies Wee-Kek Tan, Chuan-Hoo Tan, Hock-Hai Teo.</p> <p>Small and Medium Enterprises 2.0: Are we there yet? Pedro Isaias, Diogo Antunes.</p> <p>Creating Competitive Advantage in IT-intensive Organizations: A Design Thinking Perspective Alma Leora Culén, Mark Kriger.</p>	<p>Learning and Collaboration Technologies</p> <p>Innovative Solutions for Technology-Rich Interactive Learning Environments in Higher Education <i>Room:</i> 8 <i>Chair(s):</i> Asil Özdoğu.</p> <p>Cloud Storage Services in Higher Education – Results of a Preliminary Study in the Context of the Sync&Share-Project in Germany Christian Meske, Stefan Stieglitz, Raimund Vogl, Dominik Rudolph, Ayten Öksüz.</p> <p>Blended Simulation Based Medical Education: a Complex Learning/Training Opportunity Armineh Shahoumian, Murray Saunders, Maria Zenios, Gale Parchoma, Jackie Hanson.</p> <p>The Effect of Split Attention in Surgical Education Erol Özcelik, Nergiz Ercil Cagiltay, Gokhan Sengul, Emre Tuner, Bulent Unal.</p> <p>HIP - A Technology-Rich and Interactive Multimedia Pedagogical Platform Ali Shariq Imran, Stewart James Kowalski.</p> <p>Enhancing Online Learning Activities for Groups in Flipped Classrooms Reecha Bharali.</p>
THURSDAY 8:00 - 10:00				

HCI	S105	S106	S107	HIMI	S108	continues...
Human-Computer Interaction	Experience Engineering <i>Room: MINOS East</i> Chair(s): Masaaki Kurosu.	Interacting with games and entertainment <i>Room: MINOS North</i> Chair(s): Katsuhiko Ogawa.	Haptic and tangible UIs <i>Room: MINOS South</i> Chair(s): Patrik Lif.	Human Interface and the Management of Information	Human-centered Information Systems, Services and Applications - I <i>Room: 10</i> Chair(s): Ryosuke Saga.	
	Designing for Online Collaborative Consumption: A Study of Sociotechnical Gaps & Social Capital Ali Gheitasy, Jose Abdelnour-Nocera, Bonnie Nardi, Dimitrios Rigas.	Narrative Control and Player Experience in Role Playing Games: Decision Points and Branching Narrative Feedback Christopher Moser, Xiaowen Fang.	Spyractable: A Tangible User Interface Modular Synthesizer Spyridon Potidis, Thomas Spyrou.		Modeling Consumers with TV and Internet Akifumi Nozaki, Kenichi Yoshida.	
	A Knowledge-Construction Perspective on Human Computing, Collaborative Behavior and New Trends in System Interactions Isabel L Cafezeiro, Carmem Gadelha, Virginia Chaitin, Ivan da Costa Marques.	Interface Design Strategies and Disruptions of Gameplay: notes from a qualitative study with first-person gamers Suely Fragoso.	Evaluation of Tactile Drift Displays in Helicopter Patrik Lif, Per-Anders Oskarsson, Johan Hedström, Peter Andersson, Björn Lindahl, Christoffer Palm.		Visualization Tool for Finding of Researcher Relations Takafumi Aoki, Yoshikazu Sasamoto, Keisuke Makita, Shingo Otsuka.	
	Design Artefacts as Business Decision Prompts: Tackling the Design and Business Values Gap Joanna Kwiatkowska, Agnieszka Szóstek, David Lamas.	Distance Effect: Where You Stand Determines How Promptly You Interact with Game Xiaolong Lou, Andol Xiangdong Li, Ren Peng.	A Heuristic Model of Vibrotactile Haptic Feedbacks Elicitation Based on Empirical Review Anak Agung Gede Dharma, Kiyoshi Tomimatsu.		Learning Winespeak from Mind Map of Wine Blogs Sachio Hirokawa, Brendan Flanagan, Takahiko Suzuki, Chengjiu Yin.	
	Value Pie: a Culturally Informed Conceptual Scheme for Understanding Values in Design Roberto Pereira, M. Cecília C. Baranauskas.	Haptic User Interface Integration for 3D Game Engines Gokhan Sengul, Nergiz Ercil Çağiltay, Erol Özçelik, Batuhan Erol, Emre Tuner.	Hand-Object Interaction: From Grasping to Using Long Ni, Ye Liu, Xiaolan Fu.		A Music Search System for Expressive Music Performance Learning Tomoya Mikami, Kosuke Takano.	
	The Willingness to Adopt Technologies – a Cross-sectional Study on the Influence of Technical Self-efficacy on Acceptance. Barbara S. Zaunbrecher, Sylvia Kowalewski, Martina Ziefle.	Assembling the Collective Experience of a Serious Game - Mediation as an Interactional Practice Alain Bovet, Marc Relieu.	RemoteHand: A Wireless Myoelectric Interface Andreas Attenberger, Klaus Buchenrieder.		Enhancement of Accuracy of Hand Shape Recognition Using Color Calibration By Clustering Scheme and Majority Voting Method Takahiro Sugaya, Hiromitsu Nishimura, Hiroshi Tanaka.	
	Tangible Disparity - Different Notions of the Material as Catalyst of Interdisciplinary Communication Michael Heidt, Linda Pfeiffer, Andreas Bischof, Paul Rosenthal.	Proposal for a New Entertainment System that Connects Real Life and Net Excitement Kazuma Hidaka, Katsuhiko Ogawa.	HOUDINI: Introducing Object Tracking and Pen Recognition for LLP Tabletops Adrian Hülsmann, Julian Maicher.		Toward a Faithful Bidding of Web Advertisement Takumi Uchida, Koken Ozaki, Kenichi Yoshida.	
	IS THERE HCI IN IDTV?: an Exploratory Study on their Words Samuel B Buchdid, M. Cecilia C. Baranauskas.				Research on Users Involvement in Automobile Design Development Noboru Koyama, Mikio Yamashita, Mizuki Nakajima.	

HIMI S109	UAHCI S110	S111	VAMR S112
Advanced Applications <i>Room: 11</i> Chair(s): Barrett S Caldwell.	Ergonomics in Architecture - II <i>Room: 7</i> Chair(s): Jerzy Charytonowicz, Agata Bonenberg.	GPII-4) Implementations of the GPII with Assistive Technologies and Mainstream Products and Environments <i>Room: 8</i> Chair(s): Gregg C. Vanderheiden.	VAMR in Naval Architecture, Marine & Ocean Engineering: Current Status & Prospects <i>Room: APOLLO East (Main Building)</i> Chair(s): Panagiotis D. Kaklis.
Human-Machine Interface (HMI) Design for Power Generation Plant Operators: Applying User-Centered Design Approach So Young Kim. Development of Digital-device-based Cooperation Support System to Aid Communication between MCR Operators and Field Workers in Nuclear Power Plants (NPPs) Seung-Min Lee, Hyun-Chul Lee, Poong Hyun Seong. Improving Control Room State Awareness through Complex Sonification Interfaces Barrett S Caldwell, Jacob Viraldo. Human-Centred Interfaces for Situation Awareness in Maintenance Allan C M Oliveira, Regina Araujo, Andrew Jardine. Management of On-Line Registries Information for Patient Safety in Long-term Care Fuad Abujarad, Sarah J. Swierenga, Toni Dennis, Lori Post. Computerized Information Standards Enabling Innovation in Public Procurement of Buildings Christian Koch, Kim Jacobsen. A Resilient Interaction Concept for Process Management on Tabletops for Cyber-physical Systems Ronny Seiger, Susann Struwe, Sandra Matthes, Thomas Schlegel.	Day-Lighting and Sun Protection in Hospital Facilities-Assessment of the Used Solutions Joanna Tymkiewicz, Magdalena Jamrozik-Szatanek. Ergonomic Solutions of Facilities and Laboratory Work-Stands at Universities - Programming of Ergonomic Technological Lines - Case Study Dorota Winnicka-Jaslawska. The Controversy between the Human Factors and Ergonomics Demands and the Current Designing Rules of Contemporary Stadiums Zdzislaw Leslaw Pelczarski. Notheime – Ergonomically Designed Crisis Houses of the Building Cooperative „Schlesische Heimstätte” Jadwiga Urbanik.	The GPII on Desktops in PCs OSs: Windows & GNOME Javier Hernández Antúnez, Colin Clark, Kasper Galschiot Markus. Implementing GPII/ Cloud4All Support for Mobile Accessibility for Android Ferran Gállego. The GPII on Smart Phones: Android Javier Hernández Antúnez. Making Web Pages and Applications Accessible Automatically Using Browser Extensions and Apps* Ignacio Peinado, Manuel Ortega-Moral. Smart Houses in Cloud4all: from Simulation to Reality Boyan Sheyanov, Christophe Strobbe, Silvia De los Rios.	Authoring of Automatic Data Preparation and Scene Enrichment for maritime Virtual Reality Applications Benjamin Mesing, Uwe Von Lukas. VELOS: Crowd Modeling for Enhanced Ship Evacuation Analysis Konstantinos Kostas, Alexandros-Alvertos Ginnis, Constantinos Politis, Panagiotis D. Kaklis. Collaborative Visualization of a Warfare Simulation using a Commercial Game Engine Hyungki Kim, Yuna Kang, Suchul Shin, Imkyu Kim, Soonhung Han. Maritime Applications of Augmented Reality – Experiences and Challenges Uwe Von Lukas, Matthias Vahl, Benjamin Mesing. Using VR for Complex Product Design Loukas Rentzos, Charalampos Vourtsis, Dimitris Mavrikios, George Chryssolouris. Augmented and Geo-Located Information in an Architectural Education Framework David Fonseca, Janina Puig, Ernesto Redondo, Sergi Villagrasa, Isidro Navarro.

VAMR S113

Interactive Technologies for Virtual and Augmented Reality
Room: APOLLO West (Main Building)
Chair(s): Fotis Liarokapis.

How does Varying Gaze Direction Affect Interaction Between a Virtual Agent and Participant in an On-Line Communication Scenario?
Adam Qureshi,
Christopher Peters, Ian Apperly.

Sense of Presence and Metacognition Enhancement in Virtual Reality Exposure Therapy in the Treatment of Social Phobias and the Fear of Flying
Ioannis Paliokas,
Athanasios Tsakiris,
Dimitrios Tzovaras,
Athanasios Vidalis.

Future Media Internet Technologies for Digital Domes
Dimitrios Christopoulos,
Efsthathia Hatzis,
Anargyros Chatzitofis,
Nicholas Vretos, Petros Daras.

Effects of gender mapping on perception of emotion from upper body movement in virtual characters
Maurizio Mancini,
Andrei Ermilov,
Ginevra Castellano,
Fotis Liarokapis, Giovanna Varni,
Christopher Peters.

THE GROWTH: An Environmental Game Focusing on Overpopulation Issues
Charn Pisithpunth,
Panagiotis Petridis,
Petros Lameras, Ian Dunwell.

The Application of Augmented Reality for Reanimating Cultural Heritage
Sasithorn Rattanarungrot,
Martin White, Zeeshan Patoli,
Tudor Pascu.

Usability Evaluation of Virtual Museums' Interfaces Visualization Technologies
Stella Sylaiou, Vassilis Killintzis,
Ioannis Paliokas,
Katerina Mania, Petros Patias.

CCD S114

Cyber Security and Usability
Room: ATHENA
Chair(s): Yee-Yin Choong.

A Cognitive-Behavioral Framework of User Password Management Lifecycle
Yee-Yin Choong.

Clear, Unambiguous Password Policies: An Oxymoron?
Michelle Steves,
Kevin Killourhy,
Mary F Theofanos.

Character Strings, Memory and Passwords: What a Recall Study Can Tell Us
Brian C. Stanton,
Kristen K. Greene.

I Can't Type That! P@\$\$w0rd Entry on Mobile Devices

Kristen K. Greene,
Melissa A. Gallagher,
Brian C. Stanton, Paul Y. Lee.

Development of a Scale to Assess the Linguistic and Phonological Difficulty of Passwords
Jennifer Romano Bergstrom,
Stefan A. Frisch, David Charles Hawkins,
Joy Hackenbracht,
Kristen K. Greene,
Mary F Theofanos,
Brian Griepentrog.

The Great Authentication Fatigue - And How To Overcome It
Angela Sasse, Michelle Steves,
Kat Krol, Dana Chisnell.

SCSM S115

Self and emotions
Room: ARTEMIS
Chair(s): Alma Leora Culén.

Image Choice to Represent the Self in Different Online Environments
Monica T Whitty,
James Doodson, Sadie Creese,
Duncan Hodges.

What Does Your Profile Picture Say About You? The Accuracy of Thin-slice Personality Judgments from Social Networking Sites Made at Zero-acquaintance
Mark Turner, Natalie Hunt.

iCONFESS: Mirroring Digital Self-Disclosure in a Physical Booth
Alma Leora Culén,
Sisse Finken,
Andrea Gasparini.

Reinterpret 3G Emoticons from a Persona Theory
Minseo Kim, Chung-Kon Shi,
Jeounghoon Kim.

Beyond Facebook Personality Prediction: A Multidisciplinary Approach in Predicting Social Media Users' Personality
Carrie Solinger,
Leanne Hirshfield,
Stuart Hirshfield,
Rachel Friedman,
Christopher Lepre.

Co-pulse: Light Based Emotional Design in Musical Performances
Junjie Yu, Ke Fang,
Zhiyong Fu.

How do Users Express their Emotions Regarding the Social System in Use? A Classification of their Postings by Using the Emotional Analysis of Norman
Marília S Mendes,
Elizabeth Furtado,
Vasco Furtado, Miguel F. de Castro.

AC S116

Research to Practice: Adaptive Technologies and Approaches to Performance Improvement
Room: APHRODITE
Chair(s): Tiffany Poeppelman,
Robert Sotilare.

Research to Practice: Adaptive Technologies and Approaches to Performance Improvement
Tiffany Poeppelman,
Robert Sotilare.

Using Learner Data to Influence Performance during Adaptive Tutoring Experiences
Robert Sotilare.

Just Enough Fidelity in Student and Expert Modeling for ITS - Making the Practice Practical
Brandt Dargue,
Elizabeth Biddle.

Semantic Representation Analysis: A General Framework for Individualized, Domain-Specific and Context Sensitive Semantic Processing
Xiangen Hu, Benjamin D. Nye,
Chuang Gao, Xudong Huang,
Jun Xie, Keith Shuback.

Using a Cognitive/Metacognitive Task Model to Analyze Students' Learning Behaviors
Gautam Biswas,
John S Kinnebrew,
James Segedy.

Utilizing the Generalized Intelligent Framework for Tutoring to encourage Self-Regulated Learning
Anne M. Sinatra.

What is Adaptivity? Does it Improve Performance?
Jacqueline A. Haynes,
Jody A. Underwood,
Robert Pokorny, Amit Spinrad.

Cross-Cultural Design

Social Computing and Social Media

Augmented Cognition

DHM	S117	DUXU	S118	S119	S120
Digital Human Modeling and applications in Health, Safety, Ergonomics and Risk Management	Healthcare applications and services <i>Room: 12</i> Chair(s): Leonor C. Teixeira.	Design, User Experience, and Usability	Wearable tangible interfaces <i>Room: DANAЕ</i> Chair(s): Patricia J Flanagan.	Interacting with Information and Narratives <i>Room: EUROPA</i> Chair(s): Priscila L. Farias, Daniela Kutschat Hanns, Gil Barros.	User Experience and Perception of Visual Information <i>Room: LEDA</i> Chair(s): Adriano B. Renzi.
	Evaluating the Healthcare Management System by Usability Testing Po-Hsin Huang, Ming-Chuan Chiu.		Wearable Networks, Creating Hybrid Spaces with Soft Circuits T. Raune Frankjaer, Daniel Gilgen.	Evolution of the Physical Interfaces in Video Games as a Support to Narrative and the Gaming Experience Alan R Da Luz.	Logograms: Memory Aids for Learning, and an Example with Hearing-Impaired Students Ligia MS Medeiros, Marcos Brod Junior, Luiz Gomes.
	Application of Bayesian Networks in Consumer Service Industry and Healthcare Le Zhang, Yuan Gao, Balmatee Bidassie, Vincent G. Duffy.		From Wearables to Soft-Wear: Developing Soft User Interfaces by Seamlessly Integrating Interactive Technology into Fashionable Apparel Daniel Gilgen, T. Raune Frankjaer.	Immersive Interactive Narratives in Augmented Reality Games Bruno Santos Viana, Ricardo Nakamura.	The Relation between Online and Print Information Graphics for Newspapers Ricardo C. Lima, Rafael (de Castro) Andrade, André S. Monat, Carla G. Spinillo.
	Understanding and Facilitating the Communication Process Among Healthcare Professionals Janaina C. Abib, Andre De O. Bueno, Junia Anacleto.		Beyond Wearables: Trends in Experience and Design of Portable Medical Devices Rafael Gomez, Anna Harrison.	Extending ActionSketch for New Interaction Styles: Gestural Interfaces and Interactive Environments Gil Barros.	Affordances And Gestural Interaction On Multi-Touch Interface Systems: Building New Mental Models Adriano B. Renzi, Sydney Freitas.
	Usability Challenges and Barriers in EHR Training Of Primary Care Resident Physicians Min Kim, Martina A Clarke, Jeffrey Belden, Elaine Hinton.		The Wearable Self: Braiding a Feminist Critique Within a Somaesthetics Framework for Design Emily Ip, Wynnie (Wing Yi) Chung, Sunmin Lee, Thecla Schiphorst.	Designing Peal-Time: On how Events Affect Audiovisual Narratives Marcus Bastos.	Taking Decisions with Systems oriented to the General Public - Applying Visual Information based on the Viennese Method André S. Monat, Marcel Befort, Ricardo C. Lima.
	Using Ontologies and Semantic Web Technology on a Clinical Pedigree Information System Joao Miguel Santos, Beatriz Sousa Santos, Leonor C. Teixeira.		A Vibrant Evolution: from Wearable Devices to Objects as Mediators of Experience Patricia J Flanagan.	Timeaxis Design of a Service System Growing Values of Mobility Using the M-V Model Kei Kamiya, Akira Kito, Jaime Alvarez, Koichiro Sato, Hidekazu Nishimura, Yoshiyuki Matsuoka, Satoru Furugori.	Prototyping in a Learning Environment - Digital Publishing Projects from the Escola Superior de Desenho Industrial Marcos Andre Franco Martins.
	ENT Disease Diagnosis Using an Expert System Duwaraka Yoganathan, Sangaralingam Kajanan.		Techno-Theoretical Paradigm: Performance, Fashion and Wearables Valerie Lamontagne.		Management of Visual Clutter in Annotated 3D CAD Models: A Comparative Study Jorge D. Camba, Manuel Contero, Michael Johnson.
			Affording Creativity and New Media Possibilities Zoie So.		Further Investigation of the Effects of font styles on Perceived Visual Aesthetics of Website Interface Design Ahamed Altaboli.

