

# HCI 2013 International

15<sup>th</sup> International Conference on  
Human - Computer Interaction

thematic areas:

**Human-Computer Interaction**

**Human Interface and the  
Management of Information**

affiliated conferences:

10<sup>th</sup> International Conference on  
**Engineering Psychology and Cognitive Ergonomics**

7<sup>th</sup> International Conference on  
**Universal Access in Human-Computer Interaction**

5<sup>th</sup> International Conference on  
**Virtual, Augmented and Mixed Reality**

5<sup>th</sup> International Conference on  
**Cross-Cultural Design**

5<sup>th</sup> International Conference on  
**Online Communities and Social Computing**

7<sup>th</sup> International Conference on  
**Augmented Cognition**

4<sup>th</sup> International Conference on  
**Digital Human Modeling and Applications in  
Health, Safety, Ergonomics and Risk Management**  
(formerly Digital Human Modeling)

2<sup>nd</sup> International Conference on  
**Design, User Experience and Usability**

1st International Conference on  
**Distributed, Ambient and Pervasive Interactions**

1st International Conference on  
**Human Aspects of Information Security,  
Privacy and Trust**



## Final Program



**21 - 26 July 2013**  
**Mirage Hotel**  
**Las Vegas**  
**Nevada, USA**



Under the auspices of  
12 distinguished international boards of  
300 Board Members from 37 countries

[www.hci2013.org](http://www.hci2013.org)

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**Conference Founder,  
General Chair Emeritus and  
Scientific Advisor**

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

**General Chair**

Constantine Stephanidis  
University of Crete and FORTH-ICS, Greece  
Email: [cs@ics.forth.gr](mailto:cs@ics.forth.gr)

**Conference Administration**

Email: [administration@hcii2013.org](mailto:administration@hcii2013.org)

**Program Administration**

Email: [program@hcii2013.org](mailto:program@hcii2013.org)

**Registration Administration**

Email: [registration@hcii2013.org](mailto:registration@hcii2013.org)

**Exhibition Administration**

Email: [exhibition@hcii2013.org](mailto:exhibition@hcii2013.org)

**Student Volunteer Administration**

Email: [sv@hcii2013.org](mailto:sv@hcii2013.org)

**Communications Chair,  
Exhibition Chair,  
HCI International News Editor**

Abbas Moallem  
Email: [news@hcii2013.org](mailto:news@hcii2013.org)

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# Conference at a Glance

## Conference Registration – Secretariat

Conference Registration will take place at the Conference Secretariat, located at **ROTUNDA**, during the following hours:

Saturday, 20 July	16:00 – 18:00
Sunday , 21 July	08:00 – 18:00
Monday, 22 July	08:00 – 18:00
Tuesday, 23 July	07:30 – 17:00
Wednesday, 24 July	07:30 – 18:30
Thursday, 25 July	07:30 – 18:30
Friday, 26 July	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
- and 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/HCI2013](http://www.surveymonkey.com/s/HCI2013)



or scan the  
QR-Code  
on the left

The survey will be available until  
20 August 2013

## PROGRAM

Sunday 21 July 2013	09:00 - 17:30	Tutorials Day 1 - page 13
Monday 22 July 2013	09:00 - 17:30	Tutorials Day 2 - page 13
	08:30 - 17:00	Tutorials Day 3 - page 13
		Opening Plenary Session - Room: MIRAGE EVENTS CENTER C
		Keynote Speech - page 5
		<b>Defy Gravity: The Art of Tangible Bits</b>
Tuesday 23 July 2013	17:30 - 19:00	by: <b>Hiroshi Ishii</b> Jerome B. Wiesner Professor of Media Arts and Sciences Associate Director of MIT Media Laboratory Co-Director of Things That Think Consortium Head of Tangible Media Group Massachusetts Institute of Technology
	19:30	Conference Reception - page 8
Wednesday 24 July 2013	08:00 - 18:00	Parallel paper presentations, Day 1 - page 20 Poster presentations, Day 1 - page 92 Exhibition, Day 1 - page 10
Thursday 25 July 2013	08:00 - 18:00	Parallel paper presentations, Day 2 - page 44 Poster presentations, Day 2 - page 92 Exhibition, Day 2 - page 10
Friday 26 July 2013	08:00 - 18:00	Parallel paper presentations, Day 3 - page 68 Poster presentations, Day 3 - page 92 Exhibition, Day 3 - page 10



# HCI International 2013 - 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 2013, the 15th International Conference on Human-Computer Interaction, held in Las Vegas, Nevada, USA, 21-26 July 2013, incorporating 12 conferences / thematic areas:

- Human-Computer Interaction thematic area
- Human Interface and the Management of Information thematic area
- 10<sup>th</sup> International Conference on Engineering Psychology and Cognitive Ergonomics
- 7<sup>th</sup> International Conference on Universal Access in Human-Computer Interaction
- 5<sup>th</sup> International Conference on Virtual, Augmented and Mixed Reality
- 5<sup>th</sup> International Conference on Cross-Cultural Design
- 5<sup>th</sup> International Conference on Online Communities and Social Computing
- 7<sup>th</sup> International Conference on Augmented Cognition
- 4<sup>th</sup> International Conference on Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management (formerly International Conference on Digital Human Modeling)
- 2<sup>nd</sup> International Conference on Design, User Experience and Usability
- 1<sup>st</sup> International Conference on Distributed, Ambient and Pervasive Interactions
- 1<sup>st</sup> International Conference on Human Aspects of Information Security, Privacy and Trust



**Constantine Stephanidis**  
General Chair HCII 2013

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 2013 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 2013 and the affiliated Conferences 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 29-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.

An impressive number of around 2300 individuals from 61 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 Prof. Hiroshi Ishii has joined us as the keynote speaker at the opening plenary session. Furthermore, during this session, fourteen awards will be conferred. Twelve 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 twelve best papers, one paper will be selected as Best HCI International 2013 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 Las Vegas.

Constantine Stephanidis

## BECOMING ANNUAL HCI International 2014

The 16th International Conference on Human-Computer Interaction will be held jointly with the affiliated Conferences in Creta Maris Resort and Convention Centre, Heraklion, Crete, Greece, 22 - 27 June 2014.

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: Constantine Stephanidis  
University of Crete and FORTH-ICS, Greece  
Email: [cs@ics.forth.gr](mailto:cs@ics.forth.gr)

[www.hci2014.org](http://www.hci2014.org)

# Opening Plenary Session

Tuesday, 23 July 2013 | 17:30  
Room: MIRAGE EVENTS CENTER C

## Defy Gravity: The Art of Tangible Bits

### Hiroshi Ishii

Jerome B. Wiesner Professor of  
Media Arts and Sciences

Associate Director of [MIT Media Laboratory](#)<sup>1</sup>  
Co-Director of [Things That Think Consortium](#)<sup>2</sup>  
Head of [Tangible Media Group](#)<sup>3</sup>  
[Massachusetts Institute of Technology, USA](#)<sup>4</sup>



### Hiroshi Ishii

Biographical Sketch

Hiroshi Ishii is a Jerome B. Wiesner Professor of Media Arts and Sciences at the MIT Media Lab. He was named Associate Director at the Media Lab in May 2008. He is co-director of the Things That Think (TTT) consortium and director of the Tangible Media Group. He founded and currently directs the Tangible Media Group pursuing a new vision of Human Computer Interaction (HCI): "Tangible Bits." His team seeks to change the "painted bits" of GUIs to "tangible bits" by giving physical form to digital information.

Prof. Ishii and his team have presented their vision of "Tangible Bits" at a variety of academic, industrial design, and artistic venues (including ACM SIGCHI, ACM SIGGRAPH, Industrial Design Society of America, AIGA, Ars Electronica, Centre Pompidou, and Victoria and Albert Museum,) emphasizing that the development of tangible interfaces requires the rigors of both scientific and artistic review. A display of many of the group's projects took place at the NTT InterCommunication Center (ICC) in Tokyo in the summer of 2000. The following year, a three-year-long exhibition titled "Get in Touch" featured the Tangible Media group's work at Ars Electronica Center (Linz, Austria) from September 2001 through August 2004. Prof. Ishii was elected to CHI Academy by ACM SIGCHI in 2006.

Prior to joining the MIT Media Lab from 1988-1994, Prof. Ishii led a CSCW research group at NTT Human Interface Laboratories Japan, where his team invented TeamWorkStation and ClearBoard. Prof. Ishii was a visiting assistant professor at the University of Toronto, Canada from 1993-1994. He has also received several degrees in engineering, including a B.E. degree in electronic engineering, M.E. and Ph.D degrees in computer engineering from Hokkaido University, Japan, in 1978, 1980, and 1992, respectively.

<sup>1</sup><http://www.media.mit.edu>

<sup>2</sup><http://ttt.media.mit.edu>

<sup>3</sup><http://tangible.media.mit.edu>

<sup>4</sup><http://www.mit.edu>

# International Program Boards

## Human-Computer Interaction

Program Chair:  
Masaaki Kurosu, Japan

Jose Abdnour-Nocera, United Kingdom  
Sebastiano Bagnara, Italy  
Simone Barbosa, Brazil  
Tomas Berns, Sweden  
Nigel Bevan, United Kingdom  
Simone Borsci, United Kingdom  
Apala Lahiri Chavan, India  
Sherry Chen, Taiwan  
Kevin Clark, United States  
Torkil Clemmensen, Denmark  
Xiaowen Fang, United States  
Shin'ichi Fukuzumi, Japan  
Vicki Hanson, United Kingdom  
Ayako Hashizume, Japan  
Anzai Hiroyuki, Italy  
Sheue-Ling Hwang, Taiwan  
Wonil Hwang, Korea  
Minna Isomursu, Finland  
Yong Gu Ji, Korea  
Esther Jun, United States  
Mitsuhiko Karashima, Japan  
Kyungdoh Kim, Korea  
Heidi Krömer, Germany  
Chen Ling, United States  
Yan Liu, United States  
Zhengjie Liu, P.R. China  
Loïc Martinez Normand, Spain  
Chang S. Nam, United States  
Naoko Okuzumi, Japan  
Noriko Osaka, Japan  
Philippe Palanque, France  
Hans Persson, Sweden  
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  
Silvia Zimmermann, Switzerland

## Human Interface and the Management of Information

Program Chair:  
Sakae Yamamoto, Japan

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Alan Chan, Hong Kong  
Gilsoo Cho, Korea  
Jon R. Gunderson, United States  
Shin'ichi Fukuzumi, Japan  
Michitaka Hirose, Japan  
Jhilmil Jain, United States  
Yasufumi Kume, Japan  
Mark Lehto, United States  
Hiroyuki Miki, Japan  
Hirohiko Mori, Japan  
Fiona Fui-Hoon Nah, United States  
Shogo Nishida, Japan  
Robert Proctor, United States  
Youngho Rhee, Korea  
Katsunori Shimohara, Japan  
Michale Smith, United States  
Tsutomu Tabe, Japan  
Hiroshi Tsuji, Japan  
Kim-Phuong Vu, United States  
Tomio Watanabe, Japan  
Hidekazu Yoshikawa, Japan

## Engineering Psychology and Cognitive Ergonomics

Program Chair:  
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Joakim Dahlman, Sweden  
Trevor Dobbins, United Kingdom  
Mike Feary, United States  
Shan Fu, P.R. China  
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Hung-Syng Jing, Taiwan  
Wen-Chin Li, Taiwan  
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Jan M. Noyes, United Kingdom  
Taezoon Park, Singapore  
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Axel Schulte, Germany  
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Sarah C. Sharples, United Kingdom  
Anthony Smoker, United Kingdom  
Neville A. Stanton, United Kingdom  
Alex Stedmon, United Kingdom  
Xianghong Sun, P.R. China  
Andrew Thatcher, South Africa  
Matthew J.W. Thomas, Australia  
Rolf Zon, Netherlands

## Universal Access in Human-Computer Interaction

Program Chairs:  
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Margherita Antona, Greece

Julio Abascal, Spain  
Ray Adams, United Kingdom  
Gisela Susanne Bahr, United States  
Margit Betke, United States  
Anthony Brooks, Denmark  
Christian Bühlner, Germany  
Stefan Carmien, Spain  
Jerzy Charytonowicz, Poland  
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 Kouroupetroglou, Greece  
Patrick Langdon, United Kingdom  
Seongil Lee, Korea  
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Michael Pieper, Germany  
Enrico Pontelli, United States  
Jaime Sanchez, Chile  
Anthony Savidis, Greece  
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Hirotada Ueda, Japan  
Gerhard Weber, Germany  
Harald Weber, Germany

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

Program Chair:  
Vincent Duffy, USA and Russia

Karim Abdel-Malek, United States  
Giuseppe Andreoni, Italy  
Daniel Carruth, United States  
Eliza Yingzi Du, United States  
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Afzal Godil, United States  
Ravindra Goonetilleke, Hong Kong  
Bo Hoege, Germany  
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Michelle Robertson, United States  
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Peter Vink, The Netherlands  
Mao-Jiun Wang, Taiwan  
Xuguang Wang, France  
Jingzhou (James) Yang, United States  
Xiugan Yuan, P.R. China  
Gülcin Yücel Hoge, Germany

## Design, User Experience and Usability

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Kaleem Khan, Canada  
Jennifer McGinn, United States  
Francisco Rebelo, Portugal  
Michael Renner, Switzerland  
Kerem Rizvanoğlu, Turkey  
Marcelo Soares, Brazil  
Christian Sturm, Egypt  
Michele Visciola, Italy

## **Virtual, Augmented and Mixed Reality**

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**Rudy Darken**, United States  
**Cali M. Fidopiastis**, United States  
**Charles Hughes**, United States  
**David Kaber**, United States  
**Hirokazu Kato**, Japan  
**Denis Laurendeau**, Canada  
**Fotis Liarokapis**, United Kingdom  
**Mark Livingston**, United States  
**Michael Macedonia**, United States  
**Gordon Mair**, United Kingdom  
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**Jacquelyn Morie**, United States  
**Albert "Skip" Rizzo**, United States  
**Kay Stanney**, United States  
**Christopher Stapleton**, United States  
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**Vanessa Evers**, Netherlands  
**Paul Fu**, United States  
**Zhiyong Fu**, P.R. China  
**Fu Guo**, P.R. China  
**Sung H. Han**, Korea  
**Toshikazu Kato**, Japan  
**Dyi-Yih Michael Lin**, Taiwan  
**Rungtai Lin**, Taiwan  
**Sheau-Farn Max Liang**, Taiwan  
**Liang Ma**, P.R. China  
**Alexander Mädche**, Germany  
**Katsuhiko Ogawa**, Japan  
**Tom Plocher**, United States  
**Kerstin Röse**, Germany  
**Supriya Singh**, Australia  
**Hsiu-Ping Yueh**, Taiwan  
**Liang (Leon) Zeng**, United States  
**Chen Zhao**, United States

## **Online Communities and Social Computing**

Program Chairs:

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**Leonelo Almeida**, Brazil  
**Bjørn Andersen**, Norway  
**Chee Siang Ang**, United Kingdom  
**Aneesha Bakharia**, Australia  
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**Paul Cairns**, United Kingdom  
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**Elaine Raybourn**, United States  
**Panote Siriaraya**, United Kingdom  
**David Stuart**, United Kingdom  
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## **Human Aspects of Information Security, Privacy and Trust**

Program Chairs:

Louis Marinos, ENISA EU  
Ioannis Askoxylakis, Greece

**Claudio Agostino Ardagna**, Italy  
**Zinaida Benenson**, Germany  
**Daniele Catteddu**, Italy  
**Raoul Chiesa**, Italy  
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**Masakatsu Nishigaki**, Japan  
**Aljosa Pasic**, Spain  
**Milan Petković**, The Netherlands  
**Joachim Posegga**, Germany  
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**Damien Sauveron**, France  
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**Theo Tryfonas**, United Kingdom  
**João Vilela**, Portugal  
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## **Distributed, Ambient and Pervasive Interactions**

Program Chairs:

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**Adnan Abu-Dayya**, Qatar  
**Juan Carlos Augusto**, United Kingdom  
**Boris de Ruyter**, The Netherlands  
**Anind Dey**, United States  
**Dimitris Grammenos**, Greece  
**Nuno M. Guimaraes**, Portugal  
**Shin'ichi Konomi**, Japan  
**Carsten Magerkurth**, Switzerland  
**Christian Müller-Tomfelde**, Australia  
**Fabio Paternó**, Italy  
**Gilles Privat**, France  
**Harald Reiterer**, Germany  
**Carsten Röcker**, Germany  
**Reiner Wichert**, Germany  
**Wootack Woo**, Korea  
**Xenophon Zabulis**, Greece

## **Augmented Cognition**

Program Chairs:

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Cali Fidopiastis, USA

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**Richard Backs**, United States  
**Chris Berka**, United States  
**Joseph Cohn**, United States  
**Martha E. Crosby**, United States  
**Julie Drexler**, United States  
**Ivy Estabrooke**, United States  
**Chris Forsythe**, United States  
**Wai Tat Fu**, United States  
**Rodolphe Gentili**, United States  
**Marc Grootjen**, Netherlands  
**Jefferson Grubb**, United States  
**Ming Hou**, Canada  
**Santosh Mathan**, United States  
**Rob Matthews**, Australia  
**Dennis McBride**, United States  
**Jeff Morrison**, United States  
**Mark A. Neerincx**, Netherlands  
**Denise Nicholson**, United States  
**Banu Onaral**, United States  
**Lee Sciarini**, United States  
**Kay Stanney**, United States  
**Roy Stripling**, United States  
**Rob Taylor**, United Kingdom  
**Karl van Orden**, United States

# General Information

## Conference Reception

The Conference Reception will take place at 19:30 (right after the Opening Plenary Session) in the **MIRAGE EVENTS CENTER A+B** on Tuesday, 23 July 2013.

All Conference participants and accompanying persons, who carry an HCI International 2013 badge, will be permitted entrance.

Extra Conference Reception Tickets will be available from the Conference Secretariat until Tuesday, 23 July 2013, 17:00 hrs.

**Important note:** You must be of legal drinking age to drink alcohol. Please be ready to provide you ID upon request.

## 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, 21 July	ROTUNDA 09:00 - 17:00
Monday, 22 July	
Tuesday, 23 July	
Wednesday, 24 July	
Thursday, 25 July	
Friday, 26 July	

## Awards

For each of the twelve Affiliated Conferences / Thematic Areas of HCI International 2013 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 2013, to be announced and conferred in this ceremony.



## Conference location

The HCI International 2013 Conference is hosted at the Mirage hotel, located on Las Vegas Strip. Many of the guest rooms offered are available with breathtaking views of the tropical pool, majestic mountains or the Las Vegas Strip. The Mirage, an AAA Four Diamond Award-winning resort, completed a fresh new makeover in August 2008 of all guest rooms. These smartly redesigned rooms feature stylish comfort complemented with ultra-modern amenities and chic upgrades.

As one of the world's busiest tourist destinations, the city of Las Vegas offers just about everything – spectacular shows, shops and restaurants, theme park attractions, and the natural beauty of the surrounding lakes, parks and canyons.

Coffee Breaks				
Day / Time	10:00 - 10:30	10:30 - 11:00	15:00 - 15:30	15:30 - 16:00
Sunday, 21 July		✓		✓
Monday, 22 July		✓		✓
Tuesday, 23 July	✓		✓	
Wednesday, 24 July	✓			✓
Thursday, 25 July	✓			✓
Friday, 26 July	✓			✓

Lunch	
Sunday, 21 July	12:30 - 14:00
Monday, 22 July	12:30 - 14:00
Tuesday, 23 July	12:00 - 13:30
Wednesday, 24 July	12:30 - 13:30
Thursday, 25 July	12:30 - 13:30
Friday, 26 July	12:30 - 13:30

# 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 T7500 or better
- 1GB memory or better
- VGA Nvidia Quadro NVS 135M or better
- DVD/CD

Software available on laptops (all in English language):

- MS Windows 7
- MS Office 2010
- 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 **MIRAGE EVENTS CENTER A+B**.

Posters & Exhibition Timetable	
<b>Tuesday, 23 July</b>	09:00 - 12:00 (SET-UP)
<b>Wednesday, 24 July</b>	09:00 - 17:00
<b>Thursday, 25 July</b>	09:00 - 17:00
<b>Friday, 26 July</b>	09:00 - 16:30 16:30 - 18:30 (REMOVAL)

The posters will be mounted on poster boards (one poster per board - with landscape orientation) with 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.

### Message Boards

Three message boards will be allocated near the Conference Secretariat, at the ROTUNDA area:

- one for announcements of the Conference Organizers,
- one for use by the Conference participants, and
- one for job announcements

### Display Boards and Tables

Display boards and tables for Conference participants who wish to share or distribute promotional material, are available near the Conference Secretariat, at the ROTUNDA area.

### Smoking Policy

HCI International 2013 is a smoke-free Conference. There are easily accessible outdoor areas at the Convention Center where smoking is permitted.

### Mobile Phone Courtesy

HCI International 2013 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.

### Business Center

The Mirage Business Services Center is located next to the Terry Fator Theatre, providing a wide range of services. Open daily from 8:00 - 16:00.

### HCI International NEWS

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# Conference Exhibition

The Exhibition of HCI International 2013 is hosted in the **MIRAGE EVENTS CENTER A + B** of the Mirage Hotel.

**Entrance to the Exhibition  
is free of charge  
for all Conference participants.**

## Timetable

Display set-up	Tuesday, 23 July	09:00 - 12:00
Opening Hours	Wednesday, 24 July Thursday, 25 July Friday, 26 July	09:00 - 17:00 09:00 - 17:00 09:00 - 16:30
Display dismantle	Friday, 26 July	16:30 - 18:30