DAPI S121	HCIB S122	LCT S123	S124
Experience design in pervasive environments - I <i>Room: 3</i> Chair(s): Irene Mavrommatti, Achilles Kameas.	Human Computer Interaction in Social Commerce and Innovation <i>Room: 9</i> Chair(s): Andreas Auinger.	Dissecting User Experience (UX) when Users Objective is to Learn <i>Room: 1</i> Chair(s): Aimilia Tzanavari.	Digital literacy <i>Room: 2</i> Chair(s): Birgy Lorenz.
Mapping Interactions in a Pervasive Home Environment Kostas Grivas, Stelios Zerefos, Irene Mavrommatti. The Experience of Spatial Interaction: Conceptualizing the User Experience of Virtual Environments Charalampous Rizopoulos, Dimitris Charitos. Taking Care of Elderly People with Chronic Conditions using Ambient Assisted Living technology: The ADVENT perspective Theodoros Panagiotakopoulos, Christos Antonopoulos, Panayiotis Alefragkis, Achilles Kameas, Stavros Koubias. A game design workshop to support the elaboration of game ideas Christos Sintoris, Nikoleta Yiannoutsou, Nikolaos Avouris. Factors Influencing the Quality of the User Experience in Ubiquitous Recommender Systems Nikolaos Polatidis, Christos K. Georgiadis.	Principles of Human Computer Interaction in Crowdsourcing to Foster Motivation in the Context of Open Innovation Patrick Brandtner, Andreas Auinger, Markus Helfert. First in Search - How to Optimize Search Results in E-Commerce Web Shops Gerald Petz, Andreas Greiner. A Qualitative Investigation of 'Context', 'Enterprise Mobile Services' and the Influence of Context on User Experiences and Acceptance of Enterprise Mobile Services Karen Carey, Markus Helfert. An Evaluation Scheme for Performance Measurement of Facebook Use: an Example of Social Organizations in Vienna Claudia Brauer, Christine Bauer, Mario Dirlinger. Persuasive Web Design in e-Commerce Hsi-Liang Chu, Yi-Shin Deng, Ming-Chuen Chuang. What Web Analysts can do for Human-Computer Interaction? Claudia Brauer, David Reischer, Felix Mödritscher. Co-Design of Neighbourhood Services using Gamification Cards Manuel Oliveira, Sobah Petersen.	Empowering L&D Managers Through Customisation of Inline Learning Analytics Evangelos Kapros, Neil Peirce. User Experience Observations on Factors that Affect Performance in a Road-Crossing Training Application for Children using the CAVE Aimilia Tzanavari, Skevi Matsentidou, Chris G. Christou, Charalambos Poullis. Card Sorting Assessing User Attitude in E-Learning Ghada Refaat El Said. Measuring Students' Flow Experience in a Multimodal Learning Environment: A Case Study Christina Vasiliou, Andri Ioannou, Panayiotis Zaphiris. The Emotion Component on Usability Testing Human Computer Interface of an Inclusive Learning Management System Vania Ribas Ulbricht, Carlos H. Berg, Luciane Maria Fadel, Silvia Quevedo. Development of a Fieldwork Support System for Group Work in Project-based Learning Mikihiko Mori, Akihisa Tatsumi.	Digital Literacy for All through Integrative STEM Leo Siiman, Carlos Manuel Pacheco, Margus Pedaste. The Role of Educational Technologist in Implementing New Technologies at School Birgy Lorenz, Kaido Kikkas, Mart Laanpere. File Formats Security - Proprietary vs. Open-Source Edmund Laugasson, Kaido Kikkas. Assessing the Need of Augmenting Video Lectures with Supporting Information Gaurav Kumar Singh, Abhay Doke, Varun Kumar, Savita Bhat, Niranjan Pedanekar. An HTML5-based Online Editor for Creating Annotated Learning Videos Jan-Torsten Milde. From Information Systems to E-Learning 3.0 Systems's Critical Success Factors: a Framework Proposal Paula Miranda, Pedro Isaias, Carlos J. Costa.
Distributed, Ambient and Pervasive Interactions	HClin Business	Learning and Collaboration Technologies	

HCI	S125	S126	S127	HIMI	S128
Human-Computer Interaction	<p>Socio-cultural Aspects in Monolingual and Multilingual Human-Computer Interaction <i>Room: MINOS East</i> Chair(s): Christina Alexandris.</p>	<p>Customer Relationship Management: buildingblocks, functionality and performance <i>Room: MINOS North</i> Chair(s): Ing-Marie Jonsson.</p>	<p>Adaptive UIs <i>Room: MINOS South</i> Chair(s): Christian Stary.</p>	HUMAN-INTERACTION AND THE MANAGEMENT OF INFORMATION	
	<p>Accessing Cause-Result Relations and Diplomatic Information in Ancient "Journalistic" Texts with Universal Words Christina Alexandris.</p> <p>Chinese Romanization and its Application in HCI Zhiwei Feng.</p> <p>Discourse Particles and User Characteristics in Naturalistic Human-Computer Interaction Ingo Siegert, Matthias Haase, Dmytro Prylipko, Andreas Wendemuth.</p> <p>Design of an Emotion Elicitation Framework for Arabic Speakers Sharifa M. Alghowinem, Sarah Alghowinem, Majdah Alshehri, Areej Al-Wabil, Roland Goecke, Michael Wagner.</p> <p>Introducing Consciousnet: Internet Content as an Environment for Human-Machine Interaction Vincenzo Catania, Davide Patti, Maria Grazia Sciacca.</p> <p>Design and Development of Speech Interaction: A Methodology Nuno Almeida, Samuel Silva, António J. S. Teixeira.</p>	<p>Getting the Most from CRM Systems: Data Mining in SugarCRM, Finding Important Patterns Qamir Hussain.</p> <p>One Interface, Many Views: A Case for Repeatable Patterns Weston Moran.</p> <p>Just Rate It! Gamification as Part of Recommendation Angelina C. A. Ziesemer, Luana Müller, Milene S. Silveira.</p> <p>Analysis of Demographical Factors' Influence on Websites' Credibility Evaluation Maria M Rafalak, Piotr Bilski, Adam Wierzbicki.</p> <p>The Correlation between Visual Complexity and User Trust in On-line Shopping: Implications for Design Kai-Ti Tseng, Yuan-Chi Tseng.</p> <p>B2C Websites' Usability for Chinese Senior Citizens Liang Kang, Hua Dong.</p> <p>The Gap between what a Service Provider Shows Off and what Users Really Watch Dongjin Kim, Jaehyun Choi.</p>	<p>A Model and Guidelines for the Interface Design Process for Adaptive Web Applications (IDPAWA) Claudia Regina Batista, Vania Ribas Ulbricht, Adhemar Maria Do Valle Filho.</p> <p>Visualization Adaptation based on Environmental Influencing Factors Dirk Burkhardt, Kawa Nazemi, Jose Daniel Encarnacao, Wilhelm Retz, Jörn Kohlhammer.</p> <p>Natural Forms of Communication and Adaptive Behaviour in Human-Computer-Interaction Madlen Wuttke, Kai-Uwe Martin.</p> <p>An Adaptive Semantic Mobile Application for Individual Touristic Exploration Christine Keller, Rico Pöhland, Sören Brunk, Thomas Schlegel.</p> <p>A Practical Solution for the Automatic Generation of User Interfaces - What Are the Benefits of a Practical Solution for the Automatic Generation of User Interfaces? Miroslav Sili, Christopher Mayer, Martin Morandell, Matthias Gira, Martin Petzold.</p>	<p>Menu Hierarchy Generation Based on Syntactic Dependency Structures in Item Descriptions Yukio Horiguchi, Shinsu An, Tetsuo Sawaragi, Hiroaki Nakanishi.</p> <p>Qualitative Study for the Design of Assistive Technologies for Improving Quality of Life of Visually Impaired Yosuke Kinoe, Asuka Noguchi.</p> <p>Liquid Tangible User Interface: Using Liquid in TUI Masahiro Hotta, Makoto Oka, Hirohiko Mori.</p> <p>From the Perspective of Service Engineering, the Development of Support Systems for Residents Affected by the Major Earthquake Disaster Sakae Yamamoto, Kazuo Ichihara, Naoko Nojima, Yuichi Takahashi, Kosuke Ootomo, Kenta Watanabe.</p> <p>Selecting a Function by How Characteristic Shapes Afford Users Makoto Oka, Masafumi Tsubamoto, Hirohiko Mori.</p> <p>A Collaboration Support Tool for Multi-cultural Design Team based on Extended ADT Model Hidetsugu Suto, Patchanee Patitad, Namgyu Kang.</p> <p>User Experience Evaluation Framework for Human-Centred Design Hiroyuki Miki.</p>	



HIMI S129	EPCE S130	UAHCI S131	S132
Human-centered Information Systems, Services and Applications - II <i>Room: ARTEMIS</i> Chair(s): Ryosuke Saga.	Inherent Human-Machine Connection via Harmonized Interactivity <i>Room: APHRODITE</i> Chair(s): Shan Fu.	Designing for Universal Access <i>Room: DANAЕ</i> Chair(s): Simeon Keates.	GPII-5) Next Generation Accessibility Ecosystem Components <i>Room: EUROPA</i> Chair(s): Gregg C. Vanderheiden.
Association of CCR and BCC Efficiencies to Market Variables in a Retrospective two Stage Data Envelope Analysis Denis A Coelho. Data Driven Enterprise UX: A Case Study of Enterprise Management Systems Sumit Pandey, Swati Srivastava. Quality Function Deployment Using Improved Interpretive Structural Modeling Takeo Kato, Yoshiyuki Matsuoka. Finding Division Points for Time-Series Corpus Based on Topic Changes Hiroshi Kobayashi, Ryosuke Saga.	An Analysis of Pilot's Physiological Reactions in Different Flight Phases Zhen Wang, Shan Fu. A Study of the Relationship between Novice Pilots' Performance and Multi-physiology Signals Yanyu Lu, Jingjing Wu, Shan Fu. The Research of Implementing SC to Evaluate Complexity in Flight Yiyuan Zheng, Dan Huang, Shan Fu. Evaluation Research of Joystick in Flight Deck Based on Accuracy and Muscle Fatigue Zheng Yang, Zhihan Li, Lei Song, Qi Wu, Shan Fu. Hierarchical Task Analysis of a Synthetic Aperture Radar Analysis Process Susan Stevens-Adams, Kerstan Cole, Laura McNamara. Transparency of Automated Combat Classification Tove Helldin, Ulrika Ohlander, Göran Falkman, Maria Riveiro. Task Switching and Single vs. Multiple Alarms for Supervisory Control of Multiple Robots Michael Lewis, Shih-Yi Chien, Siddharth Mehrotra, Nilanjan Chakraborty, Katia Sycara.	Universal Access in Human-Computer Interaction Metrics and Evaluation Models for Accessible Television Dongxiao Li, Peter O. Looms. The Role of Simulation in Designing for Universal Access Simeon Keates, Peter O. Looms. Tapology: A Game-based Platform to facilitate E-health and E-inclusion. Kenneth C. Scott-Brown, Julie Harris, Anita Simmers, Mhairi Thurston, Malath Abbas, Tom De Majo, Ian Reynolds, Gareth Robinson, Iain Mitchell, Dan Gilmour, Santiago Martinez, John Isaacs. Empathic and Ethical Design of Technology Rachel Batchelor, Ania Bobrowicz. A Speech-to-Text System's Acceptance Evaluation: would Deaf Individuals Adopt this Technology in their Lives? Soraia Silva Pritch, Napoliana Silva de Souza, Lucia Villela Leite Filgueiras. Accessibility Evaluation of an Alternative and Augmentative Communication (ACC) Tool Sandra Baldassarri, Javier Marco, Eva Cerezo, Lourdes Moreno. The German Web 2.0 Accessibility Survey - Empirical Findings and Recommendations - Michael Pieper.	Prosperity as a Model for Next-Generation Accessibility Gregg C. Vanderheiden, Jutta Treviranus, Colin Clark, Matthias Peissner, Gianna Tsakou. Prosperity4All: Designing a Multi-Stakeholder Network for Economic Inclusion Jutta Treviranus, Colin Clark, Jess Mitchell, Gregg C. Vanderheiden. Gamification in the Development of Accessible Software Andreas Stiegler, Gottfried Zimmermann. A Novel Infrastructure Facilitating Access to, Charging, Ordering and Funding of Assistive Services Gianna Tsakou, Helen C. Leligou, Nikos Katevas. The Library GPII System Gregg C. Vanderheiden, Amrish Chourasia, Jim Tobias, Steve Githens.



► UAHCI S133	VAMR S134	CCD S135	DHM S136
Senior Cloud for Active Aging <i>Room: LEDA</i> Chair(s): Hironobu Takagi, Masatomo Kobayashi.	Novel imaging, displaying and tracking techniques <i>Room: 10</i> Chair(s): Uwe Von Lukas.	International E-commerce - II <i>Room: 1</i> Chair(s): Limin (Paul) Fu, Gang Huang.	Back to the Future of Human Systems Integration: from Human Factors to Co-simulation <i>Room: 2</i> Chair(s): Didier Fass, Brian F. Gore.
Involving Senior Workers in Crowdsourced Proofreading Toshinari Itoko, Shoma Arita, Masatomo Kobayashi, Hironobu Takagi. Skill Development Framework for Micro-Tasking Shin Saito, Toshihiro Watanabe, Masatomo Kobayashi, Hironobu Takagi. T-echo: Promoting Intergenerational Communication through Gamified Social Mentoring Yuki Nagai, Atsushi Hiyama, Takahiro Miura, Michitaka Hirose. Easy Handheld Training: Interactive Self-Learning App for Elderly Smartphone Novices Yosuke Toyota, Daisuke Sato, Tsuneo Kato, Hironobu Takagi. Practical Use of a Remote Movable Avatar Robot with an Immersive Interface for Seniors Masahiko Izumi, Tomoya Kikuno, Yutaka Tokuda, Atsushi Hiyama, Takahiro Miura, Michitaka Hirose.	An Image Based Approach to Hand Occlusions in Mixed Reality Environments Andrea F. Abate, Fabio Narducci, Stefano Ricciardi. Hand Tracking with a Near-range Depth Camera for Virtual Object Manipulation in an Wearable Augmented Reality Gabyong Park, Taejin Ha, Woontack Woo. Expansion of the Free Form Projection Display Using a Hand-Held Projector Kaoru Kenjo, Ryugo Kijima. Fast and Accurate 3D Reproduction of a Remote Collaboration Environment ABM Tariqul Islam, Christian Scheel, Ali Shariq Imran, Oliver Staadt. A Pen Based Tool for Annotating Planar Objects Satoshi Yonemoto.	Co-creative Value for Cultural and Creative Economic Growth- Designing a Cultural Merchandise and Constructing Marketing Model Tsen-Yao Chang. Responsive Web Design and Its Use by an E-commerce Website Yujing Zeng, Jie Gao, Chunsong Wu. Visual Search on E-commerce Category Navigation: a Multi-language Study Bin Liu, Lijuan Cao, Yumei Tang, Ming Zhong. An Examination of Typographic Standards and their Relevance to Contemporary User-centred Web and Application Design Ian Christophe Dyer.	Calibration of online Situation Awareness Assessment Systems using Virtual Reality Sebastien Mamessier, Daniel Dreyer, Matthias Oberhauser. The Semantics of Refinement Chart Dominique Méry, Neeraj Kumar Singh. Reclaiming Human Machine Nature Didier Fass. A Task Analytic Process to Define Future Concepts in Aviation Brian F. Gore, Cynthia Wolter. A generalized EUCALEPIC law for Human Systems Integration Laurent Chaudron. Modeling Human Control Strategies in Simulated RVD Tasks through the Time-fuel Optimal Control Model ShaoYao Zhang, Yu Tian, Chunhui Wang, Shoupeng Huang, Yan Fu, Shanguang Chen. Simulation on Thermal Control System of the Extravehicular Spacesuit Taqiu Li, Jing Zhang, Xiugan Yuan, Li Ding.

DUXU	S137	S138	S139	DAPI	S140
Design, User Experience, and Usability	Design, Ergonomics, and Usability - I <i>Room: 7</i> Chair(s): Marcelo M. Soares.	Design for Innovation <i>Room: 8</i> Chair(s): Michelle Lin, Tingyi S. Lin.	Interface Design Methods for novel Interactive Systems <i>Room: 9</i> Chair(s): Rainer Groh, Franziska Hannß, Mandy Keck.	Experience design in pervasive environments - II <i>Room: 11</i> Chair(s): Irene Mavrommati, Achilles Kameas.	
	Online Shopping Websites: An Evaluation of User Experience and Interface Ergonomic Criteria from the Perspective of Older Users Fabiane Rodrigues Fernandes, Luis Carlos Paschoarelli. Evaluation of Tablet PC Application Interfaces with Low Vision Users: Focusing on Usability Cinthia Costa Kulpa, Fernando Gonçalves Amaral. Emotion, Affectivity & Usability in Interface Design Renato Nascimento, Carlos Dias Limeira, André Luís Santos de Pinho, José Guilherme Santa Rosa. Digital Self: Fiction and Non-fiction on the Internet Ana Carol De França, Luciano Rogério De Lemos Meira, Marcelo M. Soares. Multicultural Text Entry: A Usability Study Cristina Olaverri-Monreal, Maria Lucia L.R. Okimoto, Klaus Bengler. Design as a Tool for Managing Risks and Vulnerabilities Regarding Artifacts of Public Safety Walter F.M. Correia, Sergio Ximenes da Silva, Fabio F.C. Campos, Marina L.N. Barros, Marcelo M. Soares.	Interface as a Medium: Creating Effective Visual Services through a User-Experiences Perspective Tingyi S. Lin. The Impact of Media and Background Color on Handwriting Wei-Lin Hsu, Chao-Yang Yang, Ting-Yi Chou Huang. The Design and Evaluation of Intelligent Energy Dashboard for Sustainability in the Workplace Ray Yun, Azizan Aziz, Bertrand Lasternas, Chenlu Zhang, Vivian Loftness, Peter Scupelli, Yunjeong Mo, Jie Zhao, Nana Wilberforce. User-Experience for Personal Sustainability Software: Applying Design Philosophy and Principles Aaron Marcus, Jennifer Dumper, Laurie Wigham. Relationship between Elements of the Usability and Emotions Reported after Use: A Mexican Case. Irma Cecilia Landa Ávila, Lilia Roselia Prado León.	Experience Report: The Effectiveness of Paper Prototyping for Interactive Visualizations. Bastian Bansemir, Franziska Hannß, Berit Lochner, Jan Wojdzia, Rainer Groh. Controlling Light Environments Using Segmented Light Sources And Mobile Devices Brian Eschrich, Dietrich Kammer, Karol Kozak, Jan Hesse, Rainer Groh. Model-based User Interface Development for Adaptive Self-Service Systems Enes Yigitbas, Holger Fischer, Stefan Sauer. Revisiting Graspable User Interfaces - A Design Process for Developing User Interface Metaphors Mandy Keck, Esther Lapczyna, Rainer Groh. Beyond Perspective - A Model-Based Approach for Camera-Based 3D-Interface Design Jan Wojdzia, Rainer Groh. Bridging the Gap. Methods and Teaching of F-A-S-T Framing-Art-Science-Technology Deborah Schmidt, Grit Koalick, Sebastian Gassel, Christian Sery, Rainer Groh, Markus Wacker. Augmentation and the Visual Mind Hendrik Wahl.	A Smart City Case Study: Dynamic Management of Road Lanes Chen Wang, Bertrand David, Rene Chalon. Developing Smart Homes using the Internet of Things: How to demonstrate your System Ioannis Chatzigiannakis, Jan Philipp Drude, Henning Hasemann, Alexander Kroeller. UbiComp Applications for Assisting Visually Impaired People Live an Independent Life: a Participatory Conceptualization Design Phase Anna Leda Liakopoulou, Irene Mavrommati. Crowd Target Positioning Under Multiple Cameras Based on Block Correspondence Qiyu Zhu, Sai Yuan, Bo Chen, Guowei Wang, Jianzong Xu, Lijun Zhang. From Annotated Objects to Distributed Planning in Heterogeneous and Dynamic Environments Daniel Moos, Sebastian Bader, Thomas Kirste. Panic Room: Experiencing Overload and Having Fun in the Process Björn Bankowski, Thimo Clausen, Dirk Ehmen, Maximilian R.T. Ernestus, Henning Hasemann, Tobias Jura, Alexander Kroeller, Dominik M Krupke, Marco Nikander.	
				Distributed, Ambient and Pervasive Interactions	