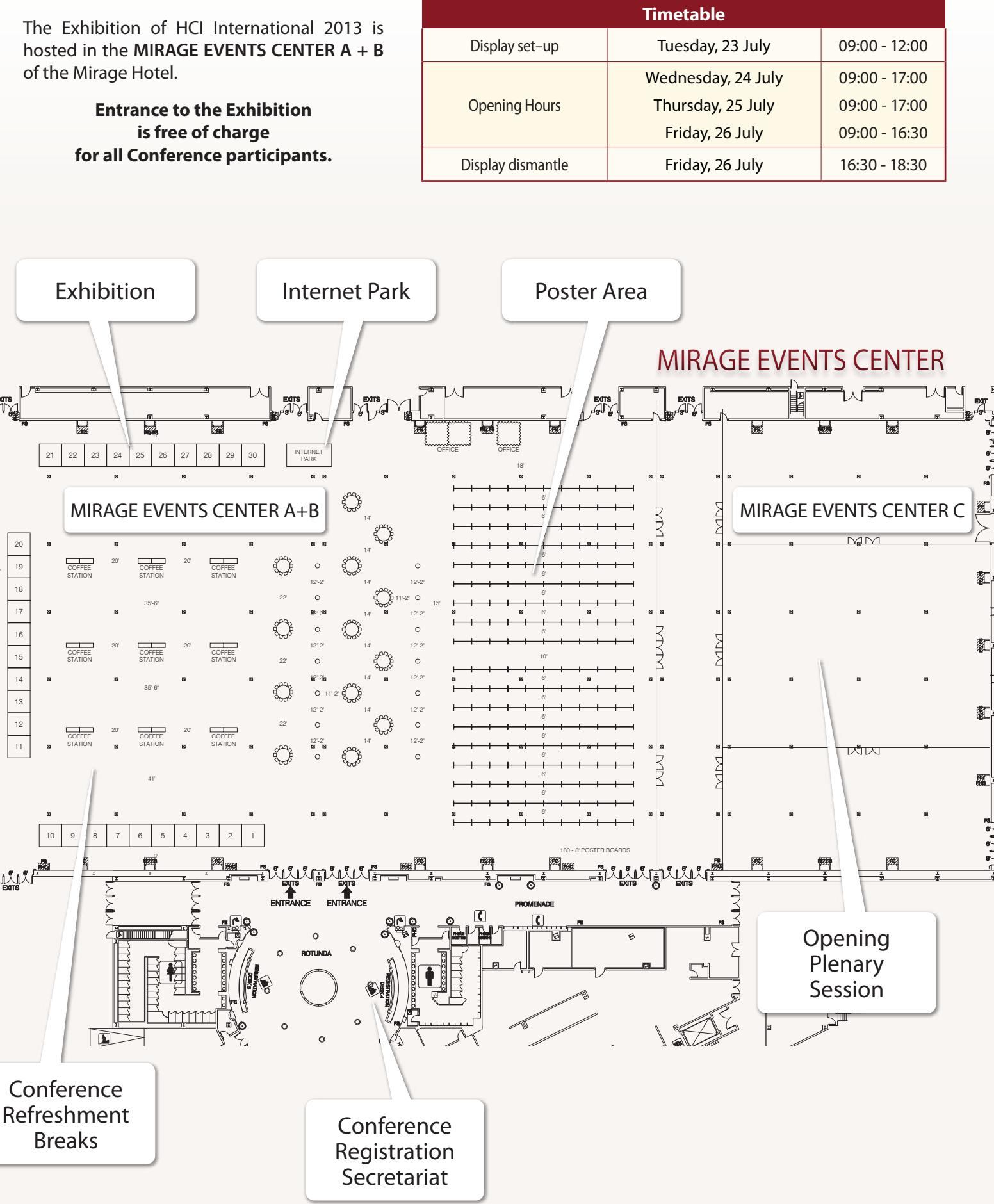
Exhibition

Internet Park

Poster Area

**MIRAGE EVENTS CENTER**

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Breaks

Conference  
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## HCI International 2013 Proceedings Volumes Price List

Volume	LNCS/LNAI/CCIS	Title - Conference Name	Editor(s)	ISBN	Net List Price
1	LNCS 8004	Human-Computer Interaction: Human-Centred Design Approaches, Methods, Tools and Environments (Part I)	M. Kurosu	978-3-642-39231-3	€ 79,00
2	LNCS 8005	Human-Computer Interaction: Applications and Services (Part II)	M. Kurosu	978-3-642-39261-0	€ 79,00
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6	LNCS 8009	Universal Access in Human-Computer Interaction: Design Methods, Tools and Interaction Techniques for eInclusion (Part I)	C. Stephanidis; M. Antona	978-3-642-39187-3	€ 87,00
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8	LNCS 8011	Universal Access in Human-Computer Interaction: Applications and Services for Quality of Life (Part III)	C. Stephanidis; M. Antona	978-3-642-39193-4	€ 87,00
9	LNCS 8012	Design, User Experience, and Usability: Design Philosophy, Methods and Tools (Part I)	A. Marcus	978-3-642-39228-3	€ 79,00
10	LNCS 8013	Design, User Experience, and Usability: Health, Learning, Playing, Cultural, and Cross-Cultural User Experience (Part II)	A. Marcus	978-3-642-39240-5	€ 79,00
11	LNCS 8014	Design, User Experience, and Usability: User Experience in Novel Technological Environments (Part III)	A. Marcus	978-3-642-39237-5	€ 79,00
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13	LNCS 8016	Human Interface and the Management of Information: Information and Interaction Design (Part I)	S. Yamamoto	978-3-642-39208-5	€ 79,00
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15	LNCS 8018	Human Interface and the Management of Information: Information and Interaction for Learning, Culture, Collaboration and Business (Part III)	S. Yamamoto	978-3-642-39225-2	€ 79,00
16	LNAI 8019	Engineering Psychology and Cognitive Ergonomics: Understanding Human Cognition (Part I)	D. Harris	978-3-642-39359-4	€ 54,00
17	LNAI 8020	Engineering Psychology and Cognitive Ergonomics: Applications and Services (Part II)	D. Harris	978-3-642-39353-2	€ 62,00
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22	LNCS 8025	Digital Human Modeling and applications in Health, Safety, Ergonomics and Risk Management: Healthcare and Safety of the Environment and Transport (Part I)	V. Duffy	978-3-642-39172-9	€ 62,00
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# Tutorials

For detailed descriptions visit:  
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## Sunday, 21 July 2013

		Room	Time	
T 01	<b>Usability and UX: An integrated approach to design and evaluation</b> Nigel Bevan	Montego C	09:00-12:30	
T 02	<b>Cognitive Neuroscience for Human Factors</b> Chris Forsythe	Montego D	09:00-12:30	
T 03	<b>Structuring user interfaces</b> Martin Maguire	Montego B	09:00-12:30	
T 04	<b>Qualitative research methods for interaction design</b> Panos Markopoulos	Montego B	14:00-17:30	
T 05	<b>Culture-Centered HCI Design</b> Rüdiger Heimgärtner	Montego E	14:00-17:30	
T 06	<b>Principles for Designing Interfaces Compatible with Human Cognition</b> Robert W. Proctor, Kim-Phuong L. Vu	Montego C	14:00-17:30	
T 07	<b>User-centered design and accessibility in real-world contexts</b> Simeon Keates, Peter Olaf Looms	Montego D	14:00-17:30	

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## Monday, 22 July 2013

		Room	Time	
T 08	<b>Optimizing survey research for HCI purposes</b> Hendrik Müller, Aaron Sedley	Montego B	09:00-17:30	
T 09	<b>Overview of Human Information Processing for HCI</b> Kim-Phuong L. Vu, Robert W. Proctor	Montego C	09:00-12:30	
T 10	<b>Practical Speech User Interface Design for Conversational Systems</b> James R. Lewis	Montego D	09:00-12:30	
T 11	<b>Human Factors in ICT for Healthcare</b> Vincent Duffy	Montego E	09:00-12:30	
T 12	<b>Standardized Usability Questionnaires</b> James R. Lewis, Jeff Sauro	Montego D	14:00-17:30	
T 13	<b>HCI for 3D and Immersive systems</b> Amy Ulinski Banic, Bill Sherman	Montego E	14:00-17:30	
T 14	<b>Human Modeling for Decision Support</b> Vincent Duffy	Andros B	14:00-17:30	
T 15	<b>HCI in Sci-Fi Movies and Television</b> Aaron Marcus	Montego C	14:00-17:30	

Full-day

Morning

Afternoon

## Tuesday, 23 July 2013

		Room	Time	
T 16	<b>Advances in Brain-Machine/Computer Interfaces</b> Günter Edlinger, Christoph Guger	Montego B	08:30-12:00	
T 17	<b>How to Create User Requirements for Software</b> Anna Wichansky, Ultan O'Broin	Montego D	08:30-12:00	
T 18	<b>User Interface Design and Adaptation for Multi-Device Environments</b> Fabio Paternò	Montego E	08:30-12:00	
T 19	<b>An introduction to mobile app development</b> Benjamin Watson, Vidya Setlur	Andros B	08:30-12:00	
T 20	<b>Mobile Persuasion Design</b> Aaron Marcus	Montego C	08:30-12:00	
T 21	<b>Multimodal conversational human-robot interactions</b> Kristiina Jokinen	Montego B	13:30-17:00	
T 22	<b>Eye Tracking in User Experience Design</b> Andrew J Schall	Montego D	13:30-17:00	
T 23	<b>Human in the loop: Exploring human vulnerabilities of authentication</b> Theo Tryfonas	Montego E	13:30-17:00	
T 24	<b>Mobile UX Design and Mobile UX Trends</b> Aaron Marcus	Montego C	13:30-17:00	
T 25	<b>A journey into the world of avatar creation and use</b> Jacquelyn Morie, Kip Haynes, Eric Chance	Andros B	13:30-17:00	

Morning

Afternoon

# Parallel Sessions Overview

Wednesday, 24 July 2013

Morning

	08:00 – 10:00 (page 20 - 25)	10:30 – 12:30 (page 26 - 31)
Thematic Area	Session Title	Session Title
HCI	<p>S001 A New Horizon for Social Information Systems (I)  S002 Innovative interaction approaches  S003 Computational Intelligence for Signal and Image Processing -I  S004 Designing and evaluating novel interaction environments</p>	<p>S024 A New Horizon for Social Information Systems (II)  S025 Patterns and Models for User Interface Construction  S026 Designing Situated Experiences: Models, Technologies, Applications  S027 Formal and model-based design and development approaches  S028 Multimodal and ambient communication and collaboration  S029 Computational Intelligence for Signal and Image Processing -II</p>
HIMI	<p>S005 Usability for Product design and Industrial Application - I  S006 Designing Usable Interfaces for HCI</p>	<p>S030 Adaptive and User Guiding Information Service and Interface - I  S031 HCI considerations for NextGen  S032 Usability for Product design and Industrial Application - II</p>
EPCE	<p>S007 Harmonization towards Performance in Future Air Transportation  S008 Human Factors &amp; Security</p>	
UAHCI	<p>S009 Human, Computer and Environment  S010 Assessing Information by Younger and/or Older Users  S011 Creating a Continuum of Care - I</p>	<p>S033 eBooks, eLearning, Digital Libraries/Multimedia: Accessibility, Markets and Copyrights  S034 Inclusion, Design, Technical Devices for Older People  S035 Creating a Continuum of Care - II</p>
VAMR	<p>S012 VR and AR for games and entertainment  S013 Navigation and safety in complex environments</p>	<p>S036 Presence, communication and collaboration in VR environments</p>
CCD	<p>S014 Design at the Edges (I)</p>	<p>S037 Design at the Edges (II)</p>
OCSC	<p>S015 Friendship and affect in Social Communities</p>	<p>S038 User behaviour in social communities - I</p>
AC	<p>S016 Opportunities for Augmented Cognition in Cyber Operations  S017 Intuitive Sensemaking</p>	<p>S039 Research Innovations and Augmented Cognition</p>
DHM	<p>S018 DHM Applications and Validation - I  S019 Utilizing Traditional Wisdom and Technologies for Quality Care</p>	<p>S040 DHM Applications and Validation - II</p>
DUXU	<p>S020 Enhancing Government Website Usability  S021 Design, Ergonomics, and Usability - I  S022 Designing for healthcare experiences  S023 User Experience for Smart Devices and Environments</p>	<p>S041 Embodied Haptic Interfaces  S042 Designing for cultural experiences  S043 Designing for learning experiences  S044 Designing for playing experiences</p>
DAPI		<p>S045 Pervasive Civic Computing</p>
HAS		<p>S046 Security, Forensic and Legal Aspects of Human-Computer Interaction</p>

**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 • **OCSC** Online Communities and Social Computing

# Sessions DAY 1

Wednesday, 24 July 2013

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	S047 S048 S049	New Technology and User Experience for Next Educational Environment Putting together Computer Science, Ergonomics and Medicine: a multidisciplinary study about e-health interfaces Interacting with the web - I	S070 S071 S072 S073	Games and Usability Designing and Developing for the Smart-Device World HCI advances in Health Care Systems User Experience for Creating Vision
HIMI	S050 S051 S052	HCI Studies in Management Information Systems (I) User-oriented technologies and services Adaptive and User Guiding Information Service and Interface - II	S074 S075 S076	Embodied Interaction and Communication The Design, Development, and Application of Simulation Systems to Meet Training Needs HCI Studies in Management Information Systems (II)
EPCE	S053 S054 S055	Cognitive factors in learning and creativity Cognitive issues in Aviation Cognitive aspects of HCI and usability		
UAHCI	S056	LEDA: Ludic Engagement Designs for ALL, ArtAbilitation + GameAbilitation	S077 S078 S079	Inclusive Technologies eInclusion - Policies, Programs, Best Practices ... and Lessons Learnt Creativity, Mobile Multimedia Systems, Human and Social Factors in Software: Communicability Excellence for All
VAMR	S057	3D environments		
CCD	S058 S059	Social networking and online behavior analysis Cross-cultural design of IT products and services	S080 S081	Design and Research in Multinational Companies HCI-based welfare system design: Studies from two Asian countries
OCSC			S082	User behaviour in social communities - II
AC	S060	Human-Systems Integration R&D Agenda 2050	S083	New tools, techniques, and applications
DHM	S061	Anthropometric data analysis and application	S084	Product Fit
DUXU	S062 S063 S064 S065 S066	eMobility - The customer's perspective Gamification @ Work Interaction and materiality - I Explore User Experiences through Object to Space Design, Ergonomics, and Usability - II	S085 S086 S087 S088 S089 S090	Design, User Experience and Usability in Tourism-related Applications Globalization and Localization of DUXU SciFi and HCI: Trends and Issues in Movies and Television Product Design Designing for the web user experience Interaction and materiality - II
DAPI	S067 S068	Aesthetics in Interaction Design and development frameworks and methods in Ambient Intelligence	S091	Models for Spatial and Embodied Interaction
HAS	S069	Intent Semantics: New Concept in Trust R&D	S092	The Soft Foundations of Cybersecurity Science

**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

# Parallel Sessions Overview

Thursday, 25 July 2013

Morning

	08:00 – 10:00 (page 44 - 49)	10:30 – 12:30 (page 50 - 55)
Thematic Area	Session Title	Session Title
HCI	<p>S093 Cultural and Sociotechnical perspectives in HCI  S094 Aging Computer Users  S095 Motion, Gesture and Expression recognition - I  S096 HCI in aviation</p>	<p>S115 Socio-cultural Aspects in Monolingual and Multilingual Human-Computer Interaction  S116 Gamification: How to motivate your users with game mechanics  S117 Affective Interaction  S118 Capturing the context of use</p>
HIMI	<p>S097 HCI Studies in Management Information Systems (III)  S098 Tactile and haptic interaction in HCI  S099 Relationality Design and Relationality-oriented Systems Design - I</p>	<p>S119 Improvement in Learning and Educational Environments using ICT  S120 Human Factors in Collaborative Safe Driving  S121 Relationality Design and Relationality-oriented Systems Design - II</p>
EPCE	<p>S100 HCI Aspects of Optimal Healing Environments</p>	<p>S122 Cognitive Aspects in complex visual environments</p>
UAHCI	<p>S101 Interaction Models and Techniques for Ageing and Impairment - I  S102 Ergonomics in Architecture  S103 Multimodal Interfaces: Designing Across Boundaries - I</p>	<p>S123 Universal Access: Interaction Science - I  S124 Interaction Models and Techniques for Ageing and Impairment - II  S125 Multimodal Interfaces: Designing Across Boundaries - II</p>
VAMR	<p>S104 Design and development support environments  S105 Health and Rehabilitation Applications</p>	<p>S126 Social and Visual Technologies: New Trends in the Improvement of University Education</p>
CCD	<p>S106 Culture and user experience</p>	<p>S127 Design for Feeling  S128 Cultural Differences in Human Computer Interaction</p>
OCSC		<p>S129 User eXperience+: Shared Experience Design for Online Communities and Social Computing</p>
AC	<p>S107 Neurophysiological Measures for Assessment in Education and Training  S108 A Translational Approach to Neurotechnology Development</p>	<p>S130 Augmenting Human Capabilities on Training Ranges: Towards the Smart Instrumented Training Ranges of the Future</p>
DHM	<p>S109 Human Factors in Healthcare - I</p>	<p>S131 Human Models for a comprehensive analysis of mobile Human-Computer-Interaction  S132 Human Factors in Healthcare - II</p>
DUXU	<p>S110 Children Interactive Learning Experience  S111 User experience in knowledge management  S112 Architecture and models for user experience design</p>	<p>S133 Usability in the Real World: Everyday Experiences  S134 Exploring the Turkish UX Design and Research Landscape  S135 Information Management for Emergency, Safety and Transport  S136 Designing Experiences for Facilitating Positive Behavior Change (I)  S137 Design, Ergonomics, and Usability - III</p>
DAPI	<p>S113 Interaction in Ambient Intelligence</p>	
HAS	<p>S114 Passwords, Captcha and User Identification</p>	

**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 • **OCSC** Online Communities and Social Computing

# Sessions DAY 2

Thursday, 25 July 2013

Afternoon

	13:30 – 15:30 (page 56 - 61)	16:00 – 18:00 (page 62 - 67)		
Thematic Area	session code	Session Title	session code	Session Title
HCI		<p><b>S138</b> Multimodal and Multicultural Communicative Agents (MMMCA)</p> <p><b>S139</b> TLC: Technology for Living and Caring</p> <p><b>S140</b> Kawaii, Kansei and affective value creation</p> <p><b>S141</b> Gaze-based interaction</p> <p><b>S142</b> Consumer behaviour and persuasive interaction</p>		<p><b>S161</b> Human Aspects of Enterprise Information Systems</p> <p><b>S162</b> HCI in critical contexts</p> <p><b>S163</b> Learning environments</p> <p><b>S164</b> Advanced mobile interaction</p>
HIMI		<p><b>S143</b> Management of Information for Decisions</p> <p><b>S144</b> Design and Evaluation of Human Interface</p> <p><b>S145</b> Technologies for learning and teaching</p>		<p><b>S165</b> Digital Museum</p> <p><b>S166</b> Communication Enhancement</p> <p><b>S167</b> New perspectives on service engineering</p> <p><b>S168</b> Information search</p> <p><b>S169</b> Safety-critical applications</p>
EPCE		<b>S146</b> Cognitive issues at work		<b>S170</b> Human Factors in Flight Operations
UAHCI		<p><b>S147</b> Accessibility of Documents - I</p> <p><b>S148</b> Design Access in Interaction and Human Factors</p> <p><b>S149</b> Universal Access: Interaction Science - II</p>		<p><b>S171</b> Collective Intelligence: impact on e-inclusion</p> <p><b>S172</b> Ambient Assisted Living</p> <p><b>S173</b> Accessibility of Documents - II</p>
VAMR		<b>S150</b> Visualization Techniques for Human-Automation Interaction		<b>S174</b> Emerging Trends in Virtual, Augmented and Mixed Reality
CCD		<b>S151</b> Design for urban experience and social innovation		<b>S175</b> How Industry Policy Shaping UI/UX Research
OCSC				<b>S176</b> Online Communities and Social Computing in Higher Education
AC		<p><b>S152</b> Augmented Cognition in High Risk Environments</p> <p><b>S153</b> Novel Approaches in Augmented Cognition</p>		<b>S177</b> Operational Neuroscience
DHM		<b>S154</b> New Development in the Human-Centered Design in Transportation		<b>S178</b> DHM in Aviation and Space
DUXU		<p><b>S155</b> Cross-Cultural UX in the Life Science Industry</p> <p><b>S156</b> Ergonomics in Design of Information Systems - I</p> <p><b>S157</b> Semiotics, Language, Interaction</p> <p><b>S158</b> Users' involvement, needs and requirements in DUXU</p> <p><b>S159</b> Designing Experiences for Facilitating Positive Behavior Change (II)</p>		<p><b>S179</b> Enterprise Software Product UI Design</p> <p><b>S180</b> Beyond Flat Screens: Bringing Design Thinking to Life</p> <p><b>S181</b> Ergonomics in Design of Information Systems - II</p>
DAPI		<b>S160</b> Smart cities, building and places		<b>S182</b> Pervasive Systems for Assistive Environments
HAS				<b>S183</b> Security Behaviour

**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

# Parallel Sessions Overview

Friday, 26 July 2013

Morning

	08:00 – 10:00 (page 68 - 73)	10:30 – 12:30 (page 74 - 79)
Thematic Area	Session Title session code	Session Title session code
HCI	<p>S184 Intelligent User Interfaces for Privacy-respecting, Personal Information Management across the Social Web</p> <p>S185 Speech and Dialogue Systems</p> <p>S186 UX Engineering and UX Design</p> <p>S187 Driving and interacting</p>	<p>S205 Design and evaluation techniques and methods for medical and rehabilitation devices</p> <p>S206 User interface design</p> <p>S207 Gesture-based interaction</p> <p>S208 Recognizing Emotions</p> <p>S209 Human - Robot Interaction</p>
HIMI	<p>S188 Customer value by human interface</p> <p>S189 Automotive and Aviation</p>	<p>S210 Application in physiological and behavioral research for HCI related field</p> <p>S211 Personalised information spaces</p>
EPCE	<p>S190 Human Factors and road safety</p> <p>S191 Human-Automation Integration Issues in Highly Automated Unmanned Vehicles</p>	<p>S212 Situated Cognitive Engineering for Citizen's Well-Being</p>
UAHCI	<p>S192 Multi-Modal, Multi-Party, and Multi-Brain Brain-Computer Interfacing</p> <p>S193 Design Access in Human Communication and Interaction</p> <p>S194 Accessibility and Software Design for All</p>	<p>S213 Design Access in Ergonomics and Interaction</p> <p>S214 Technologies for Enhancing Universal Access</p> <p>S215 Cutting Edge in Information Display: Recent Advances in Ergonomic Research for the Use of E-papers</p> <p>S216 Inclusive education</p>
VAMR	<p>S195 Virtual and Augmented Reality HCI in Medicine</p> <p>S196 Computational Aspects of Mental Models of Human-Robot Teamwork</p>	<p>S217 VR and Ultra Reality</p>
CCD	<p>S197 Product &amp; Service Innovation based on New Developments in Human Factors</p> <p>S198 Globally Distributed Work- the Interplay between the Social and the Technical</p>	<p>S218 Design for Individual Differences</p>
OCSC		<p>S219 eSociety 2.0 - I</p>
AC		<p>S220 Applications of Optical Brain Imaging</p>
DHM		<p>S221 Models and Simulations in Complex Human Environments</p> <p>S222 Working with Computers: Ergonomics, Safety and Health Considerations</p>
DUXU	<p>S199 Energy Feedback Design and Information Visualization</p> <p>S200 Industrial Software User Experience</p> <p>S201 User Experience for Mobile Business Applications</p> <p>S202 Cross-Cultural Interface Design</p> <p>S203 Interaction design in daily activity</p>	<p>S223 Usability Methods and Tools</p> <p>S224 Design, Ergonomics, and Usability - IV</p>
DAPI	<p>S204 Interaction for Ubiquitous Virtual Reality - I</p>	<p>S225 Interaction for Ubiquitous Virtual Reality - II</p>
HAS		