Human Aspects of Information Security, Privacy and Trust	HAS S141	HCIB S142	S143	LCT S144
	Smart devices, mobile and wireless security <i>Room: 3</i> Chair(s): Theo Tryfonas, Ioannis G. Askoxylakis.	HCI Studies in Management Information Systems - III <i>Room: APOLLO East (Main Building)</i> Chair(s): Juliana Sutanto.	Usability evaluations of health information systems <i>Room: APOLLO West (Main Building)</i> Chair(s): Ann L Fruhling.	Re-conceptualizing the e-textbook (technologies, applications, scenarios, models, theories) <i>Room: 12</i> Chair(s): David Lamas.
	An Evaluation of Behavioural Profiling on Mobile Devices Fudong Li, Ross Wheeler, Nathan Clarke. Rethinking the Smart Card Technology Raja Naeem Akram, Konstantinos Markantonakis. Discrete Hardware Apparatus and Method for Mobile Application and Communication Security Paschalis Papagrigoriou, Anargyros Plemenos, Ioannis G. Askoxylakis. Designing Mobile Security Apps; a Paradigm Shift: A User Experience Case Study with Emerging Markets like India Rutuja More, Abhishek Bora.	Experts versus Friends: To Whom Do I Listen More? The Factors that affect Credibility of Online Information DongBack Seo, Jung Lee. Critical Examination of Online Group-Buying Mechanisms Yi Liu, Chuan-Hoo Tan, Juliana Sutanto, Choon Ling Sia, Kwok-Kee Wei. Understanding the Antecedents and Consequences of Live-Chat Use in E-commerce Context Lele Kang, Xiang Wang, Chuan-Hoo Tan, J. Leon Zhao.	A Usability Evaluation of an Electronic Health Record System for Nursing Documentation Used in the Municipality Healthcare Services in Norway Torunn Kitty Vatnøy, Grete Vabo, Mariann Fossum. Usability Evaluations of an Interactive, Internet enabled Human Centered SanaViz Geovisualization Application Ashish Joshi, Magdala de Araujo Novaes, Josiane Machiavelli, Sriram Iyengar, Robert Vogler, Craig Johnson, Jiajie Zhang, Chiehwen Ed Hsu.	Going Digital: Literature Review on E-textbooks Terje Valjataga, Sebastian H.D. Fiedler. Slow Learner Children Profiling for Designing Personalized eBook Marzita Mansor, Wan Adilah Wan Adnan, Natrah Abdullah. Collaborative Tools in the Primary Classroom: Teachers' Thoughts on Wikis Andria Agesilaou, Christiana Vassiliou, Sotiroula Irakleous, Maria Zenios. The Evolvement of Constructionism: an Overview of the Literature Antigoni Parmaxi, Panayiotis Zaphiris.
	Socio-technical Security Analysis of Wireless Hotspots Ana Ferreira, Jean-Louis Huynen, Vincent Koenig, Gabriele Lenzini. Complexity Metrics and User Strength Perceptions of the Pattern-lock Graphical Authentication Method Panagiotis Andriotis, Theo Tryfonas, George Oikonomou.	Consumer Preferences for the Interface of E-commerce Product Recommendation System Yi-Cheng Ku, Chih-Hung Peng, Ya-Chi Yang. Towards the Development of a 'User-experience' Technology Adoption Model for the Interactive Mobile Technology Jenson Goh, Faezeh Karimi. UX & Strategic Management: Case Study of Smartphone (Apple vs. Samsung) and Search (Google vs. Naver) Industry Junho Choi, Byung-Joon Kim, SuKyung Yoon.	Towards Public Health Dashboard Design Guidelines Bettina Lechner, Ann L Fruhling.	Prototyping M-Learning Course on the Basis of Puzzle Learning Methodology Krzysztof Szklanny, Marcin Wichrowski.
		The Impact of Business-IT Alignment on Information Security Process Mohamed El-Mekawy, Bilal Al Sabbagh, Stewart James Kowalski.		

HCI	S145	S146	S147	HIMI	S148
Human-Computer Interaction	In Vehicle Assistance Systems: Standalone to Social <i>Room: MINOS East</i> Chair(s): Ing-Marie Jonsson.	Human-Computer Interaction in Public Transport <i>Room: MINOS North</i> Chair(s): Heidi Krömker.	Human identification and tracking <i>Room: MINOS South</i> Chair(s): Tanushyam Chattopadhyay.	Learning by Building Enhanced by ICT <i>Room: 8</i> Chair(s): Takahito Tomoto, Takako Akakura.	
	Can User-paced, Menu-free Spoken Language Interfaces Improve Dual Task Handling While Driving? Alexander Eriksson, Anders Lindström, Albert Seward, Alexander Seward, Katja Kircher.	Identification of User Requirements for Mobile Applications to Support Door-to-Door Mobility in Public Transport Ulrike Stopka.	View-invariant Human Detection from RGB-D data of Kinect using Continuous Hidden Markov Model Sangheeta Roy, Tanushyam Chattopadhyay.	Improving Academic Listening Skills of Second Language Learners by Building up Strategy Object Mashups Hangyu Li, Shinobu Hasegawa.	
	Authority and Level of Automation - Lessons to Be Learned in Design of In-Vehicle Assistance Systems Anders Jansson, Patrik Stensson, Ida Bodin, Anton Axelsson, Simon Tschirner.	Model of Mobility Oriented Agenda Planning Tobias Wienken, Cindy Mayas, Stephan Hörold, Heidi Krömker.	Frontal-Standing Pose Based Person Identification Using Kinect Kingshuk Chakravarty, Tanushyam Chattopadhyay.	The effects of using Kit-Build method to Support Reading Comprehension of EFL Mohammad Alkhateeb, Yusuke Hayashi, Tsukasa Hirashima.	
	Driving with a Speech Interaction System: Effect of Personality on Performance and Attitude of Driver Ing-Marie Jonsson, Nils Dahlbäck.	The Challenges of Developing an Online Tool to Measure the Quality of the Passenger Experience in a PanEuropean Context Andree Woodcock, Panagiotis Petridis, Fotis Liotopoulos, Apostolos Georgiadis, Liam Brady.	Evaluation of Leap Motion Controller with a High Precision Optical Tracking System Grega Jakus, Jozse Guna, Saso Tomazic, Jaka Sodnik.	Kit-build Concept Mapping for Being Aware of the Gap of Exchanged Information in Collaborative Reading of the Literature Yusuke Hayashi, Tsukasa Hirashima.	
	Adaptive Warning Strategies from Multiple Systems: A Simulator Study with Drivers with Different Reaction Times Evangelia Portouli, Vasilis Papakostopoulos.	Evaluating Novel User Interfaces in (Safety Critical) Railway Environments Anselmo Stelzer, Isabel Schütz, Andreas Oetting.	Expressing Observation Direction through Face and Body Rotation in a Multi-user Conversation Setting Satoshi Mieda, Shiro Ozawa, Munekazu Date, Hideaki Takada, Yoshiaki Kurokawa, Akira Kojima.	Triplet Structure Model of Arithmetical Word Problems for Learning by Problem-Posing Tsukasa Hirashima, Sho Yamamoto, Yusuke Hayashi.	
	Long Text Reading in a Car Ladislav Kunc, Martin Labsky, Tomas Macek, Jan Vystrcil, Jan Kleindienst, Tereza Kasparova, David Luksch, Zeljko Medenica.	Guidelines for Usability Field Tests in the Dynamic Contexts of Public Transport Stephan Hörold, Cindy Mayas, Heidi Krömker.	Detecting Address Estimation Errors from Users' Reactions in Multi-user Agent Conversation Ryo Hotta, Hung-Hsuan Huang, Shochi Otogi, Kyoji Kawagoe.	An Improved Teaching Behavior Estimation Model from Student Evaluations Yusuke Kometani, Takahito Tomoto, Takehiro Furuta, Takako Akakura.	
		Evaluating Methods and Equipment for Usability Field Tests in Public Transport Cindy Mayas, Stephan Hörold, Christina Rosenmüller, Heidi Krömker.	3D Face-Aware Electronics with Low-resolution Imaging Yujin Hong, Jaewon Kim, Junghyun Cho, Ig-Jae Kim.	Development of a Learning Support System for Source Code Reading Comprehension Tatsuya Arai, Haruki Kanamori, Takahito Tomoto, Yusuke Kometani, Takako Akakura.	
			Multi-Sensor based Gestures Recognition with a Smart Finger Ring Mehran Roshandel, Aarti Munjal, Peyman Moghadam, Shahin Tajik, Hamed Ketabdar.	Report on Practice of Note-Rebuilding Support System Takahito Tomoto, Tsukasa Hirashima.	

EPCE S149	UAHCI S150	S151	S152
Psychophysiological Measures of Affective States in Human Computer Interaction <i>Room: 1</i> Chair(s): Xianghong Sun, Qiping Zhang.	Learning and Education Accessibility <i>Room: 7</i> Chair(s): Georgios Kouroupetrogloou.	User Modeling for Accessibility (UM4A) <i>Room: 9</i> Chair(s): Yehya Mohamad, Christos Kouroupetrogloou.	Design Access in ergonomics and interaction <i>Room: 10</i> Chair(s): Fong-Gong Wu.
Application of Frontal EEG Asymmetry to User Experience Research Jing Chai, Yan Ge, Yanfang Liu, Wen Li, Lei Zhou, Lin Yao, Xianghong Sun. Using Physiological Measures to Evaluate User Experience of Mobile Applications Lin Yao, Yanfang Liu, Wen Li, Lei Zhou, Yan Ge, Jing Chai, Xianghong Sun. A Review of Affective Computing and Psychophysiological Measure Qiping Zhang. The Measurement of Perceived Quality of Various Audio Sampling Rate and Frame Loss Rate Xiangang Qin. Two Types of Cell Phone Conversation have Differential Effect on Driving Weina Qu, Huiting Zhang, Feng Du, Kan Zhang. Neuronal Mental Workload Registration during Execution of Cognitive Tasks Thea Radüntz.	Universal Access in Human-Computer Interaction Accessible Open Educational Resources for Students with Disabilities in Greece: They are Open to the Deaf Vassilis Kourbetis, Konstantinos Boukouras. Accessible Online Education: Audiovisual Translation and Assistive Technology at the Crossroads Emmanouela Patiniotaki. Measuring the Perception of Facial Expressions in American Sign Language Animations with Eye Tracking Hernisa Kacorri, Allen Harper, Matt Huenerfauth. A Proposal for an Automated Method to Produce Embossed Graphics for Blind Persons Kazunori Minatani. Early Interaction Experiences of Deaf Children and Teachers with the OLPC Educational Laptop Maira Codo Canal, Juliana Bueno, Laura Sánchez García, Leonelo D. A. Almeida, Alessio Miranda Jr. Accessibility in Multimodal Digital Learning Materials Bolette W. Jensen, Simon Moe.	Exploiting Inclusive User Model for an Electronic Agriculture System Pradipta Biswas, Jaya Umadikar, Patrick Langdon, Arti Kashyap, Suma Prashant. Using a Common Semantic Structure to Provide Comparable Contextual Models of Users and Technology Matthew Bell, Colin Machin, Roger Stone. A Tool to Support the Collection of User Preferences and Device Characteristics to Enable UI Adaptability in Web 2.0 Applications Philip Ackermann, Carlos A. Velasco, Evangelos Vlachogiannis. Future Challenges of User Modeling for Accessibility Yehya Mohamad, Christos Kouroupetrogloou, Pierre Kirisci. Simulation-Based Accessibility Evaluation of Graphical User Interfaces using Virtual User Models Athanasios Tsakiris, Ioannis Paliokas, Dimitrios Tzovaras.	A Detecting Sensor as Interface for Children with Severe Physical Disabilities Chien-Yu Lin. Effect of the Color Tablet Computer's Polarity and Character Size on Legibility Hsuan Lin, Wei Lin, Wang-Chin Tsai, Yune-Yu Cheng, Fong-Gong Wu. A Survey and Design Implementation of the Elder's Outgoing Preference: the Local Bus System Jei-Chen Hsieh, Chang-Chan Huang. The Haptic Feedback Design of Augmented Reality Virtual Keyboard on the Air Ho-Chih Yu, Fong-Gong Wu. Identifying Mobile Application Design to Enhance the Subjective Wellbeing among Middle-Aged Adults Shu-Chun Lee, Yu-Hsiu Hung, Fong-Gong Wu. Building a Recognition Process of Cooking Actions for Smart Kitchen System Fong-Gong Wu, Tsung-han Tsai. Contribution of Augmented Reality Solutions to Assist Visually Impaired People in their Mobility Benoit Froissard, Hubert Konik, Alain Tréneau, Eric Dinet.

UAHCI S153	S154	CCD S155	SCSM S156
<p>Tools and Methodologies to support e-learning experience and effectiveness Room: 11 Chair(s): Maria De Marsico, Marco Temperini, Andrea Sterbini.</p>	<p>GPII-6) Developer Tools, Components, and Frameworks for faster and lower-cost development of Access and Accessible products and services Room: 12 Chair(s): Gregg C. Vanderheiden.</p>	<p>User-Centered Design Perspective in Education and E-learning Room: APOLLO East (Main Building) Chair(s): Pei-Luen Patrick Rau.</p>	<p>Designing, developing and analysing social communities Room: 2 Chair(s): Darius Plikynas.</p>
<p>E-Testing with Interactive Images - Opportunities and Challenges Marjan Gusev, Sasko Ristov, Goce Armenski.</p> <p>A Data Mining Approach to the Analysis of Students' Learning Styles in an e-Learning Community: a Case Study Valentina Efrati, Carla Limongelli, Filippo Sciarrone.</p> <p>Towards Improving the e-learning Experience for Deaf Students: e-LUX Fabrizio Borgia, Claudia Savina Bianchini, Maria De Marsico.</p> <p>A Universal Assistive Technology with Multimodal Input and Multimedia Output Interfaces Alexey A. Karpov, Andrey Ronzhin.</p> <p>Training and Learning in e-health using the Gamification Approach: the Trainer Interaction Pierpaolo Di Bitonto, Nicola Corriero, Enrica Pesare, Veronica Rossano, Teresa Roselli.</p> <p>Can Evaluation Patterns Enable end Users to Evaluate the Quality of an e-learning System? An Exploratory Study Carmelo Ardito, Rosa Lanzilotti, Marcin Sikorski, Igor Garnik.</p> <p>Assessing Group Composition in e-learning According to Vygotskij's Zone of Proximal Development Maria De Marsico, Andrea Sterbini, Marco Temperini.</p>	<p>Requirements for the Successful Market Adoption of Adaptive User Interfaces for Accessibility Matthias Peissner, Andreas Schuller, Daniel Ziegler, Christian Knecht, Gottfried Zimmermann.</p> <p>A Comparative Study to Evaluate the Usability of Context-based Wi-Fi Access Mechanisms Matthias Budde, Till Riedel, Marcel Koepke, Matthias Berning, Michael Beigl.</p> <p>Towards Deep Adaptivity - A Framework for the Development of Fully Context-Sensitive User Interfaces Gottfried Zimmermann, Gregg C. Vanderheiden, Christophe Strobbe.</p> <p>AT & GPII: Maavis Steve Lee, Gregg C. Vanderheiden, Amrish Chourasia.</p> <p>Amara: A Sustainable, Global Solution for Accessibility, Powered by Communities of Volunteers. Dean Jansen, Aleli Alcala, Francisco Guzman.</p> <p>Document Transformation Infrastructure Lars Ballieu Christensen, Amrish Chourasia.</p>	<p>The Relations between Interface Design of Digital Game-based Learning Systems and Flow Experience and Cognitive Load of Learners with Different Levels of Prior Knowledge Chun-Yi Shen, Hao-Ping Chu.</p> <p>Creating Individualized Learning Paths for Self-Regulated Online Learners: An Ontology-Driven Approach Yu-Liang Chi, Tsang-Yao Chen, Wan-Ting Tsai.</p> <p>Intercultural Design in e-Learning: a Comparison of Three Different Approaches Vassilia Stefanou.</p> <p>A Cross-cultural Comparison on Contributors' Motivations to Online Knowledge Sharing: Chinese vs. Germans Bin Zhu, Qin Gao, Eike Nohdurf.</p> <p>How Different Cultures Affect Online Communication on Knowledge Sharing Between the Thais and Chinese Pimnapa Atsawintarangkun, Takaya Yuizon.</p> <p>Culture and Student-Faculty Communication in Higher Education: Implications for the Design of Educational Communication Tools Jun Liu, Pei-Luen Patrick Rau, Bert Schulz.</p>	<p>Use of Twitter Stream Data for Trend Detection of Various Social Media Sites in Real Time Sapumal Ahangama.</p> <p>Agent-based Nonlocal Social Systems: Neurodynamic Oscillations Approach Darius Plikynas, Saulius Masteika.</p> <p>Social Computing - Bridging the Gap between the Social and the Technical Christoph Beckmann, Tom Gross.</p> <p>Visualizing Impression-based Preferences of Twitter Users Tadahiko Kumamoto, Tomoya Suzuki, Hitomi Wada.</p> <p>Modelling of Excitation Propagation for Social Interactions Darius Plikynas, Aistis Raudys, Šarūnas Raudys.</p> <p>Seed-centric approaches for community detection in complex networks Rushed Kanawati.</p> <p>A New Approach to Exploring Spatiotemporal Space in the Context of Social Network Services Jae-Gil Lee, Kun Chang Lee, Dong Hee Shin.</p>

AC S157	DHM S158	DUXU S159	S160
Ubiquitous Augmented Cognition <i>Room: 3</i> Chair(s): Anna D. Skinner.	Applications in Medicine, Surgery and Rehabilitation <i>Room: APOLLO West (Main Building)</i> Chair(s): Alexei Sourin.	Designing Interfaces for User Groups with Challenging Needs <i>Room: DANAЕ</i> Chair(s): Claire Ancient.	Studying Everyday Activities and Experiences with Mobile Devices <i>Room: EUROPA</i> Chair(s): Matti Vartiainen.
Somneo: Device with Thermal Stimulation for Modifying Sleep Architecture and Enhancing Neuro-cognitive Function Catherine McConnell, Djordje Popovic, Chris Berka, Dan Levendowski, Gene Davis. Ubiquitous Augmented Cognition Anna D. Skinner, Clementina Russo, Lisa Baraniecki, Molly Maloof.	Formalizing the Glucose Homeostasis Mechanism Neeraj Kumar Singh, Hao Wang, Mark Lawford, Thomas S. E. Maibaum, Alan Wassnyng. Virtual Knee Arthroscopy using Haptic Devices and Real Surgical Images Shahzad Rasool, Alexei Sourin, Vladimir Pestrikov, Fareed Kagda.	Considering People Living with Dementia when Designing Interfaces Claire Ancient, Alice Good. User Interface Design Requirements of Gaze Controlled Games for People with Attention Deficit Disorders Ashwag Alshathri, Yousef Alohal, Areej Al-Wabil, Regina A. Garcia.	A Research Framework for the Smartphone-based Contextual Study of Mobile Knowledge Work Mikko Heiskala, Eero Palomäki, Matti Vartiainen, Kai Hakkarainen, Hanni Muukkonen. Tracking Mobile Workers' Daily Activities with the Contextual Activity Sampling System Hanni Muukkonen, Kai Hakkarainen, Shupin Li, Matti Vartiainen.
Toward Multi-brain Communication: Collaborative Spelling with a P300 BCI Christoph Kapeller, Rupert Ortner, Gunther Krausz, Markus Bruckner, Brendan Allison, Christoph Guger, Günter Edlinger. Augmenting Human Cognition with Adaptive Augmented Reality Jayfus T. Doswell, Anna D. Skinner.	A Low Cost Haptic Mouse for Prosthetic Socket Modeling Giancarlo Facoetti, Andrea Vitali, Giorgio Colombo, Caterina Rizzi. Biomechanical Study of Foot Force Pattern in Hallux Valgus (HV) Patients Saba Eshraghi, Ibrahim Esat.	The Design and Development of Empathetic Serious Games for Dyslexia: BCI Arabic Phonological Processing Training Systems Arwa Al-Rubaian, Lama Alssum, Rawan Alharbi, Wafa Alrajhi, Haifa K Aldayel, Nora Alangari, Hadeel Al-Negheimish, Aljohara Alfayez, Sara Alwaalan, Rania Aljindan, Ashwag Alshathri, Dania Alomar, Ghada Alhudhud, Areej Al-Wabil. Evaluating Work Disability of Lower Limb Handicapped within a Human Modeling Framework Yan Fu, Xingsheng Chen, Shiqi Li, Jacob Gwengu Chen, Bohe Zhou.	Accessing Web Based Health care and Resources for Mental Health: Interface Design Considerations for People Experiencing Mental Illness Alice Good, Arunasalam Sambhanthan. Accessibility Of Mobile Platforms Alireza Darvishi.
		Skill Specific Spoken Dialogues Based Personalized ATM Design to Maximize Effective Interaction for Visually Impaired Persona Muhammad Shafiq, Jin-Gho Choi, Muddesar Iqbal, Muhammad Faheem, Maqbool Ahmad, Imran Ashraf, Azeem Irshad.	Methods to Study Everyday Activities in a Mobile Work Context - a Literature Overview Eero Palomäki, Kai Hakkarainen, Matti Vartiainen, Mikko Heiskala.



DUXU S161

S162

Design, Ergonomics, and Usability - II

Room: ATHENA

Chair(s): Marcelo M. Soares.

NOPA – Usability Testing of an Application to Help Patients during the Treatment of Infectious, and Chronic Diseases in Brazil

Francimar R Maciel,
Sandra Hayashi.

Usability Analysis of Smartphone Applications for Drivers

Manuela Quaresma,
Rafael Gonçalves.

The Paradigm of Meta-Interface as a Facilitator of the Usability and Accessibility of Websites

Fabio F.C. Campos, Edvar Vilar Neto, Maria Neves,
Walter F.M. Correia.

Use of Immersive Virtual Reality and Haptic Devices in Rehabilitation After Cerebral Vascular Accident: Clinical Perspectives and Neuroimaging Evidence

Helda Barros,
Marcelo M. Soares,
Epitácio L. Rolim Filho.

Heuristic Inspection to Assess Persuasiveness: A Case Study of a Mathematics E-Learning Program

Eric Brangier,
Michel C. Desmarais.

Brands Analysis Using Informational Ergonomics Concepts: A Proposal

João Carlos Riccó Plácido da Silva, Luis Carlos Paschoarelli,
José Carlos Plácido Da Silva.

Designing Information for Mediated Reality Systems

Luis A Vasconcelos,
Felipe Breyer, Bernardo Reis,
Aline Silveira, Daniela Falcone,
Judith Kelner, Ubiratan Carmo.

S162

Interaction Design in Ergonomics - II

Room: ARTEMIS

Chair(s): Francisco Rebelo.

Exploring Possibilities of Designing Virtual Personal Health Coach in Relation to Gender Differences

Hakan Kuru, Armagan Kuru.

Effect of Perception-Compatibility, Learning-Factor, and Symbol-Carrier on Single LED Symbol System Recognizing

Chun-Chieh Chang, T. K. Philip Hwang.

Cross-Platform Product Usability and Large Screen User Experience: a Teleconference System U&E Research

Yinting Zhang,
Chuncheng Zhao, Gang Liu,
Ting Han.

Hardwired Critical Action Panels for Emergency Preparedness: Design Principles and CAP Design for Offshore Petroleum Platforms

Bojana Petkov, Alf Ove Braseth.

The Bridge: A Transmedia Dialogue Between TV, Film And Gaming

Herlander A. Elias.

A Review of Gamification for Health-related Contexts

Pedro Pereira, Emilia Duarte,
Francisco Rebelo,
Paulo Noriega.

HCIB S163

Optimize IT Experience for Users in Large Enterprises and Small Businesses

Room: LEDA

Chair(s): Mei Lu.

Charting a New Course for the Workplace with an Experience Framework

Faith McCreary, Marla Gomez,
Derrick Schloss, Deidre Ali.

Information Technology Service Delivery to Small Businesses

Mei Lu, Philip Corriveau,
Luke Koons, Donna Boyer.

Using Participatory Design and Card Sorting to Create a Community of Practice

Delia Grenville.

“Crowdsense” – Initiating New Communications and Collaborations between People in a Large Organization

Sue Hessey, Catherine White,
Simon Thompson.

The role of Human Factors in Production Networks and Quality Management

Ralf Philipsen, Philipp Brauner,
Sebastian Stiller, Martina Ziefle,
Robert Schmitt.

Applications Of A Roleplaying Game For Qualitative Simulation And Cooperative Situations Related To Supply Chain Management

Thiago Schaedler Uhlmann,
André L. Battaiola.

LCT S164

User Centered Trust

Room: APHRODITE

Chair(s): Sonia Sousa.

A Model for Human-Computer Trust: Contributions towards Leveraging User Engagement

Sonia Sousa, David Lamas,
Paulo Dias.

If I do not Like Your Online Profile I will not Hire You!

Birgy Lorenz, Kaido Kikkas.

European Citizens and their Trust in Social Networks

Gianmarco Baldini,
Ioannis Kounelis, Jan Löschner,
Mariachiara Tallacchini.

Creating Universal Designed and Trustworthy Objects on the Internet of Things

Trenton Schulz.

Online Collaboration: Individual Involvement Used To Predict Team Performance

Walkyria Goode,
Guido Caicedo.



HCI	S165	S166	S167	HIMI	S168
Human-Computer Interaction	<p>Human Aspects of Enterprise Information Systems Room: MINOS East Chair(s): Xiaowen Fang, Fan Zhao.</p> <p>A Revised Lexical Approach for Analyzing Online Reviews Xiaowen Fang, Fan Zhao.</p> <p>The Impact of Culture Differences on Cloud Computing Adoption Fan Zhao, Hans-Jürgen Scheruhn, Mark Von Rosing.</p> <p>Issues of ERP Upgrade in Public Sectors:A Case Study Tanja Scheckenbach, Fan Zhao, Erik Allard, Jermaine Burke, Kevin Chiwaki, Sean Marlow.</p> <p>Influence of Cultural, Organizational and Automation Factors on Human-Automation Trust: A Case Study of Auto-GCAS Engineers and Developmental History David J Niedoerl, Nhut Tan Ho, Gina Masequesmay, Kolina Koltai, Mark Skoog, Artemio Cacanindin, Walter Johnson, Joseph B. Lyons.</p> <p>Drivers for the Actual Usage of Cloud Services: An Examination of Influencing Factors for Digital Natives Mark Stieninger, Dietmar Nedbal.</p> <p>Situating a Design Space for Sustainable Software Appropriation Arman Arakelyan, David Lamas.</p>	<p>Modelling and Interacting with Multimodal and Multicultural Agents (MIMMA) Room: MINOS North Chair(s): Birgit Endrass, Catherine Pelachaud, Matthias Rehm, Kristiina Jokinen.</p> <p>Backchannel Head Nods in Danish First Meeting Encounters with a Humanoid Robot: the Role of Physical Embodiment Anders Krogsager, Nicolaj Segato, Matthias Rehm.</p> <p>Effects Of Language Variety On Personality Perception In Embodied Conversational Agents Brigitte Krenn, Birgit Endrass, Felix Kistler, Elisabeth André.</p> <p>A Pictorial Interaction Language for Children to Communicate with Cultural Virtual Characters Birgit Endrass, Lynne Hall, Colette Hume, Sarah Tazzyman, Elisabeth André.</p> <p>Multimodal Behaviours in Comparable Danish and Polish Human-Human Triadic Spontaneous Interactions Costanza Navarretta, Magdalena Lis.</p> <p>Engineering Variance: Software Techniques for Scalable, Customizable, and Reusable Multimodal Processing Marc Erich Latoschik, Martin Fischbach.</p> <p>Building Rapport between Human and ECA: A Pilot Study David G Novick, Ivan Gris.</p> <p>Digital Love Letter : A Handwriting Based Interface for Non-instant Digital Messenger So Jung Bang, Yoonji Song, Jae Dong Kim, Kiseul Suh, Chung-Kon Shi, Graham Wakefield, Sungju Woo.</p>	<p>Intelligence at the interface Room: MINOS South Chair(s): Lawrence J. Henschen.</p> <p>Intelligent Document User Interface Design Using MVC and UIML Lawrence J. Henschen, Ning Li, Yunmei Shi, Yuhan Zhang, Julia C Lee.</p> <p>Data Preloading Technique Using Intention Prediction Seungyup Lee, Juwan Yoo, Da Young Ju.</p> <p>Intelligent Interface for Web Information Retrieval with Document Understanding Rahul Shankar Khokane, Mohammad Atique.</p> <p>Beyond Presentation - Employing Proactive Intelligent Agents as Social Catalysts Madlen Wuttke, Michael Heidt.</p> <p>Let's Get Personal: Assessing the Impact of Personal Information in Human-Agent Conversations Nikita Mattar, Ipke Wachsmuth.</p> <p>Gaze Location Prediction with Depth Features as Auxiliary Information Redwan Abdo A. Mohammed, Lars Schwabe, Oliver Staadt.</p> <p>Interface Design and Dynamic Audio Luiz R Carvalho, Alice T. Cybis Pereira.</p>	<p>User-oriented technologies and services Room: 7 Chair(s): Hiroyuki Miki.</p> <p>A New Computational Method for Single-Trial-EEG-Based BCI: Proposal of the Number of Electrodes Shin'ichi Fukuzumi, Hiromi Yamaguchi, Kazufumi Tanaka, Toshimasa Yamazaki, Takahiro Yamanoi, Kenichi Kamijo.</p> <p>Investigating the Effective Factors of Communication for Family Members Living Apart Nana Hamaguchi, Daisuke Asai, Masahiro Watanabe, Yoko Asano.</p> <p>Food Practice Shooter: A Serious Game with a Real-World Interface for Nutrition and Dietary Education Yuichi Bannai, Takayuki Kosaka, Naomi Aiba.</p> <p>Two-Handed Interactive Menu: An Application of Asymmetric Bimanual Gestures and Depth Based Selection Techniques Hani Karam, Jiro Tanaka.</p> <p>Enhancing Interdisciplinary Cooperation by Social Platforms - Assessing the Usefulness of Bibliometric Social Network Visualization in Large-Scale Research Clusters André Calero Valdez, Anne Kathrin Schaar, Martina Ziefle, Andreas Holzinger.</p> <p>Basic Study on Personal Space while Using Mobile Devices in Public Shigeyoshi Iizuka, Kentaro Go.</p> <p>Personalized Information Retrieval: Application to Virtual Communities Azza Harbaoui, Sahbi Sidhom, Malek Ghenima, Henda Ben ghezala.</p>	
				Human Interface and the Management of Information	



HIMI S169	UAHCI S170	S171	S172	continues...
Learning Services <i>Room: 8</i> Chair(s): Koji Kimita.	Inclusion - systematic reviews of results, outcomes, impacts <i>Room: DANAЕ</i> Chair(s): Ana Isabel B B Paraguay, Hugo Paredes.	Ludic Engagement Designs for All (LEDA) - I <i>Room: EUROPA</i> Chair(s): Anthony Lewis Brooks, Eva Petersson Brooks.	Brightening Life Style up with Technologies <i>Room: LEDA</i> Chair(s): Hirotada Ueda.	
Learning Effect Evaluation of an Educational Tool for Product-Service System Design Based on Learner Viewpoints Kentaro Uei, Takashi Fujiwara, Akira Kazawa, Yutaro Nemoto, Koji Kimita, Yoshiki Shimomura. The Value Improvement in Education Service by Grasping the Value Acceptance State with ICT Utilized Education Environment Yoshiki Sakurai. Proposal of Evaluation Support System of Nursing-Care Service Components Takuichi Nishimura, Hiroyasu Miwa, Tomoka Nagao, Kentaro Watanabe, Ken Fukuda, Yoichi Motomura. A Study on Exploration of Relationships between Behaviors and Mental States of Learners for Value Co-creative Education and Learning Environment Tatsunori Matsui, Yuki Horiguchi, Kazuaki Kojima, Takako Akakura. Application of a Requirement Analysis Template to Lectures in a Higher Education Institution Koji Kimita, Yutaro Nemoto, Yoshiki Shimomura.	Universal Access in Human-Computer Interaction Developing Iconographic Driven Applications for Nonverbal Communication: A Roadside Assistance App for the Deaf Hugo Paredes, Benjamin Fonseca, João Barroso. Living without Boundaries: A Brazilian Observatory Alexandra Pereira Klen, Edmilson Klen, Tatiana Capitanio, Filipe Barros. Research on Accessibility of Question Modalities Used in Computer-Based Assessment(CBA) for Deaf Education Maíra Codo Canal, Laura Sánchez García. A Framework to Facilitate the Implementation of Technical Aspects of Web Accessibility Roberto Cícero de Oliveira, André Pimenta Freire, Débora Maria Barr Paiva, Maria Istela Cagnin, Hana K. S. Rubinsztejn. Improving the Accessibility of Public Digital Terminals Through Personalisation: Comparison of Direct and Indirect Interaction Modes R. Ignacio Madrid, Kathrin Schrader, Manuel Ortega-Moral. Automated accessibility evaluation software for authenticated environments: an usability heuristic evaluation Elisa Maria Pivetta, Daniela Saito, Carla Da Silva Flor, Vania Ribas Ulbricht, Tarcísio Vanzin. Barriers Survey: a Tool to Support Data Collection for Inclusive Mobility Federico Prandi, Michele Andreoli, Matteo Eccher, Umberto Di Staso, Raffaele De Amicis.	Engaging Students with Profound and Multiple Disabilities Using Humanoid Robots Penny Standen, David Brown, Jess Roscoe, Joseph Hedgecock, David Stewart, Maria Jose Galvez Trigo, Elmunir Elgajiji. Medium for Children's Creativity: A Case Study of Artifact's Influence Nanna Borum, Kasper Kristensen, Eva Petersson Brooks, Anthony Lewis Brooks. Most Important in the Design: Focus on the Users' Needs, a Case Study Cecilia Sik Lanyi, Agnes Nyeki, Veronika Szücs. A Virtual Dressing Room for People with Asperger's Syndrome: A Usability Study to Realise Design Goals Line G. Christiansen, Anthony Lewis Brooks, Eva Petersson Brooks, Torben Rosenørn. Combining Ludology and Narratology in an Open Authorable Framework for Educational Games for Children: the Scenario of Teaching Preschoolers with Autism Diagnosis Nikolaos Vidakis, Eirini Christinaki, Iosif Serafimidis, Georgios Triantafyllidis.	Shadow Cooking: Situated Guidance for a Fluid Cooking Experience Ayaka Sato, Keita Watanabe, Jun Rekimoto. Driving Assistance with Conversation Robot for Elderly Drivers Yoshinori Nakagawa, Kaechang Park, Hirotada Ueda, Hiroshi Ono. Can Animated Agents Help us Create Better Conversational Moods? An Experiment on the Nature of Optimal Conversations Masahide Yuasa. A Pedestrian Support System by Presenting Implicit/explicit Human Information Tsutomu Terada. Mobile Healthcare Miwako Doi, Kazushige Ouchi. The Practice of Showing 'Who I am': A Multimodal Analysis of Encounters between Science Communicator and Visitors at Science Museum Mayumi Bono, Hiroaki Ogata, Katsuya Takanashi, Ayami Joh. Place Meaning and the Visually Impaired: The Impact of Sound Parameters on Place Attachment and Identity Charalampos Rizopoulos, Angeliki Gazi, Yiannis Christidis.	FRIDAY 8:00 - 10:00



► UAHCI S173	S174	VAMR S175	CCD S176
<p>Adaptability & Lifelong Engagement with Culture through new Interaction Modalities <i>Room: ATHENA</i> Chair(s): Maria Fernanda Cabrera-Umpierrez.</p>	<p>Inclusive Interface design, and Design for Interactions in Healthcare, Automotive, Aerospace and Disaster management <i>Room: ARTEMIS</i> Chair(s): Patrick Langdon.</p>	<p>VAMR learning environments <i>Room: 12</i> Chair(s): Hisashi Sato.</p>	<p>The Cross-cultural Research of Product Service System Design based on brand experience - I <i>Room: APHRODITE</i> Chair(s): Binbin Li, Yongqi Lou.</p>
<p>Using Cloud Technologies for Engaging People with Cultural Heritage Silvia De los Rios, Maria Fernanda Cabrera-Umpierrez, Maria Teresa Arredondo, Patricia Abril, Viveca Jiménez, Christos Giachritsis.</p> <p>Tailoring Lifelong Cultural Experiences Jacqueline Floch, Shanshan Jiang, Maria Eugenia (Xenia) Beltran, Eurydice S. Georganteli, Ioanna N. Koukouni, Belén Prados, Lucia María Pérez, Maria del Mar Villafranca, Silvia De los Rios, Maria Fernanda Cabrera-Umpierrez, Maria Teresa Arredondo.</p> <p>Designing Personalised Itineraries for Europe's Cultural Routes Eurydice S. Georganteli, Ioanna N. Koukouni.</p> <p>Adaptive user experiences in the cultural heritage information space. Luke Speller, Philip Stephens, Daniel Roythorne.</p> <p>Using Augmented Reality and Social Media in Mobile Applications to Engage People on Cultural Sites Silvia De los Rios, Maria Fernanda Cabrera-Umpierrez, Maria Teresa Arredondo, Miguel Páramo, Bastian Baranski, Jochen Meis, Michael Gerhard, Belén Prados, Lucia María Pérez, Maria del Mar Villafranca.</p> <p>Engaging People with Cultural Heritage: Users' Perspective Maria Eugenia (Xenia) Beltran, Yolanda Ursu, Silvia De los Rios, Maria Fernanda Cabrera-Umpierrez, Maria Teresa Arredondo, Miguel Páramo, Belén Prados, Lucia María Pérez.</p> <p>Mobile Navigation through a Science Museum for Users who are Blind Marcia De Borba Campos, Jaime Sanchez, Anderson Cardoso Martins, Régis Schneider Santana, Matías Espinoza.</p>	<p>Designer Requirements for Visual Capability Loss Simulator Tools: Differences between Design Disciplines Katie Cornish, Joy Goodman-Deane, P. John Clarkson.</p> <p>A Simple Procedure for Using Vision Impairment Simulators to Assess the Visual Clarity of Product Features Joy Goodman-Deane, Sam Waller, Katie Cornish, P. John Clarkson.</p> <p>Probabilistic Intentionality Prediction for Target Selection Based on Partial Cursor Tracks Bashar Ahmad, Patrick Langdon, Pete Bunch, Simon Godsill.</p> <p>A Design-led Research Approach to Contextual Evaluation of Socio-psychological Factors in the Development of Telehealth Devices Anna Mieczkowski, James King, Ben Fehnert.</p> <p>Personalized Multimodal Geo-Visualization through Inclusive User Modelling Sanat Sarangi, Pradipta Biswas, Patrick Langdon, Subrat Kar.</p> <p>Evaluating Tactile-Acoustic Devices for Enhanced Driver Awareness and Safety: an Exploration of Tactile Perception and Response Times to Emergency Vehicle Sirens. Maria Karam.</p>	<p>A 3D Virtual Learning System for STEM Education Tao Ma, Xinhua Xiao, William Wee, Chia Yung Han, Xuefu Zhou.</p> <p>Applying Saliency-based Region of Interest Detection in Developing a Collaborative Active Learning System with Augmented Reality Trung-Nghia Le, Yen-Thanh Le, Minh-Triet Tran.</p> <p>"Make Your Own Planet": Workshop for Digital Expression and Physical Creation Hiroshi Suzuki, Hisashi Sato, Haruo Hayami.</p> <p>Study of an Interactive and Total Immersive Device with a Personal 3D Viewer and its Effects on the Explicit Long-term Memories of the Subjects Evelyne Lombardo.</p> <p>Staging Choreographies for Team Training in Multiple Virtual Worlds Based on Ontologies and Alignments Emanuel Silva, Nuno Pinto Silva, Leonel Morgado.</p>	<p>The Research on the Logistics Service Design Based on the Theory of Brand Image: A Case for FEELER Qing Ge, Yin Wang, Nan Zhou.</p> <p>The Study of Service Design With the Perspective of Cross-Cultural Based on the Advertising Events and the Brand Experience Jianxin Cheng, Hongbo Lai, Junnan Ye.</p> <p>Cross-culture Thinking in Sustainable Service Design of Social Innovation: Case Comparison between Milan, IT and Wuxi, China Linghao Zhang, Xinli Lin, Guangmei Yang.</p> <p>The Study of Interactive Design in Service Systems for Community Self-Help Charitable Facilities Xiaorui Zhou, Zhejun Liu, Yangxi Tian.</p> <p>Design for the Public Usage of Rural Surplus Space (PURSS): the Case Study of DEISGN Harvests Yongqi Lou, Dongjin Song.</p>