**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 • **OCSC** Online Communities and Social Computing

# Sessions DAY 3

Friday, 26 July 2013

Afternoon

	13:30 – 15:30 (page 80 - 85)	16:00 – 18:00 (page 86 - 90)
Thematic Area	session code Session Title	session code Session Title
HCI	<p>S226 Inclusive Design for HCI</p> <p>S227 Haptics: Towards interacting with the world via touch</p> <p>S228 UI Prototyping methods and tools</p> <p>S229 Motion, Gesture and Expression recognition - II</p>	<p>S247 UX Design Processes &amp; Evaluation Methods</p> <p>S248 Emerging Issues in HCI</p> <p>S249 Interacting with the web - II</p>
HIMI	<p>S230 Service engineering and interaction</p> <p>S231 Human-centered Information Systems and Applications</p> <p>S232 Designing complex environments</p>	<p>S250 Management of interaction</p> <p>S251 Creating social media</p>
EPCE		
UAHCI	<p>S233 Robots in everyday life</p> <p>S234 Senior Workforce</p> <p>S235 Interaction and Education for the Deaf</p> <p>S236 Non visual smart environments</p>	<p>S252 Smart Products and Services</p> <p>S253 Cutting Edge in Information Display: Recent Advances in Ergonomic Research for the Use of 3D</p> <p>S254 Innovative technologies for children with ASD</p>
VAMR	<p>S237 The Role of Virtual, Augmented and Mixed Reality in STEAM Education for the 21st Century</p>	<p>S255 Exploring complexity through simulation and immersion</p> <p>S256 Human robot interaction and haptics</p>
CCD	<p>S238 Knowledge Sharing</p> <p>S239 Human-computer interaction and human errors in complex systems</p>	<p>S257 User-centered Design for Life Technology</p>
OCSC		<p>S258 eSociety 2.0 - II</p>
AC	<p>S240 Using Augmented Cognition for Gamification</p>	<p>S259 Modeling the Complex Dynamics of Teamwork</p>
DHM	<p>S241 Emerging Technologies in Working Conditions</p> <p>S242 Automation design and human systems integration: modeling, validation and certification issues</p>	<p>S260 Biomechanics in Product and Process Design</p>
DUXU	<p>S243 Inclusive and open design</p> <p>S244 Mobile Web &amp; Mobile App Design and Usage</p> <p>S245 Design, Ergonomics, and Usability - V</p>	<p>S261 Design at the Frontier of User-Experience Development</p> <p>S262 Service innovation and creativity management</p> <p>S263 Usability studies</p>
DAPI		<p>S264 User monitoring in Ambient Intelligence</p>
HAS	<p>S246 Encouraging an Information Security Culture by addressing Human Behavior</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

HCI	S001	S002	S003	S004
<b>Human-Computer Interaction</b>	<p><b>A New Horizon for Social Information Systems (I)</b>  <i>Room: Montego A</i>  Chair(s): Yoshio Nakatani, Shogo Nishida.</p>	<p><b>Innovative interaction approaches</b>  <i>Room: Montego B</i>  Chair(s): Frode Eika Sandnes.</p>	<p><b>Computational Intelligence for Signal and Image Processing -I</b>  <i>Room: Montego C</i>  Chair(s): Ping Guo, Fuqing Duan.</p>	<p><b>Designing and evaluating novel interaction environments</b>  <i>Room: Montego D</i>  Chair(s): Jiro Tanaka.</p>
	<p><b>Applying to Twitter Networks of a Community Extraction Method using Intersection Graph and Semantic Analysis</b>  Toshiya Kuramochi, Naoki Okada, Kyouhei Tanikawa, Yoshinori Hijikata, Shogo Nishida.</p> <p><b>A Method for Promoting Interaction Awareness by Biological Rhythm in Elementary School Children</b>  Kyoko Ito, Kosuke Ohmori, Shogo Nishida.</p> <p><b>Communication Analysis of Remote Collaboration System with Arm Scaling Function</b>  Nobuchika Sakata, Tomoyuki Kobayashi, Shogo Nishida.</p> <p><b>Evaluation of an Information Delivery System for Hearing Impairments at a School for Deaf</b>  Atsushi Ito, Takao Yabe, Koichi Tsunoda, Kazutaka Ueda, Tohru Ifukube, Hikaru Tauchi, Yuko Hiramatsu.</p> <p><b>The Proposal of the Remote Consultation Service System Using the Outline Function for Consultation</b>  Hiroshi Yajima, Takuto Gotoh.</p> <p><b>An Awareness System for Supporting Remote Communication - Application to Long-distance Relationships -</b>  Tomoya Ohiro, Tomoko Izumi, Yoshio Nakatani.</p> <p><b>The Present Condition and Problems for Elderly People Participating in Communities</b>  Noriyuki Kobayashi, Shohei Yamane, Kotaro Ohori, Akihiko Obata.</p>	<p><b>RFID Mesh Network as an Infrastructure for Location Based Services for the Blind</b>  Hugo Fernandes, Jose Faria, Paulo Martins, Hugo Paredes, João Barroso.</p> <p><b>The Link Between Inclusive Design and Innovation: Some Key Elements</b>  Kristin Skeide Fuglerud, David Sloan.</p> <p><b>Designing Copresent Cycling Experience</b>  Yun-Maw Kevin Cheng, Wei-Ju Chen, Tong-Ying Wu, Frode Eika Sandnes, Chris Johnson, Chao-Yang Yang.</p> <p><b>Gesture-Based Applications for Elderly People</b>  Wei Qin Chen.</p> <p><b>Design of a Wearable Haptic Vest as a Supportive Tool for Navigation</b>  Anak Agung Gede Dharma, Takuma Oami, Yuhki Obata, Li Yan, Kiyoshi Tomimatsu.</p> <p><b>Facial Electromyogram Activation as Silent Speech Method</b>  Lisa R Rebenitsch, Charles Owen.</p> <p><b>Data Visualisation, User Experience and Context: A Case Study from Fantasy Sport</b>  Rob H Euman, Jose Abdnour-Nocera.</p>	<p><b>Intent Capturing Through Multimodal Inputs</b>  Weimin Guo, Cheng Cheng, MingKai Cheng, Yonghan Jiang, Honglin Tang.</p> <p><b>Semi-Supervised Remote Sensing Image Segmentation Using Dynamic Region Merging</b>  Ning He, Ke Lu, Yixue Wang, Yue Gao.</p> <p><b>Kernel based Weighted Group Sparse Representation Classifier</b>  Bingxin Xu, Ping Guo, C. L. Philip Chen.</p> <p><b>Classification based on LBP and SVM for human embryo microscope images</b>  Yabo Yin, Yun Tian, Weizhou Wang, Fuqing Duan, Zhongke Wu, Mingquan Zhou.</p> <p><b>Visual Image Reconstruction from fMRI Activation Using Multi-scale Support Vector Machine Decoders</b>  Yu Zhan, Jiacai Zhang, Sutao Song, Li Yao.</p> <p><b>Semantic Annotation Method of Clothing Image</b>  Lu Zhaolao, Mingquan Zhou, Wang Xuesong, Fu Yan, Tan Xiaohui.</p> <p><b>Fast Dynamic Channel Allocation Algorithm for TD-HSPA System</b>  Haidong Li, Hailin Liu, Xueyi Liang.</p>	<p><b>Evaluating Devices and Navigation Tools in 3D Environments</b>  Marcela Câmara, Priscilla Fonseca De Abreu Braz, Ingrid T Monteiro, Alberto B. Raposo, Simone Barbosa.</p> <p><b>Effect of Unresponsive Time for User's Touch Action of Selecting an Icon on the Video Mirror Interface</b>  Kazuyoshi Murata, Masatsugu Hattori, Yu Shibuya.</p> <p><b>Evaluation of a Soft-Surfaced Multi-Touch Interface</b>  Anna Noguchi, Toshifumi Kurosawa, Ayaka Suzuki, Yuichiro Sakamoto, Tatsuhito Oe, Takuto Yoshikawa, Buntarou Shizuki, Jiro Tanaka.</p> <p><b>A Remote Pointing Technique using Pull-out</b>  Takuto Yoshikawa, Yusaku Mita, Takuro Kuribara, Buntarou Shizuki, Jiro Tanaka.</p> <p><b>Two Handed Mid-Air Gestural HCI: Point + Command</b>  Matthias Schwaller, Simon Brunner, Denis Lalanne.</p> <p><b>Using Kinect for 2D and 3D Pointing Tasks: Performance Evaluation</b>  Alexandros Pino, Evangelos Tzemis, Nikolaos Ioannou, Georgios Kouroupetroglo.</p> <p><b>Kinect® as Interaction Device with a Tiled Display</b>  Amilcar Meneses Viveros, Erika Hernández Rubio.</p>

HIMI	S005	S006	EPCE	S007	S008
	<b>Usability for Product design and Industrial Application - I</b> <i>Room: Montego E</i> Chair(s): Yen-Yu Kang.	<b>Designing Usable Interfaces for HCI</b> <i>Room: Andros A</i> Chair(s): Robert Proctor.	<b>Engineering Psychology and Cognitive Ergonomics</b>	<b>Harmonization towards Performance in Future Air Transportation</b> <i>Room: Andros B</i> Chair(s): Shan Fu.	<b>Human Factors &amp; Security</b> <i>Room: St. Thomas A</i> Chair(s): Alex Stedmon.
	<b>Usability Evaluation of the Universal Computer Workstation under Supine, Sitting and Standing Postures</b> Hsin-Chieh Wu, Min-Chi Chiu, Cheng-Lung Lee, Ming-Yao Bai. <b>A Study of Different Consumer Groups' Preferences of Time Display on Watches</b> Wen-chih Chang, Wei Ting Chen. <b>Usability Study of Icon Designs with Social Network Functions</b> Chien-Hsiung Chen, Wen-Hsin Hsiao, Shih-Chieh Chen, Yen-Yu Kang. <b>The Display Medium, Academic Major and Sex Effect of High School Students on Visuospatial Abilities Test Performance</b> Yen-Yu Kang, Yu-Hsiang Liao. <b>Research on the Measurement of Product Sales with Relation to Visual Planning for Commercial Websites</b> Chu-Yu Sun. <b>A Method for Developing Quality Function Deployment Ontology</b> Ken Tomioka, Fumiaki Saitoh, Syohei Ishizu. <b>Strategic Study of Knowledge Management Which Led Into Furniture Design Industry -Taking Example by Taiwan Furniture Industry</b> Chi-Hsiung Chen, Kang Hua Lan.	<b>The Influence of Password Restrictions and Mnemonics on the Memory for Passwords of Older Adults</b> Kim-Phuong Vu, Martina Hills. <b>Intuitive Design for Non-touch Screen Scrolling: Evidence from a Continuous Text-movement Task</b> Jing Chen, Robert Proctor. <b>Value Added by the Axiomatic Usability Method for Evaluating Consumer Electronics</b> Yinni Guo, Yu Zhu, Gavriel Salvendy, Robert Proctor. <b>A Visual Discrimination Task for Symbols in Air Traffic Management</b> Mary Ngo, Kim-Phuong Vu, Tristan Grigoleit, Thomas Z Strybel. <b>A Precursory Look at Potential Interaction Objectives Affecting Flexible Robotic Cell Safety</b> April Savoy, Alister McLeod. <b>Are Prescription Labels Usable? A Review and Analysis</b> Meghann Herron, Kim-Phuong Vu. <b>Developing concepts of a ground control station for unmanned aircraft</b> Gregory A Morales, Mark Pestana.		<b>Human factors modeling schemes for pilot-aircraft system: A complex system approach</b> Dan Huang, Shan Fu. <b>The Experimental Research of Task Load Quantitative Analysis Based on the Pupil Diameter</b> Xueli He, Lijing Wang, Yingchun Chen. <b>The Influence of Guanxi Gradient on Crew Resource Management and Values in the Cockpit</b> Hung-Syng Jing, Berlin Chen. <b>A Layered Multi-Dimensional Description of Pilot's Workload Based on Objective Measures</b> Zhen Wang, Shan Fu. <b>Pilot Preferences on Displayed Aircraft Control Variables</b> Anna Trujillo, Irene Gregory. <b>Pilot Attention Allocation Modeling under Multiple Factors Condition</b> Xu Wu, Xiaoru Wanyan, Damin Zhuang. <b>Digital Expression of Civil Pilot's Basic Operation</b> Zhuoyuan Jiang, Bin Chen, Quanxin Cao, Yuandong Liang.	<b>Autonomous Control in Military Logistics Vehicles: Trust and Safety Analysis</b> Nicole Gempton, Stefanos Skalistis, Jane Furness, Siraj Shaikh, Dobrila Petrovic. <b>A Collaborative Multi-source Intelligence Working Environment: A Systems Approach</b> Peter Eachus, Ben Short, Alex Stedmon, Jennie Brown, Margaret Wilson, Lucy Lemansky. <b>Analysing Deceptive Speech</b> Christin Kirchhuebel, Alex Stedmon, David Howard. <b>Human Factors and the Human Domain: Exploring Aspects of Human Geography and Human Terrain in a Military Context</b> Alex Stedmon, Brendan Ryan, Pat Fryer, Anneley McMillan, Nick Sutherland, Alyson Langley. <b>Transparency of military threat evaluation through visualizing uncertainty and system rationale</b> Tove Helldin, Göran Falkman, Maria Riveiro, Anders Dahlbom, Mikael Lebram. <b>Presenting a Fire Alarm Using Natural Language: The Communication of Temporal Information</b> Yan Ge, Xianghong Sun, Li Wang. <b>Effects of Task and Presentation Modality in Detection Response Tasks</b> Roman Vilimek, Julianne Schaefer, Andreas Keinath.