Social Computing and Social Media	SCSM S177	AC S178	DHM S179	DUXU S180
	<p>Close Encounters of the Third Kind: Self, Others and Relational Communication in Cyberspace. <i>Room: 1</i> Chair(s): Gary Bente.</p> <p>Inventing Partners in Computer-Mediated Communication: How CMC Sustains Self-Fulfilling Prophecies and Relational Attributions Joseph B. Walther, Stephanie Tom Tong.</p> <p>Social Psychology in the Digital Age: The Interpersonal Neuroscience of Mediated Communication Michiel Spapé, Niklas Ravaja.</p> <p>Using Serious Games to Train Adaptive Emotional Regulation Strategies Mariano Alcañiz, Alejandro Rodríguez, Beatriz Rey, Elena Parra.</p> <p>Emotional Contagion with Artificial Others. Effects of Culture, Physical Appearance, and Nonverbal Behavior on the Perception of Positive/Negative Affect in Avatars Gary Bente, Thomas Dratsch, Diana Rieger, Ahmad Al-Issa.</p> <p>What is Beautiful in Cyberspace? Communication with Attractive Avatars Sabrina Sobieraj, Nicole C. Krämer.</p> <p>I'd Rather Die than Be with You: The Effects of Mortality Salience and Negative Social Identity on Identification with a Virtual Group Lena Frischlich, Diana Rieger, Olivia Rutkowska.</p> <p>Connected to My Avatar: Effects of Avatar Embodiments on User Cognitions, Behaviors, and Self construal. Frank A Biocca.</p>	<p>Modeling the Neurodynamic Rhythms and Synchronies of Teams <i>Room: 2</i> Chair(s): Ronald Stevens.</p> <p>Assessing Neural Synchrony in Tutoring Dyads Bradly T Stone, Anna D. Skinner, Maja Stikic, Robin Johnson.</p> <p>Physiological Synchronization is Associated with Narrative Emotionality and Subsequent Behavioral Response Bethany K. Bracken, Veronika Alexander, Paul J. Zak, Victoria Romero, Jorge A. Barraza.</p> <p>Teams Reorganize Neurodynamically When They Sense Loss of Control Ronald Stevens, Trysha Galloway.</p> <p>Team Behaviors and Cognitive Cohesion in Complex Situations Cynthia Lamb, Jerry Lamb, Ronald Stevens, Abigail Caras.</p>	<p>Upper Extremity Modeling and Health <i>Room: 3</i> Chair(s): Kang Li, Jia-hua Lin.</p> <p>Ergonomic Considerations for Implementation of Touchless Gestural Controls in Desktop Computer Scenarios Justin Young, Giuseppe Turini.</p> <p>The effect of grip duration and duty cycle on carpal tunnel pressure Raymond Mcgorry, Jia-hua Lin, Nils Fallentin, Johan Andersen, Peter Keir, Torben Hansen, Glenn Pransky.</p> <p>Development of a Tendon-Driven Dexterous Hand for Fine Manipulation Jamie Galiastro, Hao Zhang, David Ribeiro, Anthony Mele, William Craelius, Kang Li.</p> <p>Work arrangement and user experiences affect upper extremity mechanical properties during powered hand tool use Jia-hua Lin, Xu Xu.</p> <p>Based on Upper Extremity Comfort ROM of Ergonomic Methods for Household Products Design Fan Yang, Qianxiang Zhou, Aiping Yang, Huimin Hu, Xin Zhang, Zhongqi Liu.</p> <p>Human Skeleton Extraction of Depth Images Using the Polygon Evolution Huan Du, Jian Wang, Xue-xia Zhong, Ying He, Lin Mei.</p>	<p>Emotional aspects of professional software – Research on gaming, coolness, and attractiveness <i>Room: APOLLO East (Main Building)</i> Chair(s): Theo Held, Eva Rügenhagen.</p> <p>Applying the User Experience Questionnaire (UEQ) in Different Evaluation Scenarios Martin Schrepp, Andreas Hinderks, Jörg Thomaschewski.</p> <p>Cool in Business: Developing a Data-Based Instrument Measuring «Cool» Carol Farnsworth, Karen Holtzblatt, Theo Held, Shantanu Pai.</p> <p>Not So Fun? The Challenges of Applying Gamification to Smartphone Measurement Michael Link, Jennie Lai, Kelly Bristol.</p> <p>Wanting the Unwanted - What Games can teach us about the Future of Software Development Daniel Hellweg.</p> <p>Game Design Techniques in User Research Methods – a new way to reach the High Score in Development Teams Eva Rügenhagen, Theo Held.</p> <p>Design, Deployment and Evaluation of a Social Tool for Developing Effective Working Relationships in Large Organizations Athanasios Karapantelakis, Yonghui Guo.</p>
		<p>Augmented Cognition</p>	<p>Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management</p>	<p>continues...</p>



► DUXU S181	DAPI S182	HAS S183	LCT S184
<p>Design, Ergonomics, and Usability - III <i>Room: APOLLO West (Main Building)</i> Chair(s): Marcelo M. Soares.</p> <p>Scissors – A Precise Pointing Widget for Touch Screen Devices Felipe Breyer, Luis A Vasconcelos, Antonio Rivero, Judith Kelner.</p> <p>An Analysis of Design Methodologies of Interactive System for Mobiles Adriana S. Chammas, Manuela Quaresma, Claudia Renata Mont'Alvão.</p> <p>Ergonomic Evaluation of Manual Force Levels of the Elderly in the Handling of Products: an Analysis using Virtual Reality Rafaela Barros, Marcelo M. Soares, Maria Goretti Fernandes.</p> <p>Developing UX for Collaborative Mobile Prototyping Isabella Hastreiter, Sascha Krause, Tim Schneidermeier, Christian Wolff.</p> <p>SPARK: Personalized Parkinson Disease Interventions through synergy between a Smartphone and a Smartwatch Vinod K Sharma, Kunal Mankodiya, Fernando De La Torre, Ada Zhang, Neal Ryan, Thanh Ton, Rajeev Gandhi, Samay Jain.</p> <p>Fishtank Everywhere: Improving Viewing Experience Over 3D Content Lucas Silva Figueiredo, Edvar Vilar Neto, Ermano Arruda, João Marcelo Teixeira, Veronica Teichrieb.</p>	<p>Sociable Smart Cities - Rethinking our future <i>Room: 9</i> Chair(s): Ingrid Mulder.</p> <p>Sociable Smart Cities: Rethinking our Future through Co-Creative Partnerships Ingrid Mulder.</p> <p>Meaningful Interactions in a Smart City Peter Van Waart, Ingrid Mulder.</p> <p>Small Scale Collaborative Services: the Role of Design in the Development of the Human Smart City Paradigm Francesca Rizzo, Alessandro Deserti.</p> <p>The Vision of the Sociable Smart City Eleni Christopoulou, Dimitrios Ringas, John Garofalakis.</p> <p>The Design Process of an Urban Experience Anne Nigten.</p>	<p>Privacy issues <i>Room: 10</i> Chair(s): Kaido Kikkas.</p> <p>Paper Audit Trails and Voters' Privacy Concerns Jurlind Budurushi, Simon Stockhardt, Marcel Woide, Melanie Volkamer.</p> <p>«My Life Doesn't Have to Be an Open Book»: a Model to Help Designers to Enhance Privacy Controls on Social Network Sites Francine B. Bergmann, Milene S. Silveira.</p> <p>Privacy Protection Based Privacy Conflict Detection and Solution in Online Social Networks Arunee Ratikan, Mikifumi Shikida.</p> <p>Mental Models for Usable Privacy: A Position Paper Kovila P.L. Coopamootoo, Thomas Groß.</p> <p>Social Information Leakage: Effects of Awareness and Peer Pressure on User Behavior Mariam A. Nouh, Abdullah Almaatouq, Ahmad Alabdulkareem, Vivek Singh, Erez Shmueli, Mansour Alsaleh, Abdulrahman Alari fi, Anas Alfaris, Alex (Sandy) Pentland.</p> <p>User Acceptance of Privacy-ABCs: An Exploratory Study Zinaida Benenson, Anna Girard, Ioannis Krontiris, Vassia Liagkou, Kai Rannenberg, Yannis Stamatou.</p>	<p>Digital Literacies - competences for collaboration and knowledge sharing <i>Room: 11</i> Chair(s): Ana Loureiro.</p> <p>A Narrative Research Approach: The Experiences of Social Media Support in Higher Education Alev Elçi, Begüm Çubukçuoğlu Devran.</p> <p>Digital Identity of Researchers and their Personal Learning Network Nuno Ricardo Oliveira, Lina Morgado.</p> <p>Collaboration, Knowledge Sharing and Digital Environments: What about Argumentation and Questioning Skills? Maria José (Zé) Loureiro, Francislê Neri de Souza, Anna Bezerra, Ana Rodrigues.</p> <p>Mosca A Case Study on Collaborative Work – Combining Dimensions while Learning Sílvia Castro.</p> <p>Learner Engagement in Computer-Supported Collaborative Learning Activities: Natural or Nurtured? Andriani Piki.</p> <p>Active Ageing – Enhancing Digital Literacies in Elderly Citizens Ana Loureiro, Maria Barbas.</p>
	<p>Distributed, Ambient and Pervasive Interactions</p>	<p>Human Aspects of Information Security, Privacy and Trust</p>	<p>Learning and Collaboration Technologies</p>

HCI	S185	S186	HIMI	S187	EPCE	S188
Human-Computer Interaction	Emotions in HCI <i>Room: APOLLO East (Main Building)</i> Chair(s): Nicholas H. Müller.	User Studies <i>Room: APOLLO West (Main Building)</i> Chair(s): Abbas Moallem.		Management of Information for Decisions <i>Room: 8</i> Chair(s): Yumi Asahi.		Human-Centered Design of Life-Critical Systems <i>Room: 1</i> Chair(s): Guy Andre Boy.
	Evaluation of Graceful Movement in Virtual Fitting Through Expressed Emotional Response and Emotion Expressed via Physiology Measures Wan Adilah Wan Adnan, Nor Laila Md. Noor, Fauzi Mohd Saman, Siti Nurnabillah Zailani, Wan Norizan Wan Hashim.	Do Gender and Age Matter? A User Study on Differences in Photo Collection Management Angelina C. A. Ziesemer, Francine B. Bergmann, Isabel H. Manssour, João B. S. De Oliveira, Milene S. Silveira.		Suggestion of Operation Method of the Interest Shift Model of the Twitter User Yusuke Ueda, Yumi Asahi.		Towards a Context Model for Human-centered Design of Contextual Data Entry Systems in Healthcare Domain Maxime Baas, Stéphanie Berthonville, Nathalie Bricon-Souf, Sylvain Hassler, Christophe Kolski, Guy Andre Boy.
	Emotion Transmission System Using a Cellular Phone-Type Teleoperated Robot with a Mobile Projector Yu Tsuruda, Maiya Hori, Hiroki Yoshimura, Yoshio Iwai.	The Effect of Voice Instruction on the Construction of Mental Model Restyandito Restyandito, Alan H.S. Chan, Umi Proboyekti.		User Analysis and Questionnaire Survey Misaki Tanikawa, Yumi Asahi.		Defining and Structuring the Dimensions of User Experience with Interactive Products Jean-Marc Robert.
	An Emotional Framework for a Real-Life Worker Simulation Nicholas H. Müller, Martina Truschzinski.	"Will use it, because I want to look cool". A Comparative Study of Simple Computer Interactions using Touchscreen and in-air gestures. Vidya Vaidyanathan, Daniel Rosenberg.		User Needs Search Using the Text Mining -From Commodity Comparison, Understanding the Difference of Users Awareness- Yukiko Takahashi, Yumi Asahi.		Participatory Design of a Cooperative Exploration Mediation Tool for Human Deep Space Risk Mitigation Donald Platt, Patrick Millot, Guy Andre Boy.
	Analysing Emotional Video Using Consumer EEG Hardware Jeroen De Man.	Towards Qualitative and Quantitative Data Integration Approach for Enhancing HCI Quality Evaluation Ahlem Assila, Káthia Marçal de Oliveira, Houcine Ezzedine.		ChoiceLog: Life Log System based on Choices for Supporting Decision-making Junpei Koyama, Keiko Yamamoto, Itaru Kuramoto, Yoshihiro Tsujino.		Study on Diagnosis Error Assessment of Operators in Nuclear Power Plants Ar Ryum Kim, Inseok Jang, Jaewhan Kim, Poong Hyun Seong.
	Evaluating User's Emotional Experience in HCI: the PhysiOBS Approach Alexandros Liapis, Nikolaos Karousos, Christos Katsanos, Michalis Xenos.	Can Users Speak for Themselves? Investigating Users Ability to Identify their own Interactive Breakdowns Bernardo A. M. Mattos, Raquel L. S. Pereira, Raquel Oliveira Prates.		Operations Research and Recommender Systems Thomas Asikis, George Lekakos.		An auditory display to convey urgency information in industrial control rooms Anna Sirkka, Johan Fagerlönn, Stefan Lindberg, Ronja Frimalm.
	Textual Emotion Communication with Non-Verbal Symbols in Online Environments Eunice Njeri, Stephen Kimani, Michael Kimwele.	Home Networking: Smart but Complicated Abbas Moallem.				Study On Eye Movements Of Information Omission/ Misjudgment In Radar Situation-Interface Xiaoli Wu, Chengqi Xue, Yafeng Niu, Wencheng Tang.
		Behavioral Persona for Human-Robot Interaction: a Study based on Pet Robot Thiago Freitas dos Santos, Danilo Gouveia de Castro, Andrey Araujo Masiero, Plinio Thomaz Aquino Junior.				Evidence-Based Error Analysis: Supporting the Design of Error-Tolerant Systems Becky Hooey, Marco Aurisicchio, Robert Bracewell, David Foyle.

UAHCI	S189	S190	S191	S192
Universal Access in Human-Computer Interaction	Experiencing Control and Agency in Brain-Computer Interfacing <i>Room: DANAЕ</i> Chair(s): Anton Nijholt.	Natural and/or Artificial Environments in Typical and Autistic Children <i>Room: EUROPA</i> Chair(s): Irini Th Giannopulu.	Non visual interaction <i>Room: ATHENA</i> Chair(s): Alireza Darvishy.	Ludic Engagement Designs for All (LEDA) - II <i>Room: ARTEMIS</i> Chair(s): Anthony Lewis Brooks, Eva Petersson Brooks.
A BCI-based Tool for Detection of Awareness and for Communication with Non-responsive Patients Rupert Ortner, Arnau Espinosa, Javi Rodriguez, Steven Laureys, Zulay R. Lugo, Christoph Guger, Günter Edlinger. EEG-enabled Affective Human-Computer Interfaces Olga Sourina, Yisi Liu. Players' Opinions on Control and Playability of a BCI Game Hayrettin Gürkök, Bram Van de Laar, Danny Plass-Oude Bos, Mannes Poel, Anton Nijholt. Eureka: Realizing that an Application is Responding to your Brainwaves Doron Friedman, Jonathan Giron. BNCI Horizon 2020 — Towards a Roadmap for Brain/Neural Computer Interaction Clemens Brunner, Benjamin Blankertz, Febo Cincotti, Andrea Kübler, Donatella Mattia, Felip Miralles, Anton Nijholt, Begonya Otal, Patric Salomon, Gernot Mueller-Putz.	Embodiment in Emotional Learning, Decision Making and Behaviour: The "What" and the "How" of Action Robert Lowe. Development of a Robot-based Environment for Training Children with Autism Emilia I. Barakova, Min-Gyu Kim, Tino Lourens. Designing Sociable CULOT as a Playground Character Nihan Karatas, Nozomi Kina, Daiki Tanaka, Naoki Ohshima, Ravindra De Silva, Michio Okada. Design of a Virtual Reality Driving Environment to Assess Performance of Teenagers with ASD Joshua W Wade, Dayi Bian, Lian Zhang, Amy Swanson, Medha Sarkar, Zachary Warren, Nilanjan Sarkar. Interactive and Customizable Use of Mobile Technology in the Cognitive Development Process of Children with Autistic Spectrum Disorder Vanessa Tavares De Oliveira Barros, Cristiane Affonso de Almeida Zerbetto, Kátia Tavares Meserlian, Rodolfo Miranda de Barros, Murilo Crivellari Camargo, Táthia Cristina Passos de Carvalho.	Depth-To-Audio Sensory Substitution for Increasing the Accessibility of Virtual Environments Shachar Maidenbaum, Daniel-Robert Chebat, Shelly Levy-Tzedek, Amir Amedi. Usability Evaluation of a Web System for Spatially Oriented Audio Descriptions of Images Addressed to Visually Impaired People Jose Monserrat Neto, André Pimenta Freire, Sabrina Souto, Ramon Abilio. MuBiks: Tangible Music Player for Visually Challenged Apurva Gupta, Aditi Padhi, Keyur Sorathia, Surbhit Varma, Bhasker Sharma. Modeling Videogames for Mental Mapping in People who are Blind Jaime Sanchez, Matías Espinoza, Marcia De Borba Campos, Leticia Lopes Leite.	Designing Playful Games and Applications to Support Science Centers Learning Activities Michail N. Giannakos, David Jones, Helen Crompton, Nikos Chrisochoides. SMART VIEW: a Serious Game Supporting Spatial Orientation of Subjects with Cognitive Impairments Andrea Canessa, Rosa Maria Bottino, Mauro Tavella, Michela Ott. Videogaming Interaction for Mental Model Construction in Learners who are Blind Matías Espinoza, Jaime Sanchez, Marcia De Borba Campos. Encouraging Brain Injury Rehabilitation through Ludic Engagement Rachel McCrindle, Stephen Simmons, Richard Case, Malcolm Sperrin, Andy Smith, Carol Lock. Engagement in Game-based Rehabilitation for Women with Fibromyalgia Syndrome Eva Petersson Brooks, Anthony Lewis Brooks. KidSmart© in Early Childhood Learning Practices: Playful Learning Potentials? Eva Petersson Brooks, Nanna Borum.	



VAMR S193	CCD S194	AC S195	DHM S196
User experience in VAMR <i>Room: 12</i> Chair(s): Gordon Mair.	Ergonomic Issues in Product, Environment and System Design <i>Room: 2</i> Chair(s): Pei-Luen Patrick Rau, Zhe Chen.	Augmented cognition for special user populations <i>Room: 10</i> Chair(s): Martha Crosby, Paula Alexandra Silva.	Human Modeling for Quality Care <i>Room: 3</i> Chair(s): Noriaki Kuwahara.
Augmented Reality Evaluation: A Concept utilizing Virtual Reality Philipp Tiefenbacher, Nicolas H. Lehment, Gerhard Rigoll. Subjective-Situational Study of Presence Nataly Vladimirov Averbukh. Choosing a Selection Technique for a Virtual Environment Danilo Souza, Paulo Dias, Beatriz Sousa Santos. Classification of Interaction Techniques in the 3D Virtual Environment on Mobile Devices Eliane Balaa, Mathieu Raynal, Youssef Bou Issa, Emmanuel Dubois. 3D Design for Augmented Reality Ivar Kjellmo. Principles of Dynamic Display Aiding Presence in Mixed Reality Space Design In Kyung Choi, Ji-hyun Lee. Applying Augmented Reality to the Concept Development Stage of Pugh's Total Design Method Gordon Mair, Andrew Robinson, John Storr.	Cultural Difference on the Usage Pattern of Tagging System for Knowledge Sharing Zhe Chen, Qin Gao, Yuancheng Yang. Comparing Chinese and German's emotional reaction to perfume Mengyu Guo, Zhe Chen, Hui Li, Pei-Luen Patrick Rau, Long Zeng, Xiangheng Wang, Nico Wendler, Lahcen Feddol. Building Trust in Hospitality and Culture Exchange Travel Sites: Lessons from Heuristic Evaluation of CouchSurfing Yu-Hsiu Hung, Lianfan Wu, Chia-Chun Chen. User Adoption and Loyalty of Location Based Social Network Service in China Yubo Zhang, Pei-Luen Patrick Rau. Design Trend Research for Building a Future Physical-Cyber Ecosystem Hongyan Yan, Yanyan Sun.	Contribution of Biosensors to Enhancing Performance for Users with Special Needs Thanh Truc Nguyen, Martha Crosby, Marie Iding, Neil Scott. Finding Keys for People with Mild Dementia - Not just a Matter of Beeping and Flashing Lars Oestreicher. Patients Initiated Timeline Marking of Events in Parkinson's Disease: Visualization of Time Correlation between Patients Marked Events and Acquired Data from Sensors J. Artur Serrano, Andrea Thoms, Peter Weber.	Robot Patient for Nursing Self-training in Transferring Patient from Bed to Wheel Chair Zhifeng Huang, Ayanori Nagata, Masako Kanai-Pak, Jukai Maeda, Yasuko Kitajima, Mitsuhiro Nakamura, Kyoko Aida, Noriaki Kuwahara, Taiki Ogata, Jun Ota. Comparison Of Gait Analysis By The Way Of Semi-Structured Interviews Masaru Ohgiri, Katsuma Yamada, Hisanori Yuminaga, Noriyuki Kida, Hiroyuki Hamada. Caregiver's Gaze and Field of View Presumption Method during Bath Care in the Elderly Facility. Akiyoshi Yamamoto, Noriyuki Kida, Akihiko Goto, Tomoko Ota, Tatsunori Azuma, Syuji Yamamoto, Henry Barrameda Jr. Research on Senior Response to Transfer Assistance between Wheelchair and Bed - EEG Analysis Mikako Ito, Yuka Takai, Akihiko Goto, Noriaki Kuwahara.

DUXU S197	S198	S199	DAPI S200
<p>Novel Wearable Interfaces: Beauty Technology <i>Room:</i> MINOS East <i>Chair(s):</i> Katia Canepa Vega.</p> <p>Sound Bending - Talking Bodies Quantum Sound Suits Kristin Neidlinger, Wendy Ju.</p> <p>Human Interactive Wearable Devices: Applications of Artificial Electronic Skins and Smart Bandages Kuniharu Takei.</p> <p>Aesthetically Enhanced RFID Inkjet Antenna Logos on Skin (AERIALS) James Tribe, Will Whittow, John Batchelor.</p> <p>FX e-Makeup for Muscle Based Interaction Katia Canepa Vega, Abel Arrieta, Felipe Esteves, Hugo Fuks.</p> <p>ReFlexLab: Designing Transitive Wearable Technologies towards Poetic Aesthetics Clemens Winkler, Soomi Park.</p> <p>Augmenting a Wearable Display with Skin Surface as an Expanded Input Area Masa Ogata, Yuta Sugiura, Yasutoshi Makino, Masahiko Inami, Michita Imai.</p>	<p>Digital Aesthetics – Taking Inventory <i>Room:</i> MINOS North <i>Chair(s):</i> Michael J. Renner.</p> <p>basil.js - Bridging Mouse and Code Based Design Strategies Ludwig Zeller, Benedikt Groß, Ted Davis.</p> <p>Serious Economic Games: Designing a Simulation Game for an Economic Experiment Danilo Wanner.</p> <p>Interfacing CBIR: Designing Interactive Widgets to Query Attribute Data in Face Image Retrieval Ted Davis.</p> <p>Ornamental Images and their Digital Occurrences Michael J. Renner.</p> <p>Extended Senses in Responsive Environments – An Artistic Research Project on Atmosphere Christiane Heibach, Andreas Simon, Jan-Lewe Torpus.</p> <p>Augmented Reality in Design - Thinking about Hybrid Forms of Virtual and Physical Space in Design Christine Schranz.</p> <p>Reframing Design Under Technical Conditions Moritz Greiner-Petter, Claudia Mareis.</p>	<p>Novel user experience design methods and tools <i>Room:</i> MINOS South <i>Chair(s):</i> Stefano Filippi.</p> <p>How Two Become One – Creating Synergy Effects by Applying the Joint Interview Method to Design Wearable Technology Ulrike Schmuntzsch, Lea H. Feldhaus.</p> <p>Experimental Research in Applying Generative Design and 3D Printers in User Participating Design Lin-Chien James Lee, Ming-Huang Lin.</p> <p>User Experience Technique in Computer Digital Arts Production: Paper Prototyping Used as Material to Define Intentionality Marilia Lyra Bergamo.</p> <p>Collaboration Space for Creative Knowledge Work - Analysis of Industrial Pilots Mika P. Nieminen, Mikael Runonen, Mari Tyllinen, Marko HT Nieminen.</p> <p>In-Depth Analysis of Non-Deterministic Aspects of Human-Machine Interaction and Update of Dedicated Functional Mock-Ups Stefano Filippi, Daniela Barattin.</p> <p>Building a Semantic Differential Scale as Tool for Assisting UX Evaluation with Home Appliances Vanessa D. de Macedo, Caio Marcio Silva.</p> <p>HCI Knowledge for UX Practices in the Web Development Process Idyawati Hussein, Murni Mahmud, Abu Osman Tap.</p>	<p>Supporting Human Activities <i>Room:</i> 7 <i>Chair(s):</i> Tom Gross.</p> <p>Engage! Empower! Encourage! - Supporting Mundane Group Decisions on Tabletops Mirko Fetter, Tom Gross.</p> <p>How Do We Teach Young Children New Concepts via Sketching? Chau Thai Truong, Duy-Hung Nguyen-Huynh, Minh-Triet Tran.</p> <p>Ontology Based Simulation Framework: Studying of Human Behavior Changes Impacted by Accessibility of Information under Building Fire Emergency Chaianun Damrongrat, Mitsuru Ikeda.</p> <p>Fairness Properties for Collaborative Work Using Human-Computer Interactions and Human-Robot Interactions Based Environment: «Let Us Be Fair» Myriam El Mesbahi, Nabil Elmarzouqi, Jean-Christophe Lapaire.</p> <p>Situated Micro-displays for Activity-Aware Systems Esunly Medina, Fahim Kawsar, Roc Meseguer, Sergio F. Ochoa.</p> <p>A Personalized Smart Living Room: The New Inter-Relationship of Smart Space Yu-Chun Huang, Scottie Chih-Chieh Huang.</p>
Design, User Experience, and Usability		Distributed, Ambient and Pervasive Interactions	



Has S201	Hcib S202	Lct S203	S204
Authentication <i>Room: LEDA</i> Chair(s): Karen Renaud. Do Graphical Authentication Systems Solve the Password Memorability Problem? Soumyadeb Chowdhury, Ron Poet, Lewis Mackenzie. ACCESS: Describing and Contrasting - Authentication Mechanisms Karen Renaud, Melanie Volkamer, Joseph Maguire. E-voting Authentication with QR-Codes Stefanie Falkner, Peter Kieseberg, Dimitris E. Simos, Christina Traxler, Edgar R. Weippl. Capturing Attention for Warnings about Insecure Password Fields - Systematic Development of a Passive Security Intervention Nina Kolb, Steffen Bartsch, Melanie Volkamer, Joachim Vogt. An Image-based CAPTCHA Using Sophisticated Mental Rotation Yuki Ikeya, Masahiro Fujita, Junya Kani, Yuta Yoneyama, Masakatsu Nishigaki.	Mining on Big Data for Interactive Information Retrieval and Decision Support <i>Room: APHRODITE</i> Chair(s): I-Chin Wu. Empowering Users to Explore Subject Knowledge by Aggregating Search Interfaces I-Chin Wu, Cheng Kao, Shao-Syuan Chiou. Decision Support System based on Distributed Simulation Optimization for Medical Resource Allocation in Emergency Department Tzu-Li Chen. Finding Keyphrases of Readers' Interest Utilizing Writers' Interest in Social Media Lun-Wei Ku, Yann-Huei (Andy) Lee, Yan-Hua Chen. Designing a Multi-modal Association Graph for Music Objects Jia-Lien Hsu, Chiu-Yuan Ho. Exploring the Impact of Users' Preference Diversity on Recommender System Performance Muh-Chyun Tang. Seeking Consensus: A Content Analysis of Online Medical Consultation Ming-Hsin Chiu. Exploring Interaction Design for Advanced Analytics and Simulation Robin Brewer, Cheryl A Kieliszewski.	Learning and Collaboration Technologies Recommendations Systems and Innovative Algorithms for Education <i>Room: 9</i> Chair(s): Martin Ebner. Finding and Exploring Commonalities Between Researchers Using the ResXplorer Selver Softic, Laurens de Vocht, Erik Mannens, Rik Van de Walle, Martin Ebner. Attention Profiling Algorithm for Video-based Lectures Josef Wachtler, Martin Ebner. Markov Chain and Classification of Difficulty Levels Enhances the Learning Path in One Digit Multiplication Behnam Taraghi, Anna Saranti, Martin Ebner, Martin Schön. Analyzing Interactivity in Asynchronous Video Discussions Hannes Rothe, Janina Sundermeier, Martin Gersch. Context Dependent Preference Acquisition with Personality-Based Active Learning in Mobile Recommender Systems Matthias Braunhofer, Mehdi Elahi, Mouzhi Ge, Francesco Ricci. Student Modeling for Personalization of e-Learning Courses Carla Limongelli, Filippo Sciarrone.	Human Aspects of Information Security, Privacy and Trust Supporting teaching <i>Room: 11</i> Chair(s): Maria Zenios. Interrelation Between Pedagogical Design and Learning Interaction Patterns in Different Virtual Learning Environments Maka Eradze, Mart Laanpere. Course Sprints: Combining Teacher Training, Design Thinking and Hackathons Gemma Aguado, Carles Fernández, Muriel Garreta-Domingo, Roger Griset, Alicia Valls. A Web Analytics and Visualization Tool to Understand Students' Behavior in an Adaptive E-Learning System Barbara Moissa, Lucas Simões de Carvalho, Isabela Gasparini. Dialogue, Knowledge Work and Tablets: Lessons from Preservice Teacher Education Andri Ioannou, Maria Zenios, Agni Stylianou-Georgiou. Monitoring Teachers' Complex Thinking while Engaging in Philosophical Inquiry with Web 2.0 Agni Stylianou-Georgiou, Alexios Petrou, Andri Ioannou. Introducing a Challenging Teachable Agent Camilla Kirkegaard, Agneta Gulz, Annika Silvervarg.

HCI	S205	S206	S207	HIMI	S208
Human-Computer Interaction	Gesture, face and activity recognition <i>Room: MINOS East</i> Chair(s): Marcelo Morandini.	Novel approaches to design <i>Room: MINOS North</i> Chair(s): Rachel Zuanon.	Interacting on Planet Hearth <i>Room: MINOS South</i> Chair(s): Patricia Morreale.	Human Interface and the Management of Information	New perspective of interface designing process and its evaluation <i>Room: 8</i> Chair(s): Daiji Kobayashi, Keiko Kasamatsu.
Human Interface and the Management of Information	The Issues of 3D Hand Gesture and Posture Recognition Using the Kinect Mohamed Ikbel Boulabiar, Gilles Coppin, Franck Poirier. ErgoSV: An Environment to Support Usability Evaluation Using Face and Speech Recognition Thiago Adriano Coleti, Marcelo Morandini, Fatima de Lourdes dos Santos Nunes. A Survey of Datasets for Human Gesture Recognition Simon Ruffieux, Denis Lalanne, Elena Mugellini, Omar Abou Khaled. iPanel: A Computer-Vision Based Solution for interactive Keyboard and Mouse H. Chathushka Dilhan Hettipathirana, Pragathi Weerakoon. Multi-sensor Finger Ring for Authentication Based on 3D Signatures Mehran Roshandel, Aarti Munjal, Peyman Moghadam, Shahin Tajik, Hamed Ketabdar.	Mapping Graceful Interaction from Dance Performance Nor Laila Md. Noor, Wan Norizan Wan Hashim, Wan Adilah Wan Adnan, Fauzi Mohd Saman. Design-Neuroscience: Interactions between the Creative and Cognitive Processes of the Brain and Design Rachel Zuanon.	A Geo-Collaborative Recommendation Tool to Help Urban Mobility Erick Lopez-Ornelas, Rocio Abascal-Mena, J. Sergio Zepeda-Hernández. Development of Interaction Concepts for Touchless Human-Computer Interaction with Geographic Information Systems Ronald Meyer, Jennifer Bützler, Jeronimo Dzaack, Christopher M. Schlick.	The Relationships between the Products and Affective Evaluation Concerning Uniqueness Yusuke Ohta, Keiko Kasamatsu. Basic Research on the Factors Influencing Perception of Texture from Images Kimihiro Yamanaka, Kazuki Nagamura. Study on Perception of Vibration Rhythms Daiji Kobayashi.	KADEN Project - Towards the Construction of Model for Sharing Cognition in Manufacturing Takeo Ainoya. Requirements Engineering Using Mockups and Prototyping Tools: Developing an Healthcare Web-Application Leonor C. Teixeira, Vasco Saavedra, Carlos Ferreira, João Simões, Beatriz Sousa Santos.



EPCE S209	UAHCI S210	S211	S212
<p>Memory, Learning and Forgetting Room: 10 Chair(s): Kerstan Cole</p> <p>Theoretical Investigation on Disuse Atrophy Resulting from Computer Support for Cognitive Tasks Kazuhsia Miwa, Hitoshi Terai.</p> <p>Designing the Interface to Encourage More Cognitive Processing John Patrick, Phillip Morgan, Leyanne Tiley, Victoria Smy, Helen Seeby.</p> <p>Positive Affective Learning Improves Memory Chen Yang, Wenfeng Chen, Luyan Ji, Xiaolan Fu.</p> <p>Neuronal Mechanisms of Working Memory Performance in Younger and Older Employees Sergei A. Schapkin, Gabriele Freude.</p> <p>Long-term Psychosocial Stress Attenuates Attention Resource of Post-error Yiran Yuan, Jianhui Wu, Kan Zhang.</p> <p>Evaluating Operator's Cognitive Workload in Six-Dimensional Tracking and Control Task within an Integrated Cognitive Architecture Yan Fu, Chunhui Wang, Shiqi Li, Wei Chen, Yu Tian, Zhiqiang Tian.</p> <p>Applying Cognitive Work Analysis to a Synthetic Aperture Radar System Kerstan Cole, Susan Stevens-Adams, Laura McNamara, John Ganter.</p>	<p>Universal Access in Human-Computer Interaction</p> <p>Improving efficiency and effectiveness of health care system through linking providers and consumers Room: 7 Chair(s): Josette F. Jones, Nancy Staggers.</p> <p>User Experience Considerations for Patient-Centered Handoffs in Surgical Oncology Nancy Staggers, Marge Benham-Hutchins, Laura Heermann-Langford.</p> <p>Digital Technology to Supercharge Patient-Provider Relationships Kathryn Joleen VanOsdol.</p> <p>Neurological Disorders and Publication Abstracts Follow Elements of Social Network Patterns When Indexed Using Ontology Tree-Based Key Term Search Anand Kulanthaivel, Robert P Light, Katy Börner, Chin Hua Kong, Josette F. Jones.</p> <p>Challenges When Engaging Diabetic Patients and Their Clinicians in Using E-Health Technologies to Improve Clinical Outcomes Brian Edward Dixon, Abdulrahman Mohammed Jabour, Erin O'Kelly Phillips, David Marrero.</p>	<p>Universal Access: The Forum of research disciplines, sciences, engineering, applications and user perspectives Room: 9 Chair(s): Gisela Susanne Bahr.</p> <p>Transfer of Learnings between Disciplines What S-BPM Facilitators Could Ask Progressive Educators (and might not dare to do) Christian Stary.</p> <p>Current and New Research Perspectives on Dynamic Facial Emotion Detection in Emotional Interfaces Tessa-Karina Tews, Michael Oehl, Helmut Faasch, Taro Kanno.</p> <p>Effects of Interaction Style and Screen Size on Touchscreen Text Entry Performance: An Empirical Research Sandi Ljubic, Vlado Glavinic, Mihael Kukec.</p> <p>Choice-Based Authentication: A Usable-Security Approach Yasser M. Hausawi, William H. Allen, Gisela Susanne Bahr.</p> <p>Effects of User Age on Smartphone and Tablet Use, Measured with an Eye-tracker via Fixation Duration, Scan-Path Duration, and Saccades Proportion Suleyman A Al-Showarah, Naseer Al-Jawad, Harin Sellahewa.</p> <p>Multimodal Target Prediction Pradipita Biswas, Patrick Langdon.</p>	<p>Quality of life & well-being in Socio-Technological ecosystems Room: 11 Chair(s): Alberto Sanna.</p> <p>Inclusive Design and Anthropological Methods to Create Technological Support for Societal Inclusion Anita H.M. Cremers, Yvonne J.F.M. Jansen, Mark A. Neerincx, Dylan Schouten, Alex Kayal.</p> <p>On Clinical, Philosophical, Ethical and Behavioural Concepts for Personalised Insilico Medicine Supporting "Co-production of Health" Niels Boye.</p> <p>A Pilot Study in Using a Smart Voice Messaging System to Create a Reflection-in-Caregiving Workshop Taro Sugihara, Yuji Hirabayashi, Kentaro Torii, Tetsuro Chino, Naoshi Uchihira.</p> <p>Age and Age-Related Differences in Internet Usage of Cancer Patients Julia C.M. Van Weert, Sifra Bolle, Linda Muusses.</p>