UAHCI S009		S010	S011	VAMR S012
<b>Human, Computer and Environment</b> <i>Room: St. Thomas B</i> Chair(s): Jerzy Charytonowicz.	<b>Assessing Information by Younger and/or Older Users</b> <i>Room: Jamaica A</i> Chair(s): Eugène F. Loos, Jennifer C Romano Bergstrom.	<b>Creating a Continuum of Care - I</b> <i>Room: Jamaica B</i> Chair(s): Josette Jones, John Finnell.	<b>VR and AR for games and entertainment</b> <i>Room: Antigua A</i> Chair(s): Rosa M. E. M. Da Costa.	
<b>The Current Possibilities for Controlling Parameters of Environment of Housing and Workplace Based on the Selected Architectural Realizations</b> Pawel Horn.  <b>Creating Public Space in Wroclaws Urban Housing Environment</b> Barbara Gronostajska.  <b>The Computed-Aided Judiciary - How the Contemporary Technologies Change the Courtroom Design?</b> Grazyna Hrynciewicz-Lamber.  <b>The Role of Women and Men in Shaping of Old and Modern Households</b> Przemyslaw Nowakowski.  <b>Shaping an Integrating Kitchen Space with Gesture-based Control System</b> Agata Bonenberg.  <b>The Impact of Visual Impressions on Human Work Environment – Based on the Example of Industrial Design</b> Wojciech Bonenberg.  <b>Heuristic Methods Aiding Ergonomic Design</b> Marcin Butlewski.	<b>Age-Related Differences in Search Strategy and Performance when Using a Data-Rich Web Site</b> Erica Olmsted-Hawala, Jennifer C Romano Bergstrom, Wendy Rogers.  <b>SERPs and Ads on Mobile Devices: An Eye Tracking Study for Generation Y</b> Soussan Djamasbi, Adrienne Hall-Phillips, Ruijiao (Rachel) Yang.  <b>What «Digital Divide» Between Generations? A Cross-National Analysis Using Data from the World Internet Project</b> Tiago Lapa, Gustavo Cardoso.  <b>Age Differences in the Knowledge and Usage of QR Codes</b> Jonathan Mendelson, Jennifer C Romano Bergstrom.  <b>Designing for the Wisdom of Elders: Age Related Differences in Online Search Strategies</b> Robert J Youmans, Brooke G. Bellows, Christian A Gonzalez, Brittany Sarbone, Ivonne Figueroa.  <b>Ibero-American Minors: How Are They Accessing and Using Information</b> Charo Sádaba.	<b>Supporting the continuum of care for combat wounded patients: Adaptive interfaces for Personal Health Records</b> Harry D. Tunnell IV, Aeshvaryya Verma.  <b>Evaluation of User Interface of Computer Application Developed for Screening Pediatric Asthma</b> Maryam Zolhoori, Josette Jones, Mostafa Moin, Hassan Heidarnejad, Mohammad Reza Fazlollahi, Masoud Hosseini.  <b>Facilitators and Barriers to patients' engagements with Personal Health Records: Systematic review</b> Abdulrahman Jabour, Josette Jones.  <b>Complexity Analysis of a Transfer Center</b> Josette Jones, Michelle Lenox, Shelly M Maersch, Tami Raute, Cortney Gundlach, Mark Pfaff.  <b>Data Reduction for Continuum of Care: An Exploratory Study Using the Predicate-Argument Structure to Pre-Process Radiology Sentences for Measurement of Semantic Similarity</b> Eric Tyner Newsom, Josette Jones.  <b>Ontological Model for CDSS in Knee Management</b> Kanitha Phalakornkule, Josette Jones, John Finnell.	<b>An Experience on Natural Sciences Augmented Reality Contents for Preschoolers</b> Antonia Cascales, Isabel Laguna, David Perez Lopez, Pascual Perona, Manuel Contero.  <b>A 3-D Serious Game to Simulate A Living of A Beehive</b> José Eduardo M. De Figueiredo, Vera Werneck, Rosa M. E. M. Da Costa.  <b>On the Use of Augmented Reality Technology for Creating Interactive Computer Games</b> Chin-Shyurng Fahn, Meng-Luen Wu, Wei-Tyng Liu.  <b>System Development of Immersive Technology Theatre in Museum</b> Yi Chia Nina Lee, Li-Ting Shan, Chien-Hsu Chen.  <b>An Immersive Environment for a Virtual Cultural Festival</b> Liang Li, Woong Choi, Kozaburo Hachimura.  <b>AR'istophanes: Mixed Reality Live Stage Entertainment with Spectator Interaction</b> Thiemo Kastel, Marion Kesmaecker, Krzysztof Mikolajczyk, Bruno Filipe Duarte-Goncalves.	

**VAMR S013**
**Navigation and safety in complex environments**

*Room:* Antigua B

*Chair(s):* To be announced

**CCD S014**
**Design at the Edges (I)**

*Room:* Trinidad A

*Chair(s):* Rungtai Lin, Po-Hsien Lin.

**OCSC S015**
**Friendship and affect in Social Communities**

*Room:* Trinidad B

*Chair(s):* Alice K Good.

**AC S016**
**Opportunities for Augmented Cognition in Cyber Operations**

*Room:* Martinique A

*Chair(s):* Chris Forsythe.

*continues...*

Cross-Cultural Design

Online Communities and Social Computing

Augmented Cognition

**Empirical Investigation of Transferring Cockpit Interactions From Virtual to Real-Life Environments**

Diana Reich, Elisabeth Dittrich.

**Predicting Navigation Performance with Psychophysiological Responses to Threat In a Virtual Environment**

Christopher G. Courtney, Michael Dawson, Albert "Skip" Rizzo, Brian J. Arizmendi, Thomas D. Parsons.

**Evaluating Distraction and Disengagement of Attention from the Road**

Valentine Nwakacha,

Andy Crabtree, Gary Burnett.

**Mixed Reality Environment for Mission Critical Systems Servicing and Repair**

Andrea F. Abate,

Fabio Narducci,

Stefano Ricciardi.

**A New Approach for Indoor Navigation Using Semantic Webtechnologies and Augmented Reality**

Tamas Matuszka,

Gergő Gombos, Attila Kiss.

**A Study of Navigation and Selection Techniques in Virtual Environments Using Microsoft Kinect**

Peter F. Dam, Priscilla

Fonseca De Abreu Braz,

Alberto B. Raposo.

**Consumers' Evaluation and Perception within the Trend of Cultural Creative Design**

Chi-Hsien Hsu, Shu-Hsuan Chang, Jung-Yu Lin.

**The Effects of Emotion on Judgements of Effectiveness and Good-design**

Hui Yueh Hsieh.

**Employing Poetry Culture for Creative Design with a Polyphonic Pattern**

Mo-Li Yeh, Po-Hsien Lin, Ming-sian Wang.

**The Research on Cognition Design in Chinese Opera Mask**

Tai-Jui Wang, Yu-Ju Y Lin, Jun-Liang Chen.

**A Study of the Attraction Factors of Japanese Pop-culture by Young People in Taiwan**

Chen-hao Fan, I-Hsin Fan, Huang-Tsun Lu, Suyao Lee.

**The Influence of Design Training and Spatial Solution Strategies on Spatial Ability Performance**

Han-Yu Lin.

**The Effect of Exhibition Visit and Photograph Watch on Visitor's Experience**

Jun-Liang Chen, Si-Jing Chen, Chih-Long Lin.

**You Are Not Alone Online: A Case Study of Long Distance Romantic Relationships in the Renren Online Community**

Yurong He, Kari Kraus, Jennifer Preece.

**Who Are Seeking Friends? The Portrait of Stranger-Seeker in Social Network Sites**

Xitong Yue, Yuanyuan Shi, Huajian Cai.

**Understanding Social Network Sites (SNSs) Preferences: Personality, Motivation, and Happiness Matters**

Yuanyuan Shi, Xitong Yue, Jin He.

**A consideration of the functions that support to find new friends in social games**

Kohei Otake, Tomofumi Uetake, Akito Sakurai.

**Exploratory Study on Online Social Networks User from SASANG Constitution - Focused on Korean Facebook users**

Joung Youn Lee, Hyun Suk Kim, Eunjung Choi, Soon Jeong Choi.

**Looking Back At Facebook Content And The Positive Impact Upon Wellbeing: Exploring Reminiscing As A Tool For Self Soothing**

Alice K Good, Arunasalam Sambhanthan, Vahid Panjganj.

**Searching Emotional Scenes in TV Programs based on Twitter Emotion Analysis**

Takashi Yamauchi, Yuki Hayashi, Yukiko Nakano.

**Adaptive Systems for Cyber Operator Augmentation**

Benjamin Knott, Scott Galster, Gregory Funke.

**Enhanced Training for Cyber Situational Awareness**

Susan Stevens-Adams, Armida Carbalal, Austin Silva, Kevin Nauer, Benjamin Anderson, Theodore Reed, Chris Forsythe.

**Identifying Contextually-Driven Perceptions of Risk in Cybersecurity Operations**

Jennifer Cowley, James Cebula.

**Instrumenting Competition-based Exercises to Evaluate Cyber Defender Situation Awareness**

Theodore Reed, Kevin Nauer, Austin Silva.

**Effects of Teamwork versus Group Work on Signal Detection in Cyber Defense Teams**

Prashanth Rajivan, Michael Champion, Nancy Cooke, Shree Jariwala, Geneviève Dubé, Verica Buchanan.

**Improving Tool Support for Software Reverse Engineering in a Security Context**

Brendan Cleary, Christoph Treude, Fernando Figueira Filho, Margaret-Anne Storey, Martin Salois.

**Human Dimension in Cyber Operations Research and Development Priorities**

Chris Forsythe, Austin Silva, Susan Stevens-Adams, Jeffrey Bradshaw.



AC S017

**Intuitive Sensemaking**

Room: Martinique B

Chair(s): Denise M Nicholson.

**Modeling Cues for Intuitive Sensemaking Simulations**

Sae Schatz, Kathleen Bartlett.

**Towards Evaluating Computational Models of Intuitive Decision Making with fMRI Data**James Niehaus,  
Victoria Romero, Avi Pfeffer.**Human Memory Systems: A Framework for Understanding the Neurocognitive Foundations of Intuition**

Paul J Reber, Mark Beeman,

Ken Paller.

**Using Simulation Based Training Methods for Improved Warfighter Decision Making**Perakath Benjamin, Paul Koola,  
Kumar Akella, Michael Graul,  
Michael Painter.**Instrumenting a Perceptual Training Environment to Support Dynamic Tailoring**Robert E Wray,  
Jeremiah Folsom-Kovarik,

Angela Woods.

**Enhancing Intuitive Decision Making through Implicit Learning**Joseph V. Cohn,  
Peter Squire, Ivy Estabrooke,  
Elizabeth O'Neill.**Intuitive Sensemaking: From Theory to Simulation-Based Training**Kathleen Bartlett,  
Margaret Nolan,  
Andrea Marraffino.

DHM

S018

**DHM Applications and Validation - I**

Room: St. Croix A

Chair(s): Vincent Duffy.

S019

**Utilizing Traditional Wisdom and Technologies for Quality Care**

Room: St. Croix B

Chair(s): Akihiko Goto,  
Noriaki Kuwahara.

DUXU

S020

**Enhancing Government Website Usability**

Room: Barbados A

Chair(s): Sarah J Swierenga.

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

**Grip Force and CR-10 Ratings For Youth Females**

Kai Wai Li, Yu C. Lin.

**Development of Human Balance Assessment System with Continuous Center of Gravity Tracking**

Ben-Yi Liu, Chi-Wen Lung, Yih-Kuen Jan.

**Using Methods-Time Measurement to Connect Digital Humans and Motion Databases**Ali Keyvani, Dan Lämkkilä,  
Gunnar Bolmsjö,  
Roland Örtengren.**Friction Measurements in a Hand Tool Factory**Kai Wai Li, Ching-Chung Chen,  
Liwen Liu, Chih-Yong Chen.**Anatomy-based variational modeling of Digital Hand and its verification**Yulai Xie, Satoshi Kanai,  
Hiroaki Date.**Towards Enhancing the Acoustic Models for Dysarthric Speech**

Kuruvachan K George, C Santhosh Kumar.

**Modeling Body Shape from Surface Landmark Configurations**

Matthew P Reed.

**A Study of The Effect of The Shape, The Color, and The Texture of Ikebana on A Brain Activity**Yuki Ikenobo, Yoshiyuki Kida,  
Noriaki Kuwahara, Akihiko Goto,  
Akirou Kimura.**Home Care Risk Management: Nursing Issues Related to Technology**

Juliana J. Brixey, James P. Turley.

**Supporting Conversation for People with Dementia by Introducing a Computer-based Third Element to the Interaction**Norman Alm, Arlene Astell,  
Gary Gowans, Maggie Ellis,  
Phillip Vaughan, Richard Dye.**Feedback-based Self-training System of Patient Transfer**Zhifeng Huang, Ayanori Nagata,  
Masako Kanai-Pak,  
Jukai Maeda, Yasuko Kitajima,  
Mitsuhiro Nakamura, Kyoko Aida,  
Noriaki Kuwahara, Taiki Ogata,  
Jun Ota.**Effect evaluation of recreational coloring carried out at pay nursing home**Shinichiro Kawabata,  
Nasu Maki, Akiyoshi Yamamoto,  
Yoshiyuki Kida, Noriaki Kuwahara,  
Akihiko Goto, Hiroyuki Hamada.**Development of a Measurement and Evaluation System for Bed-Making Activity for Self-Training**Ayanori Nagata, Zhifeng Huang,  
Masako Kanai-Pak,  
Jukai Maeda, Yasuko Kitajima,  
Mitsuhiro Nakamura, Kyoko Aida,  
Noriaki Kuwahara, Taiki Ogata,  
Jun Ota.**The relationship between nursing students' attitudes towards learning and effects of self-learning system using Kinect**Mitsuhiro Nakamura,  
Yasuko Kitajima, Jun Ota,  
Taiki Ogata, Zhifeng Huang,  
Ayanori Nagata, Kyoko Aida,  
Noriaki Kuwahara, Jukai Maeda,  
Masako Kanai-Pak.**Department of Homeland Security Websites Uncoupled: An Evaluation of Online Counterterrorism and Security Information Across Agencies**

Anna Langhorne.

**Content as Conversation in Government Websites**

Ginny Redish.

**From the Ground-up: Role of Usability and Aesthetics Evaluation in Creating a Knowledge-based Website for the U.S. Army Corps of Engineers**Dennis B Propst,  
Sarah J Swierenga, Graham  
L Pierce, Eunseong Jeong,  
Constantinos K. Coursaris.**Usability of County Election Websites**Cyd Harrell, Andrea Fineman,  
Ethan Newby, Dana Chisnell,  
Whitney Quesenberry.**Rap Backs: Continuous Workforce Monitoring to Improve Patient Safety in Long-Term Care**Fuad Abujarad,  
Sarah J Swierenga, Toni Dennis,  
Lori Post.**Engaging Citizens with UX Design**

Kate Walser.

DUXU	S021	S022	S023
	<p><b>Design, Ergonomics, and Usability - I</b>  <i>Room: Barbados B</i>  Chair(s): Marcelo Soares, Tareq Ahram.</p>	<p><b>Designing for healthcare experiences</b>  <i>Room: Bermuda A</i>  Chair(s): Emilia Duarte.</p>	<p><b>User Experience for Smart Devices and Environments</b>  <i>Room: Bermuda B</i>  Chair(s): Abbas Moallem.</p>
	<p><b>Perception of Gamification: between Graphical Design and Persuasive Design</b>  Cathie Marache-Francisco, Eric Brangier.</p> <p><b>Ergonomic Evaluation of Usability With Users - Application of The Technique of Cooperative Evaluation</b>  Marcelo Penha, Walter Correia, Marcelo Soares, Fabio Campos, Marina Barros.</p> <p><b>Exploring The Need For, and Feasibility of A Web-based Self-management Resource for Teenage and Young Adult Cancer Survivors in The UK</b>  Louise Moody, Andy Turner, Jane Osmond, Joanna Kosmala-Anderson, Louise Hooker, Lynn Bateup.</p> <p><b>Modeling Consumer Sensitivity for Product Design and Perceived Usability</b>  Tareq Ahram, Waldemar Karwowski, Nabin Sapkota.</p> <p><b>Application of Virtual Reality Technologies in Consumer Product Usability</b>  Christianne Soares Falcão, Marcelo Soares.</p> <p><b>The Conjunction Fallacy and Its Impacts in the User's Data Acquisition Process</b>  Fabio Campos, Dino Lincoln, Maria A Neves, Walter Correia, Marcelo Soares.</p> <p><b>Human Error in Aviation: The Behavior of Pilots Facing the Modern Technology</b>  Isnard Thomas Martins, Edgard Thomas Martins, Marcelo Soares, Lia Giraldo Da Silva Augusto.</p>	<p><b>Lazy Eye Shooter: Making a Game Therapy for Visual Recovery in Adult Amblyopia Usable</b>  Jessica Bayliss, Indu Vedamurthy, Mor Nahum, Dennis Levi, Daphne Bavelier.</p> <p><b>Designing Co-located Tabletop Interaction for the Rehabilitation of Brain Injury</b>  Jonathan Duckworth, Patrick Thomas, David Shum, Peter Wilson.</p> <p><b>Design for Relaxation During Milk Expression using Biofeedback</b>  Loe M.G. Feijls, Jeanine Kierkels, Nicolle H. Van Schijndel, Marjolein Van Lieshout.</p> <p><b>PainDroid: A Mobile Tool for Pain Visualization and Management</b>  Tor-Morten Gronli, Gheorghita Ghinea, Fotios Spyridonis, Jarle Hansen.</p> <p><b>Application of Rhetorical Appeals in Interactive Design for Health</b>  Sauman Chu, G. Mauricio Mejia.</p>	<p><b>Design and Evaluation of a Predictive Model for Smart Phone Selection</b>  Yerika Jimenez, Patricia A Morreale.</p> <p><b>Evaluation of Effects of Textures Attached to Mobile Devices on Pointing Accuracy</b>  Yoshitomo Fukatsu, Tatsuhito Oe, Yuki Kuno, Buntarou Shizuki, Jiro Tanaka.</p> <p><b>A Proposal for Optimization Method of Vibration Pattern of Mobile Device with Interactive Genetic Algorithm</b>  Makoto Fukumoto, Takafumi Ienaga.</p> <p><b>Sharing Kinetic Interactions for Mobile Devices</b>  Bashar Altakrouri, Darren Carlson, Andreas Schrader.</p> <p><b>NUI-based Floor Navigation – A Case Study</b>  Ulrich Furbach, Markus Maron.</p>

HCI	S024	S025	S026	S027
Human-Computer Interaction	<b>A New Horizon for Social Information Systems (II)</b> <i>Room: Montego A</i> Chair(s): Yoshio Nakatani, Shogo Nishida.	<b>Patterns and Models for User Interface Construction</b> <i>Room: Montego B</i> Chair(s): Christian Märtin, Peter Forbrig.	<b>Designing Situated Experiences: Models, Technologies, Applications</b> <i>Room: Montego C</i> Chair(s): Matthias Rehm, Søren Eskildsen.	<b>Formal and model-based design and development approaches</b> <i>Room: Montego D</i> Chair(s): Marcelo Morandini.
<b>An Estimation Framework of A User Learning Curve on Web-based Interface Using Eye Tracking Equipment</b> Masanori Akiyoshi, Hidetoshi Takeno. <b>Further Benefit of a Kind of Inconvenience for Social Information Systems</b> Hiroshi Kawakami. <b>An Empirical Investigation of Similarity-driven Trust Dynamics in A Social Network</b> Yugo Hayashi, Victor Kryssanov, Hitoshi Ogawa. <b>Robust Face Recognition System Using a Reliability Feedback</b> Shotaro Miwa, Shintaro Watanabe, Makito Seki. <b>Development of Push-Based English Words Learning System by Using E-Mail Service</b> Shimpei Matsumoto, Masanori Akiyoshi, Tomoko Kashima. <b>An Evacuation Place Reasoning System to Support Disaster Rescue Teams</b> Akihiro Kawabe, Tomoko Izumi, Yoshio Nakatani. <b>Multi-layer Control and Graphical Feature Editing using Server-side Rendering on Ajax-GIS</b> Takeo Sakairi, Takashi Tamada, Katsuyuki Kamei, Yukio Goto.	<b>Formal Pattern Specifications to Facilitate Semi-Automated User Interface Generation</b> Jürgen Engel, Christian Märtin, Christian Herdin, Peter Forbrig. <b>Requirements for a Definition of Generative User Interface Patterns</b> Stefan Wendler, Ilka Philippow. <b>Evaluation of User Interface Description Languages for Model-Based User Interface Development in the German Automotive Industry</b> Gerrit Meixner, Marius Orlgen, Moritz Kümmerling. <b>Semantic Execution of Subject-oriented Process Models</b> Albert Fleischmann, Werner Schmidt, Christian Stary. <b>Patterns and Models for Automated User Interface Construction: In Search of the Missing Links</b> Christian Märtin, Christian Herdin, Jürgen Engel. <b>Special Challenges for Models and Patterns in Smart Environments</b> Peter Forbrig, Christian Märtin, Michael Zaki. <b>Agility based on Stakeholder Interaction - Blending Organizational Learning with Interactive BPM</b> Christian Stary, Werner Schmidt, Albert Fleischmann.	<b>Evaluating Intelligibility Usage and Usefulness in a Context-Aware Application</b> Brian Y Lim, Anind Dey. <b>Challenges for Contextualizing Language Learning - Supporting Cultural Integration</b> Søren Eskildsen, Matthias Rehm. <b>Mobile Inquiry-based Learning - A Study of Collaborative Scaffolding and Performance</b> Jalal Nouri, Teresa Cerrato-Pargman, Karwan Zetali. <b>Identifying and Representing Elements of Local Contexts in Namibia</b> Kasper Rodil, Kasper Løvborg Jensen, Matthias Rehm, Heike Winschiers-Theophilus. <b>Examining the Role of Contextual Exercises and Adaptive Expertise on CAD Model Creation Procedures</b> Michael D Johnson, Elif Ozturk, Lauralee Valverde, Bugrahan Yalvac, Xiaobo Peng. <b>Enhancing Human Computer Interaction with Episodic Memory in a Virtual Guide</b> Felix Rabe, Ipke Wachsmuth. <b>Design of a Visual Query Language for Geographic Information System on a Touch Screen</b> Siju Wu, Samir Otmane, Guillaume Moreau, Myriam Servières.	<b>A Logical Design Method for User Interface using GUI Design Patterns</b> Ichiro Hirata, Toshiki Yamaoka. <b>Visual Interfaces Design Simplification through Components Reuse</b> Javier Rodeiro Iglesias, Pedro Teixeira-Faria. <b>Fuzzy Logic Approach for Adaptive Systems Design</b> Makram Soui, Mourad Abed, Khaled Ghedira. <b>Design and Implementation of Ergoldentifier: A Tool for Automated Identification of Websites Interaction Elements</b> Oscar Francisco Santos, Marcelo Morandini. <b>Communicating Ideas in Computer-Supported Modelling Tasks: A Case Study with BPMN</b> Juliana Jansen Ferreira, Clarisse Sieckenius De Souza. <b>Extending the Information of Activity Diagrams with a User Input Classification</b> Cindy Mayas, Stephan Hörold, Heidi Krömker. <b>Parallel Rendering of Human-Computer Interaction Industrial Applications on Multi-/Many-Core Platforms</b> Sven Hermann, Arquimedes Canedo, Max Wang.	