VAMR S213	S214	CCD S215	SCSM S216
Interacting and navigating in VAMR environments <i>Room: 1</i> Chair(s): Maura Mengoni.	Advanced VAMR Applications <i>Room: 2</i> Chair(s): Christian Sandor.	The Cross-cultural Research of Product Service System Design based on brand experience - II <i>Room: APOLLO East (Main Building)</i> Chair(s): Binbin Li, Yongqi Lou.	Online Community, Social Computing and Higher Education <i>Room: 12</i> Chair(s): Yuanqiong (Kathy) Wang, James Braman.
A Natural User Interface for Navigating in Organized 3D Virtual Contents Guido Maria Re, Monica Bordegoni. Multi-Modal Interaction System to Tactile Perception Lorenzo Cavalieri, Michele Germani, Maura Mengoni. AR Navigation System Using Interaction with a CG Avatar Hirosuke Murata, Maiya Hori, Hiroki Yoshimura, Yoshio Iwai. A Semantically Enriched Augmented Reality Browser Tamás Matuszka, Sándor Kámán, Attila Kiss. Simulation Research on Virtual Movement Based on Kinect Qi Luo, Guohui Yang. Manasek AR: A Location-Based Augmented Reality Application for Hajj and Umrah Mounira Taileb, Nusaibah Al-Ghanmi, Elham Al-Ghamdi, Mona Al-Ghamdi, Abeer Al-Motari, Khadijah Al-Jadani, Alanood Al-Mutari.	AR-Based Vehicular Safety Information System for Forward Collision Warning Hye Sun Park, Kyong-Ho Kim. An Augmented Reality Framework for Supporting and Monitoring Operators during Maintenance Tasks Guido Maria Re, Monica Bordegoni. Virtual Humans for Interpersonal and Communication Skills' Training in Crime Investigations Konstantinos Mykoniatis, Anastasia Angelopoulou, Michael Proctor, Waldemar Karwowski. Visible Breadboard: System for Dynamic, Programmable, and Tangible Circuit Prototyping with Visible Electricity Yoichi Ochiai. An Experience-based Chinese Opera Using Live Video Mapping Xiang-Dan Huang, Byung-Gook Lee, Hyung-Woo Kim, JoonJae Lee.	Introduction Strategies of Service-oriented Product System Design for the Transformation & Upgrading of Small and Medium Manufacturers in China Jiajia Chen. A Service Design Research on New Information Technology of Fruit Brand Experience and Innovation Liang Yin, Binbin Li, Lu Shengli. The Research of Product Design Evaluation Method Based on Brand Intention Recognition Mei Yu Zhou, Chaoxiang Yang, Jue Wu. The Research on the Value Experience in the Brand Culture of SuShan and the Design of Product System Service Jie Wei, Chenmiao Liu, Jing Wang. Research on the Extraction and Visualization of Automobile Brand Form Gene Based on Multi-roles' Expectation Image Weifeng Hu, Xiangyang Xin, Binbin Li.	An Accessibility Evaluation of Social Media Websites for Elder Adults Jessica Arfaa, Yuanqiong (Kathy) Wang. The Development and Validation of the Social Network Sites (SNSs) Usage Questionnaire Yuanyuan Shi, Yu L.L. Luo, Ziyan Yang, Yunzhi Liu, Huajian Cai. An Investigation into Gender Role Conformity in an Online Social Networking Environment Alexander J Fawzi, Andrea Szymkowiak. Living in the Era of Social Media: How the Different Types of Social Media may Affect Information Acquisition Process Katerina Fraidaki, Katerina Pramatari, George Doukidis. A Proposal of a Support System for Motivation Improvement Using Gamification Kohei Otake, Ryosuke Sumita, Makoto Oka, Yoshihisa Shinozawa, Tomofumi Uetake, Akito Sakurai. Guidelines for the Gamification in Mobile Social Networks Fábio P Alves, Cristiano Maciel, Junia Anacleto. Version Control System Gamification: A Proposal to Encourage the Engagement of Developers to Collaborate in Software Projects Alexandre Altair de Melo, Mauro Hinz, Glauco Scheibel, Carla Diacui Medeiros Berkenbrock, Isabela Gasparini, Fabiano Baldo.



AC S217	DHM S218	DUXU S219	S220
Advances in Adaptive Learning and Training Technologies <i>Room: 3</i> Chair(s): Phillip M. Mangos, Cali M. Fidopiastis.	Emergency and Safety <i>Room: APOLLO West (Main Building)</i> Chair(s): Bettina E Harriehausen-Mühlbauer.	Design Thinking and Design, User Experience and Usability (DUXU) <i>Room: DANAЕ</i> Chair(s): Sisira Adikari, Andrew Schall.	SCI-FI and DUXU: Film as the Future Information System <i>Room: EUROPA</i> Chair(s): Katrin Vodrazkova.
How the Granularity of Evaluation Affects Reliability of Peer-assessment Modelization in the OpenAnswer System Maria De Marsico, Andrea Sterbini, Marco Temprini. Insights into User Personality and Learning Styles through Cross Subject fNIRS Classification Danushka S Bandara, Leanne Hirshfield, Senem Velipasalar. Untangling Operator Monitoring Approaches when Designing Intelligent Adaptive Systems for Operational Environments Ming Hou, Cali M. Fidopiastis. Neural Network Estimation of Atmospheric Thermodynamic State for Weather Forecasting Applications William Blackwell, Adam B. Milstein, Bradley T. Zavodsky, Clay B. Blankenship.	Service-oriented Emergency Management Collaboration System Design Fang You, Ri-Peng Zhang, Ping-Ting Li, Jian-Min Wang. Evacuation Support System for Everyday Use in the Aftermath of a Natural Disaster Akari Hamamura, Taku Fukushima, Takashi Yoshino, Nobuyuki Egusa. Using the Critical Path Method in Analysing the Interdependencies of Critical Services – Feasibility Study Andro Kull. Mobile Navigation for Limited Mobility Users Bettina E Harriehausen-Mühlbauer. HCI Challenges for Community-Based Disaster Recovery Jan Willem Streefkerk, Martijn Neef, Kenny Meesters, Reinout Pieneman, Kees Van Dongen. Safe Walker – Shoes that Alert the Wearer to a Danger Motoki Ishida, Hisashi Sato, Takayuki Kosaka. Communications in Emergency and Crisis Situations? Andreas I. Miaoudakis, Nikolaos E. Petroulakis, Diomedes Kastanis, Ioannis G. Askoxylakis.	Design, User Experience, and Usability Agile Usability Patterns for UCD early stages Ana Paula O. Bertholdo, Tiago Silva Da Silva, Claudia De O. Melo, Fabio Kon, Milene S. Silveira. A Mixed-Method Approach for In-Depth Contextual User Research Walkyria Goode, Caroline Little, Andrew Schall, Renae Geraci, Vanessa Brown. Designing with the User in Mind A Cognitive Category Based Design Methodology Joseph Kramer, Sunil Noronha. A New Design Process for Viewer Participation in Interactive TV Program: Focused on the Interactive TV Game Show Hae-un-dae Jeongbeom Shin, Hyun Jung Kim, Jea In Kim, Bong Gwan Jun, Chung-Kon Shi. From Inexperienced Users To Co-Creators: An Exploration Of A Generative Method. Chrysoula Gatsoni. Cutting Edge Design or a Beginner's Mistake? - A Semiotic Inspection of iOS7 Icon Design Changes Christian Stickel, Hans-Martin Pohl, Jan-Torsten Milde.	User Interfaces That Appeared in SciFi Movies and Their Reality. Masaaki Kurosu. Cut Scenes in Computer Games as an Information System Daniel Říha. The Database on Near-future Technologies for User Interface Design from SciFi Movies Jun Ito, Shigeyoshi Izuka, Hideyuki Matsubara. Using Soft Systems Methodology in understanding current user-support scenario in the Climate Science Domain Hashim Chunpir, Thomas Ludwig, Amgad Badewi. Film - System - Communication Katrín Vodrážkova. Interactive Film: the Computer as Medium Roman Danylak.
continues...			

► DUXU	S221	S222	S223	HCIB	S224
	Games and gamification design <i>Room: LEDA</i> Chair(s): David G Novick.	Gesture and touch-based user experience <i>Room: ARTEMIS</i> Chair(s): George Margetis.	Design, Ergonomics, and Usability - IV <i>Room: APHRODITE</i> Chair(s): Marcelo M. Soares.	HCIn Business Shopping experience <i>Room: ATHENA</i> Chair(s): Masooda N Bashir.	
	Challenge Design and Categorization in Video Game Design Michael Brandse, Kiyoshi Tomimatsu. Empirical Analysis of Playability vs. Usability in a Computer Game David G Novick, Juan Vicario, Baltazar Santaella, Ivan Gris. A Study about Designing Reward for Gamified Crowdsourcing System Joohee Choi, Heejin Choi, Woonsub So, Jaeki Lee, JongJun You. Interface Design for Somatosensory Interaction Qiong Wu, Xun Rong Li, Guan Shang Wu. The Study of the Relations Between the BrainHex Player Profiles, MBTI Psychological Types and Emotions as Means to Enhance User Experience Rafael E. Paulin, André L. Battaiola, Márcia M. Alves.	Gestures: The Reformer of the User's Mental Model in Mobile HCI Tian Lei, Luyao Xiong, Kun Chen, Xu Liu, Yin Cao, Qi Zhang, Dongyuan Liu, Sisi Guo. Beyond Fingers and Thumbs – a Graceful Touch UI. (Elegant Multitouch and Gesture UI with Context Dependent Prompting) Sue Hessey, Szu Han Chen, Catherine White. Syntactic/Semantic Formalizations and Metrics of Residential Applications based on Gestural Interface Ana Carla De Carvalho Correia, Paulo Leonardo Souza Brizolara, Leonardo Cunha De Miranda, Juvane Nunes Marciano. On Feelings of Comfort, Motivation and Joy that GUI and TUI Evoke Julian Esteban E. Gutierrez Posada, Elaine C.S. Hayashi, M. Cecília C. Baranauskas. Embodied Tele-Presence System (ETS): Designing Tele-Presence System for Video Teleconferencing Muhammad S.L. Khan, Haibo Li, Shafiq Ur Rehman. A Visual Programming Approach to Big Data Analytics Christian Bockermann.	In-Place Natural and Effortless Navigation for Large Industrial Scenarios Lucas Silva Figueiredo, Mariana Pinheiro, Edvar Vilar Neto, Thiago Menezes, João Marcelo Teixeira, Veronica Teichrieb, Pedro Alessio, Daniel Freitas. Challenges in Designing New Interfaces for Musical Expression. Rodrigo Pessoa Medeiros, Filipe Calegario, Giordano Cabral, Geber Ramalho. Wayfinding in Hospital: a Case Study Laura Martins, Hugo Fernando Hugo Vasconcelos de Melo. The Encourage Operators to Promote Manual Flight Operations- a Pandemic in Modern Aviation Edgard Thomas Martins, Isnard Thomas Martins, Marcelo M. Soares. Aging and New Technologies: Challenges and Perspectives Claudia Stamato, Manuela Quaresma, Claudia Renata Mont'Alvão.	Follow-me: Smartwatch Assistance on the Shop Floor Mario Aehnelt, Bodo Urban. Human-Computer vs. Consumer-Store Interaction in a Multichannel Retail Environment: Some Multidisciplinary Research Directions Chris Lazaris, Adam Vrechopoulos. The Performance of Self in the Context of Shopping in a Virtual Dressing Room System Yi Gao, Eva Petersson Brooks, Anthony Lewis Brooks. Do You Trust My Avatar? Effects of Photo-realistic Seller Avatars and Reputation Scores on Trust in Online Transactions Gary Bente, Thomas Dratsch, Simon Rehbach, Matthias Reyl, Blerta Lushaj. Full-Body Interaction for the Elderly in Trade Fair Environments Mandy Korzetz, Christine Keller, Frank Lamack, Thomas Schlegel.	



HCI S225		S226		HIMI S227		EPCE S228	
Multi-touch user interfaces <i>Room: APOLLO East (Main Building)</i> Chair(s): Gerhard Weber.		UI development methods, tools and frameworks <i>Room: APOLLO West (Main Building)</i> Chair(s): Christophe Kolski.		Digital Museum <i>Room: MINOS East</i> Chair(s): Michitaka Hirose, Yasushi Imai.		Automating, communicating, workload and risk: implications for safety <i>Room: 12</i> Chair(s): Oronzo Parlangeli, Paul M. Liston.	
Study and Evaluation of Separability Techniques and Occlusion in Multitouch Surfaces Jessica Palomares, Manuel Loaiza, Alberto B Raposo.		An Iterative and Incremental Process for Interaction Design through Automated GUI Generation David Raneburger, Roman Popp, Hermann Kaindl, Alexander Armbruster, Vedran Sajatovic.		Switching the Level of Abstraction in Digital Exhibitions to Provide an Understanding of Mechanisms Takuji Narumi, Hiroshi Ohara, Ryo Kiyama, Tomohiro Tanikawa, Michitaka Hirose.		Measuring Crew Resource Management: Challenges and Recommendations Alison Kay, Paul M. Liston, Sam Cromie.	
PeNTa: Formal Modeling for Multi-Touch Systems using Petri Net Francisco R. Ortega, Su Liu, Frank Hernandez, Armando Barreto, Naphtali Rishe, Malek Adjouadi.		Picture-Driven User Interface Development for Applications on Multi-Platforms Vinh-Tiep Nguyen, Minh-Triet Tran, Anh-Duc Duong.		To Relive a Valuable Experience of the World at the Digital Museum Yasushi Imai, Yujiro Okuya, Seiya Shimabukuro, Koji Abe, Tomohiro Amemiya, Koichi Hirota.		Proactive Safety Performance for Aviation Operations N. McDonald, S. Corrigan, P. Ulfvengren, D. Baranzini.	
Prediction of Multi-Touch Gestures During Input Michael Schmidt, Gerhard Weber.		IntNovate a Toolkit to Ease the Implementation of Every Interaction Paradigm on Every Device Bruno Merlin.		Manseibashi Reminiscent Window: Reliving Past Scene Experience System by using User's Own Devices Tomohiro Tanikawa, Jun Imura, Takuji Narumi, Michitaka Hirose.		Multitasking and Mentalizing Machines: How the Workload can have Influence on the System Comprehension. Oronzo Parlangeli, Maria Cristina Caratozzolo, Stefano Guidi.	
Evaluation of Industrial Touch Interfaces using a Modular Software Architecture Philipp Tiefenbacher, Fabian Bumberger, Gerhard Rigoll.		Generating Human-Computer Micro-Task Workflows from Domain Ontologies Nuno M. A. Luz, Nuno Pinto Silva, Paulo Novais.		Training Archived Physical Skill through Immersive Virtual Environment Taihei Kojima, Atsushi Hiyama, Takahiro Miura, Michitaka Hirose.		System Requirements for an Advanced Cockpit to Reduce Workload and Stress Paul M. Liston, N. McDonald.	
HandyScope: A Remote Control Technique using Circular Widget on Tabletops Takuro Kuribara, Yusaku Mita, Kazusa Onishi, Buntarou Shizuki, Jiro Tanaka.		Deterministic Local Layouts through High-dimensional Layout Stitching Martin Steiger, Hendrik Lücke-Tieke, Thorsten May, Arjan Kuijper, Jörn Kohlhammer.		Evoking Emotions in a Story Using Tactile Sensations as Pseudo-Body Responses with Contextual Cues Sho Sakurai, Toki Katsumura, Takuji Narumi, Tomohiro Tanikawa, Michitaka Hirose.		System Delay in Flight Simulators Impairs Performance and Increases Physiological Workload Nina Flad, Frank M. Nieuwenhuizen, Heinrich H. Bülthoff, Lewis L. Chuang.	
Adding Multi-Touch Gesture Interaction in Mobile Web Applications Shah Rukh Humayoun, Franca-Alexandra Rupprecht, Steffen Hess, Achim Ebert.		Integrating Usability Evaluations into Scrum: A Case Study Based on Remote Synchronous User Testing Fulvio Lizano, Maria Marta Sandoval, Jan Stage.		Digital Museums of Cultural Heritages in Kyoto: The Gion Festival in a Virtual Space Liang Li, Kyoko Hasegawa, Takahiro Fukumori, Wataru Wakita, Satoshi Tanaka, Takanobu Nishiura, Kozaburo Hachimura, Hiromi Tanaka.		Quiet electric vehicles: A safety issue? Peter Cocron, Josef F Krems.	
		Evaluation Based Graphical Controls: a Contribution to Mobile User Interface Early Evaluation Selem Charfi, Hocine Ezzedine, Christophe Kolski.		3D CG Integral Photography Artwork Using Glittering Effects in the Post-processing of Multi-viewpoint Rendered Images Naohomi Maki, Kazuhisa Yanaka.			
				Fortune Air: An Interactive Fortune Telling System Ryoko Ueoka, Naoto Kamiyama.			

UAHCI	S229	S230	S231	S232
Universal Access in Human-Computer Interaction	Accessibility of Documents <i>Room: DANAE</i> Chair(s): Georgios Kouroupetrogloou.	Quantified Self and Personal Informatics <i>Room: EUROPA</i> Chair(s): Alessandro Marcengo.	Designing for inclusion and well-being <i>Room: ATHENA</i> Chair(s): Hua Dong.	Advanced Technologies for the Elderly <i>Room: ARTEMIS</i> Chair(s): Stefan Carmien.
	Accessibility Driven Design for Policy Argumentation Modelling Dimitris Spiliopoulos, Athanasios Dalianis, Georgios Kouroupetrogloou. An Experimental Approach in Conceptualizing Typographic Signals of Documents by Eight-dot and Six-dot Braille Code Vassilis Argyropoulos, Aineias Martos, Georgios Kouroupetrogloou, Sofia Chamoniokolaou, Magda Nikolaraizi. Emotional Prosodic Model Evaluation for Greek Expressive Text-to-Speech Synthesis Dimitrios Tsonos, Pepi Stavropoulou, Georgios Kouroupetrogloou, Despina Deligiorgi, Nikolaos Papatheodorou. EAR-Math: Evaluation of Audio Rendered Mathematics Hernisa Kacorri, Paraskevi Riga, Georgios Kouroupetrogloou. A CPML-Signwriting Interpreter: A New Form to Generate the Graphical Symbols of Signwriting Carlos E A Iatskiu, Laura Sánchez García, Diego Roberto Antunes, André Luiz Pires Guedes. High-literate and low literate users interaction: a comparative study using Eyetracking in an emergent economy Letícia Régis Di Maio, Simone Bacellar Leal Ferreira, Ney Wagner Freitas Cavalcante, Jose Luiz Rosa, Aline Da Silva Alves.	Four Data Visualization Heuristics to Facilitate Reflection in Personal Informatics Andrea Cuttone, Michael Kai Petersen, Jakob Eg Larsen. Specch.io: a Personal QS Mirror for Life Patterns Discovery and «Self» Reshaping Alessandro Marcengo, Luca Buriano, Marina Geymonat. Braincontrol Basic Communicator: A Brain-Computer Interface Based Communicator for People with Severe Disabilities Pasquale Fedele, Chiara Fedele, Jarrod Fath. Experiences from a long run with a virtual personal trainer Paolo Pilloni, Davide Spano, Fabrizio Mulas, Gianni Fenu, Salvatore Carta.	A Comparing Study between People with Reduced Hand Function and Children Lena Lorentzen, Johan Eklund. Understanding Independent Living Requirements : a Study of Shanghai Seniors Shan Huang, Hua Dong. Empathy Building through Co-design Shu Yuan, Hua Dong. A Study on Effect of Media Therapy for the Elderly with Dementia to Nursing Care Quality Miyuki Iwamoto, Noriaki Kuwahara, Kazunari Morimoto, Yoshihiro Niki, Doi Teruko, Yuka Kato, Jin Narumoto.	Personalized Hand Pose and Gesture Recognition System for the Elderly Mahsa Teimourikia, Hassan Saidinejad, Sara Comai, Fabio Salice. Design of a Social Game for Older Adults Using Touchscreen Devices and Observations from an Exploratory Study Lilian G Genaro Motti, Nadine Vigouroux, Philippe Gorce. Senior User's Color Cognition and Color Sensitivity Features in Visual Information on Web-Interface Migyung Lee, JinWan Park. Elders Using Smartphones - a Set of Research Based Heuristic Guidelines for Designers Stefan Carmien, Ainara Garzo Manzanares. Leveraging Web Technologies to Expose Multiple Contemporary Controller Input in Smart TV Rich Internet Applications Utilized in Elderly Assisted Living Environments Evdokimos Konstantinidis, Panagiotis Antoniou, Antonis Billis, Georgios Bamparopoulos, Costas Pappas, Panagiotis Bamidis.
		Structured Knowledge: a basic aspect for efficient user applications Laura Burzagli, Pier Luigi Emiliani. Self-monitoring and Technology: Challenges and Open Issues in Personal Informatics Amon Rapp, Federica Cena.	Ergonomic Principles to Improve the Use of Cognitive Stimulation Systems for the Elderly: A Comparative Study of two Software Tools Gabriel Michel, Eric Brangier, Mélissa Brun.	Toward a Companion Agent for the Elderly -- the Methods to Estimate At-home and Outside-home Daily Life Activities of the Elderly who Live Alone Yuma Takeda, Hung-Hsuan Huang, Kyoji Kawagoe. A Skirt for Well Aged Ladies with Cognitive Loss Alma Leora Culén, Sisse Finken.

VAMR S233	CCD S234	S235	SCSM S236
VR Applications in health, medicine and sport <i>Room: 10</i> Chair(s): Bill Kapralos. Augmented Reality Treatment for Phantom Limb Pain Francesco Carrino, Didier Rizzotti, Claudia Gheorghe, Patrick Kabasu Bakajika, Frédérique Francescotti-Paquier, Elena Mugellini. Virtual Reality-based System for Training in Dental Anesthesia Cléber G. Corrêa, Fatima de Lourdes dos Santos Nunes, Romero Tori. Multi-users Real-time Interaction with Bacterial Biofilm Images using Augmented Reality Mohammadreza Hosseini, Tomasz Bednarz, Arcot Sowmya. Comparing Data from a Computer Based Intervention Program for Patients with Alzheimer's Disease Agisilaos Chalderidis, Thrasivoulos Tsatsos, Moses Gialaouzidis, Magdalini Tsolaki. Matching Levels of Task Difficulty for Different Modes of Presentation in a VR Table Tennis Simulation by Using Assistance Functions and Regression Analysis Daniel Pietschmann, Stephan Rusdorf. Adaptive Architecture to Support Context-aware Collaborative Networked Virtual Surgical Simulators (CNVSS) Christian Diaz, Helmut Trefftz, Lucia Quintero, Diego Acosta, Sakti Srivastava. Responses during Facial Emotional Expression Recognition Tasks using Virtual Reality and Static IAPS pictures for adults with Schizophrenia Esubalew Bekele, Dayi Bian, Zhi Zheng, Joel Peterman, Sohee Park, Nilanjan Sarkar.	Cross-Cultural Design Cultural Creativity in Product Design <i>Room: 9</i> Chair(s): Rung Tai Lin, Po-Hsien Lin. Applying the Time and Space Forms of Poetry to Creative Design Mo-Li Yeh, Ming-Shean Wang, Pey-Chwen Lin. Analysis of Application of Digital Archives to Value-Added Design in Cultural Creative Products Chi-Hsien Hsu, Robert RCC Chen, Rung Tai Lin. Cultural Creativity in Design Exhibition - A Case Study of Emotional Effects Experienced by the Audience Yu-Ju Lin, Jui-Ping Ma, Jun-Liang Chen. A Study of Applying Sakizaya Tribe's Palamal (the Fire God Ritual) into Cultural Creative Products Design Po-Hsien Lin, Jao-Hsun Tseng, Pei-Chen Lin. Cultural Creativity in Design Strategy: A Case Study of User's Preference of a Bird-shaped teapot Chi-Chang Lu, Po-Hsien Lin. A Reflective Study in Metaphorical products design from the Mapping of Relational Similarity Perspective Kung-Ling Chang.	Design for Future Urban Sustainability and Social Innovation <i>Room: 11</i> Chair(s): Zhiyong Fu. Social Sustainability in Design: The Window as an Interface for Social Interaction Gaia Scagnetti, Federico Casalegno. Design Implications of Digital Social Innovation: a Playful Approach to Analyse Cases Study Dataset Francesca Valsecchi, Miaosen Gong. Design for Social Interaction in Public Spaces Jun Hu, Joep Frens, Mathias Funk, Feng Wang, Yu Zhang. Smart Asia: A New Platform for Collective Intelligence Christopher Grant G Kirwan. The Sino-Italian Collaborative Design Platform: Designing and Developing an Innovative Product Service System Wei Liu, Yongqi Lou. Building the Co-Design and Making Platform to Support Participatory Research and Development for Smart City Zhiyong Fu, Xu Lin. A Design of Smart Travel Based on City User Experience Ping Liu, Younghwan Pan.	Virtual Augmented and Mixed Reality Life on-line <i>Room: 1</i> Chair(s): Cristiano Maciel. "Presence in Absence": Distributed Family Communication Practices for Familial Bonding via Mobile Communication Technology Fazillah Mohmad Kamal, Nor Laila Md. Noor, Hanif Baharin. Virtual Homage to the Dead: an Analysis of Digital Memorials in the Social Web Aron D. Lopes, Cristiano Maciel, Vinicius C. Pereira. Extended Episodic Experience in Social Mediating Technology: Our Legacy Halijana Khalid, Alan Dix. Using Ambient Communication and Social Networking Technologies to Reduce Loneliness of Elders Harri Pendas, Antti-Matti Vainio, Markus Garschall, Tero Kivimäki, Stratis Konakas, Socrates Costicoglou, Jukka Vanhala. Identifying Locations of Social Significance: Aggregating Social Media Content to Create a New Trust Model for Exploring Crowd Sourced Data and Information Al Di Leonardo, Scott Fairgrieve, Adam Gribble, Frank Prats, Wyatt Smith, Tracy Sweat, Abe Usher, Derek Woodley, Jeffrey B. Cozzens. SONETA: A Social Media Trend Geo-Analysis Tool Ioannis Ioannidis, Elefterios Papachristos, Christos Katsanos, Nikolaos Karousos, Christos Fidas, Nikolaos Avouris.

AC S237	DHM S238	DUXU S239	S240
Cognitive Performance and Decision Making Systems for 21st Century Military Tasking <i>Room: 3</i> Chair(s): Debra Patton, David Martinez.	Cognitive modelling and performance <i>Room: 2</i> Chair(s): Victoria Romero.	Design Research in Practice <i>Room: MINOS North</i> Chair(s): Arne Berger, Tim Schneidermeier.	User experience and usability studies <i>Room: MINOS South</i> Chair(s): Min Kim.
How Real Is Good Enough? Assessing Realism of Presence in Simulations and Its Effects on Decision Making Debra Patton. Biomarker and Biometric Indices of Cognitive Decrements due to Physical Exhaustion Regina Shia, Kyle Traver, Lindsey McIntire, Josh Hagen, Chuck Goodyear, Leanne Dykstra, Andrea Myers. The Predictability of Pharm-EEG in Patients with Long Unconscious Status Sergei Lytaev, Mikhail Aleksandrov, Sergey Vasilyev, Anna Arutunyan. ERmed--Towards Medical Multimodal Cyber-Physical Environments Daniel Sonntag. Architecture for Machine Learning Techniques to Enable Augmented Cognition in the Context of Decision Support Systems David Martinez.	Analysis of Luria Memory Tests for Development on Mobile Applications José A. Hijar Miranda, Erika Hernandez Rubio, Amilcar Meneses Viveros. Research on the Continuous Descent Approach (CDA) Operational Error of Pilot Base on Cloud Model and Uncertainty Theory Yang Gao, Yanchen Hou. COMPAss: A Space Cognitive Behavior Modeling and Performance Assessment Platform Yanfei Liu, Zhiqiang Tian, Yu Zhang, Qi Sun, Junsong Li, Jing Sun, Feng Fu. The Influence of Shift Workers Sleeping Quality Upon Job Performance Yu-Ching Huang, Fang-Ling Lin, Hui Chun Chen, Ching-Chung Chen, Chih-Lin Chang. Bedroom Temperature and Sleeping Quality Hui Chun Chen, Ching-Chung Chen, Fang-Ling Lin, Chih-Lin Chang.	On the Idea of Design: Analyzing the Ideal Form of Cars Arash Faroughi, Semir Maslo. Deconstructivist Design within HCI Michael Heidt, Andreas Bischof, Paul Rosenthal. Measuring Confidence in Internet use: The Development of an Internet Self-Efficacy Scale Mary Joyce, Jurek Kirakowski. Towards a Vocabulary of Prototypes in Interaction Design - A Criticism of Current Practice Arne Berger, Michael Heidt, Maximilian Eibl. Changing Paradigm – Changing Experience? Comparative Usability Evaluation of Windows 7 and Windows 8 Tim Schneidermeier, Franziska Hertlein, Christian Wolff.	Subjective and Objective Assessment of Mashup Tools Tihomir Orehovački, Toni Granollers. A Usability Study on Elder Adults Utilizing Social Networking Sites Jessica Arfaa, Yuanqiong (Kathy) Wang. A Collaborative Change Experiment: Telecare as a Means for Delivery of Home Care Services Anita Woll, Suhas Govind Joshi. Usability Improvement of a Clinical Decision Support System Frederick L. Thum, Nicholas Genes, Min Kim, Laura Rivera, Rosemary Beato, Jared Soriano, Joseph Kannry, Kevin Baumlin, Ula Hwang. Enhance User Experience Moving in Campus through Understanding Human Spatial Cognition Szu-Miao Chen, Yi-Shin Deng, Sheng-Fen Chien, Hsiao-Chen You.



Distributed, Ambient and Pervasive Interactions	DAPI S241	HCIB S242	LCT S243	S244
	<p>Interacting with everyday objects Room: 7 Chair(s): Nikolaos Partarakis.</p> <p>PaperIO: Paper-based 3D I/O Interface Using Selective Inductive Power Transmission Kening Zhu.</p> <p>Digitally Enhanced Utensils: Designing Dynamic Gustation Yui Arco Kita, Jun Rekimoto.</p> <p>BlowBrush: A Design of Tangible Painting System Using Blowing Action Yang Ting Shen, Pei Wen Lu.</p> <p>Children's Collaborative Storytelling on a Tangible Multitouch Tabletop Anna Helen Leversund, Aleksander Krzywinski, Weiqin Chen.</p> <p>My Smart TV Agent: Designing Smart TV Persona for Linguistic UX Syeon Lee, Jiwon Moon, Hokyung Im, Chung-Kon Shi, Bong Gwan Jun.</p> <p>Paint-it: A Children's Habit Revised Nikolaos Partarakis, Margherita Antona, Constantine Stephanidis.</p> <p>Building a Sensory Infrastructure to Support Interaction and Monitoring in Ambient Intelligence Environments Manos Zidianakis, Nikolaos Partarakis, Margherita Antona, Constantine Stephanidis.</p>	<p>HCIB Business</p> <p>Games, gamification and participation Room: 8 Chair(s): Carlota Lorenzo-Romero.</p> <p>Determinants of Continued Participation in Web-based Co-Creation Platforms Sangyong Jung, JiHyea Hwang, Da Young Ju.</p> <p>A Framework for Evaluating the Effectiveness of Gamification Techniques by Personality Type Charles A Butler.</p> <p>The Role of Interactivity in Information Search on ACG Portal Site Juihsiang Lee, Manlai You.</p> <p>The Global Leadership of Virtual Teams in Avatar-Based Virtual Environments Paul Hayes Jr..</p> <p>Analyzing the User-Generated Content on Disintermediation Effect: A Latent Segmentation Study of Bookers and Lookers Carlota Lorenzo-Romero, Giacomo Del Chiappa, Efthymios Constantinides.</p> <p>Gamification Design for Increasing Customer Purchase Intention in a Mobile Marketing Campaign App Don Ming-Hui Wen, Dick Jen-Wei Chang, Ying-Tzu Lin, Che-Wei Liang, Shin-Yi Yang.</p>	<p>Learning and Collaboration Technologies</p> <p>Designing and evaluating learning environments Room: APHRODITE Chair(s): Mike C Brayshaw.</p> <p>Designing learning tools: the case of a competence assessment tool Enric Mor, Ana-Elena Guerrero-Roldán, Enosha Hettiarachchi, M. Antonia Huertas.</p> <p>Investigating Heuristic Evaluation as a Methodology for Evaluating Pedagogical Software: an Analysis Employing Three Case Studies Mike C Brayshaw, Neil A Gordon, Julius Nganji, Lipeng Wen, Adele Butterfield.</p> <p>Rapid Prototyping for Mobile Serious Games Jose Rouillard, Audrey Serna, Bertrand David, Rene Chalon.</p> <p>Canvas to Improve the Design Process of Educational Animation André L. Battaiola, Márcia M. Alves, Rafael E. Paulin.</p> <p>A Review of Storyboard Tools, Concepts and Frameworks Nor'ain Mohd Yusoff, Siti Salwah Salim.</p> <p>Interface Design for a Real-Time Collaborative Editing Tool Nurul Naslia Khairuddin.</p> <p>Layout Considered Harmful: on the Influence of Information Architecture on Dialogue Peter Purgathofer, Naemi Luckner.</p>	<p>Learners' behaviour and engagement Room: LEDA Chair(s): Michail N. Giannakos.</p> <p>Examining an Online Collaboration Learning Environment with the Dual Eye-Tracking Paradigm: the Case of Virtual Math Teams Selin Deniz Uzunoglu, Murat Perit Çakır.</p> <p>Posture and Face Detection with Dynamic Thumbnail Views for Collaborative Distance Learning Takumi Yamaguchi, Haruya Shiba, Masanobu Yoshida, Yusuke Nishiuchi, Hironobu Satoh, Takahiko Mendori.</p> <p>Simulation Training in Self-Regulated Learning: Investigating the Effects of Dual Feedback on Dynamic Decision-Making Tasks Jung Hyup Kim.</p> <p>Happy Girls Engaging with Technology: Assessing Emotions and Engagement Related to Programming Activities Michail N. Giannakos, Letizia Jaccheri, Ioannis Leftheriotis.</p> <p>Promoting Distributed Cognition at MOOC Ecosystems Kai Pata, Emanuele Bardone.</p>

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Yashar Abbasalizadeh Rezaei, Gernot Heisenberg, Wolfgang Heiden.
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Richard Adderley, Atta Badii, Rubén Heras Evangelio, Matteo Raffaelli, Patrick Seidler, Marco Tiemann.
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Vasiliki Aggelopoulou, Irene Mavrommatis.
- 004. What Color? A Real-time Color Identification Mobile Application for Visually Impaired People**
Sara A. Al-Doweesh, Felwah A. Al-Hamed, Hend S. Al-Khalifa.
- 005. ACCESS: A Free and Open Source Arabic Assistive Technology Repository**
Hend S. Al-Khalifa, Muna Al-Razgan.
- 006. Technologies Developed for Older Adults: Trends and Directions**
Hend S. Al-Khalifa, Manahel Al-Twaim, Moneerah Al-Mohsin, Muna S Al-Razgan.
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Norah I Al-Quwayfili, Hend S. Al-Khalifa.
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Reham Alabduljabbar, Areej Al-Wabil.
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Salma Aldawood, Faisal Aleissa, Riyadh Alnasser, Anas Alfaris, Areej Al-Wabil.
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Carlo Aliprandi, Sara Pupi, Giulia Di Pietro.
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Carlo Aliprandi, Juan Arraiza Irujo, Montse Cuadros, Sebastian Maier, Felipe Melero, Matteo Raffaelli.
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Kevin Ambrose.
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Patrizia Andronico, Salvatore Minutoli, Ercan E. Kuruoglu.
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Anastasia Angelopoulou, Konstantinos Mykoniatis, Karen Carlson, Si-Jung Kim.
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Daiki Aono, Makio Ishihara.
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Yutao Ba, Wei Zhang, Gavriel Salvendy.
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Andreas Baier, Alf C. Zimmer.
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Michael Beckmann, Ulas Yilmaz.
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Tibor Bosse, Charlotte Gerritsen, Jeroen De Man, Marco Stam.
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Zafer Bozyer, Pinar Onay Durdu.
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Michael Brandse, Kiyoshi Tomimatsu.
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Aqua Chuan-Yu Chen.
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Tim Nicolas Eicke, Yvonne Jung, Arjan Kuijper.
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101. **The effect of presentation on visual working memory**
Dae-Hyun Kim, Sanghyun Kim, Kwang-Hee Han.
102. **A Service Design Framework for Manufacturing Enterprises toward Product Service System**
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103. **Sound Clay: An Immersive Art form by sculpting clay and sound.**
Hyunsoo Kim, Changhoon Park.
104. **Dashboard Design Factors on Emotional Change: How Separation between Center-fascia and Center-console, Button Orientation and Button Arrangement Influence Emotion**
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Shimpei Koga, Makoto Fukumoto.
110. **A Spoken Dialogue System for Noisy Environment**
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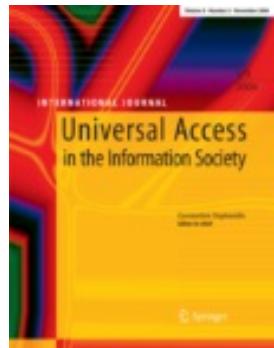
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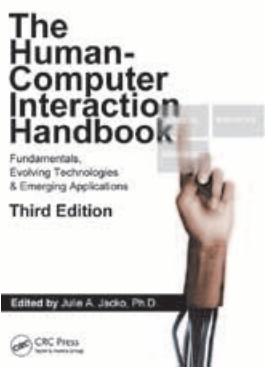
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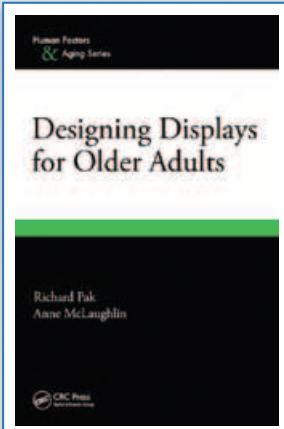
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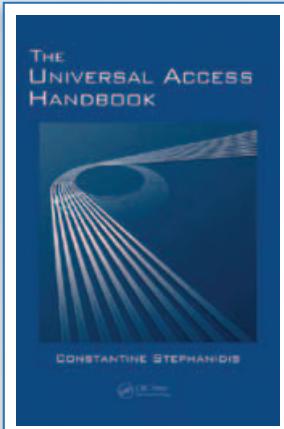
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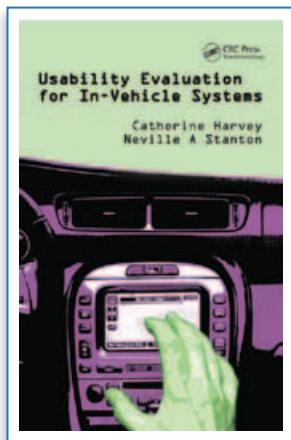
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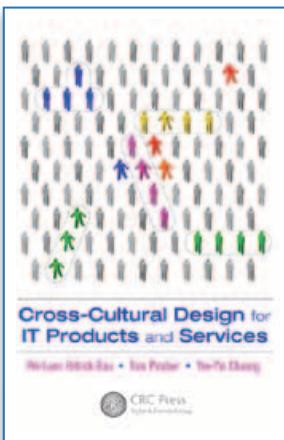
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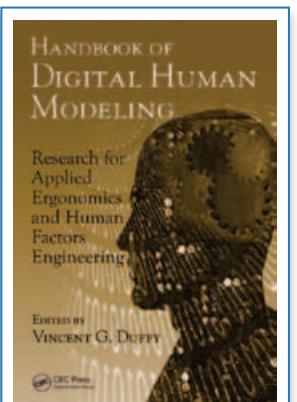


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