HCI	S028	S029	HIMI	S030	S031	continues...
	<p><b>Multimodal and ambient communication and collaboration</b>  <i>Room: Montego E</i>  Chair(s): Bertrand David.</p>	<p><b>Computational Intelligence for Signal and Image Processing -II</b>  <i>Room: Andros A</i>  Chair(s): Ping Guo, Fuqing Duan.</p>		<p><b>Adaptive and User Guiding Information Service and Interface - I</b>  <i>Room: Andros B</i>  Chair(s): Hanmin Jung.</p>	<p><b>HCI considerations for NextGen</b>  <i>Room: St. Thomas A</i>  Chair(s): Kim-Phuong Vu.</p>	
	<p><b>Multi-party Human-Machine Interaction Using a Smart Multimodal Digital Signage</b>  Tony Tung, Randy Gomez, Tatsuya Kawahara, Takashi Matsuyama.</p> <p><b>Multimodal Smart Interactive Presentation System</b>  Hoang-An Le, Khoi-Nguyen C. Mac, Truong-An Pham, Vinh-Tiep Nguyen, Minh-Triet Tran.</p> <p><b>Development of Communication Support System at Mealtimes Using Tabletop Interface</b>  Junko Itou, Shizuka Takao, Jun Munemori.</p> <p><b>Research on a Large Digital Desktop Integrated in a Traditional Environment for Informal Collaboration</b>  Mariano Perez Pealez, Ryo Suzuki, Ikuro Choh.</p> <p><b>Subjective Ratings in an Ergonomic Engineering Process using the Example of an In-Vehicle Information System</b>  Michael Krause, Klaus Bengler.</p> <p><b>Audio-Visual Documentation Method for Digital Storytelling for a Multimedia Art Project</b>  Chui Yin Wong, Chee Weng Khong, Kimberly Chu, Muhammad Asyraf Mhd Pauzi, Man Leong Wong.</p> <p><b>Enhanced 3D Sketch System Incorporating "Life-size" and "Operability" Functions</b>  Shun'ichi Tano, Naofumi Kanayama, Xinpeng Huang, Junko Ichino, Tomonori Hashiyama, Mitsuru Iwata.</p>	<p><b>A Dense Stereo Matching Algorithm with Occlusion and Less or Similar Texture Handling</b>  Hehua Ju, Chao Liang.</p> <p><b>A Coastline Detection Method Based on Level Set</b>  Qian Wang, Ke Lu, Fuqing Duan, Ning He, Lei Yang.</p> <p><b>Tracking End-Effectors for Marker-less 3D Human Motion Estimation in Multi-view Image Sequences</b>  Wenzhong Wang, Zhaoqi Wang, Xiaoming Deng, Bin Luo.</p> <p><b>A New Real-time Visual SLAM Algorithm Based on the Improved FAST Features</b>  Liang Wang, Rong Liu, Chao Liang, Fuqing Duan.</p> <p><b>Alterations in Resting-state after Motor Imagery Training: A Pilot Investigation with Eigenvector Centrality Mapping</b>  Rushao Zhang, Hang Zhang, Leli Xu, Mingqi Hui, Zhiying Long, Yijun Liu, Li Yao.</p> <p><b>Kernel Fuzzy Similarity Measure-Based Spectral Clustering for Image Segmentation</b>  Yifang Yang, Yuping Wang, Yiuming Cheung.</p> <p><b>Correcting Distortion of Views into Aquarium</b>  Yukio Ishihara, Makio Ishihara.</p>	<b>Human Interface and the Management of Information</b>	<p><b>User Guiding Information Supporting Application for Clinical Procedure in Traditional Medicine</b>  Hyun Chul Jang, Yong-Taek Oh, Anna Kim, Sang Kyun Kim.</p> <p><b>Human Support System for Elderly People in Daily Life</b>  Shunji Shimizu, Hiroaki Inoue.</p> <p><b>Analytics on Online Discussion and Commenting Services</b>  Sungho Shin, Sangkeun Park, Jinseop Shin, Sa-Kwang Song, Sung-Pil Choi, Hanmin Jung.</p> <p><b>Usability Compliance Audit for Technology Intelligence Services</b>  Nadine Pietras, Mazhar Sajjad, Myungkwan Hwang, Jinhyung Kim, Sa-Kwang Song, Do-Heon Jeong, Seungwoo Lee, Hanmin Jung.</p> <p><b>Overview of Global User Interfaces For Localization</b>  Clara Peters, Mazhar Sajjad, Myungkwan Hwang, Jinhyung Kim, Sa-Kwang Song, Do-Heon Jeong, Seungwoo Lee, Hanmin Jung.</p> <p><b>Designing and Verifying Application Schema by Applying Standard Element for Managing Ocean Observation Data</b>  Sun-Tae Kim, Lee-Kyum Kim, Tae-Young Lee.</p> <p><b>Visualization of Anomaly Data Using Peculiarity Detection on Learning Vector Quantization</b>  Fumiaki Saitoh, Syohei Ishizu.</p>	<p><b>Development of Haptic Assistance for Route Assessment Tool of NASA NextGen Cockpit Situation Display</b>  Eric Park, Jose Robles, Paul Sim, Ryan O'Connor, Martin Koltz, Gregory Arnsdoff, Panadda Marayong, Thomas Z Strybel, Kim-Phuong Vu.</p> <p><b>Measuring UAS Pilot Responses to Common Air Traffic Clearances</b>  Jason Ziccardi, Zach Roberts, Ryan O'Connor, Conrad Rorie, Gregory A Morales, Vernal Battiste, Thomas Z Strybel, Dan Chiappe, Kim-Phuong Vu, Jay Shively.</p> <p><b>Are the Intrusive Effects of SPAM Probes Present when Operators Differ by Skill Level and Training?</b>  Hector I. Silva, Jason Ziccardi, Tristan Grigoleit, Vernal Battiste, Thomas Z Strybel, Kim-Phuong Vu.</p> <p><b>Pre-Study Walkthrough with a Commercial Pilot for a Preliminary Single Pilot Operations Experiment</b>  Ryan O'Connor, Zach Roberts, Jason Ziccardi, Robert Koteskey, Joel Lachter, Quang Dao, Walter Johnson, Vernal Battiste, Kim-Phuong Vu, Thomas Z Strybel.</p> <p><b>Training Air Traffic Controller Trust in Automation within a NextGen Environment</b>  Tiana M Higham, Kim-Phuong Vu, Jim Miles, Thomas Z Strybel, Vernal Battiste.</p> <p><b>The Effects of Early Training with Automation Tools on the Air Traffic Management Strategies of Student ATCos</b>  Henri Battiste, William Choi, Tannaz Mirchi, Karen Sanchez, Kim-Phuong Vu, Dan Chiappe, Thomas Z Strybel.</p> <p><b>AHPM as a Proposal to Improve Interaction with Air Traffic Controllers</b>  Leonardo L. B. V. Cruciol, Li Weigang.</p>	
						WEDNESDAY 10:30 - 12:30

HIMI	S032	UAHCI	S033	S034	S035
	<b>Usability for Product Design and Industrial Application - II</b> <i>Room: St. Thomas B</i> Chair(s): Yen-Yu Kang.	<b>eBooks, eLearning, Digital Libraries/Multimedia: Accessibility, Markets and Copyrights</b> <i>Room: Jamaica A</i> Chair(s): Ana Isabel B. B. Paraguay.	<b>Inclusion, Design, Technical Devices for Older People</b> <i>Room: Jamaica B</i> Chair(s): Jennifer C Romano Bergstrom, Eugène F. Loos.	<b>Creating a Continuum of Care - II</b> <i>Room: Antigua A</i> Chair(s): Josette Jones, John Finnell.	
	<b>The Designing Expressions of the Special Visual Effect Film in the Digital Technology</b> Tsun-Hsiung Yao, Chu-Yu Sun. <b>The Relationship Between Handlebar and Saddle Heights on Cycling Comfort</b> Min-Chi Chiu, Hsin-Chieh Wu, Nien-Ting Tsai. <b>An Analysis of Smartphone Size Regarding Operating Performance</b> Zunhwa Chiang, Chia Ching Wen, An-Che Chen, Cheng-yu Hou. <b>Usability Evaluation Of The Touch Screen User Interface Design</b> Chih-Yu Hsiao, You-Jia Liu, Mao-Jiun Wang. <b>On the reading performance of text layout, switch position, topic of text, and luminance contrast for Chinese E-books interface design</b> Wen-Te Chang, Ling-Hung Shih, Zunhwa Chiang, Kuo-Chen Huang. <b>Development of a chest X-ray examination support system for foreigners using a personal digital assistant</b> Mitsuru Miyata, Chikamune Wada, Masahiro Iinuma. <b>Situation Aware Interaction with Multi-modal Business Applications in Smart Environments</b> Mario Aehnelt, Sebastian Bader, Gernot Ruscher, Frank Krüger, Bodo Urban, Thomas Kirste.	<b>Universal Access in Human-Computer Interaction</b> <b>Access to Books: Human Rights, Copyright and Accessibility</b> Abigail P. Rekas. <b>Can Accessible Digital Formats Improve Reading Skills, Habits and Educational Level For Dyslectic Youngsters?</b> Simon Moe, Michael Wright. <b>Online Digital Libraries at Universities: an inclusive proposal</b> Amanda Meincke Melo, Joseane Giacomelli Da Silva. <b>AcceSciTech: A Global Approach to Make Scientific and Technical Literature Accessible</b> Alex Bernier, Dominique Burger. <b>Nonvisual Presentation and Navigation within the Structure of Digital Text-Documents on Mobile Devices</b> Martin Lukas Dorigo, Bettina Harriehausen-Mühlbauer, Ingo Stengel, Paul S Haskell-Dowland. <b>Accessible online learning: How much accessible? For whom?</b> Projatar Para Todos, Ana Isabel B. Paraguay. <b>Implementing Disability Accommodations in a Widely Distributed Web based Visualization and Analysis Platform – Weave</b> Heather Granz, Merve Tuccar, Shweta Purushe, Georges Grinstein.	<b>Small Input Devices Used by the Elderly – How Sensorimotor Transformation and Task Complexity Affect Interaction</b> Michael Oehl, Luisa Dahlmanns, Christine Sutter. <b>Are Internet and Social Network Usage Associated with Wellbeing and Social Inclusion of Seniors? – The Third Age Online Survey on Digital Media Use in Three European Countries</b> Dirk Richter, Stijn Bannier, Ruediger Glott, Markus Marquard, Thomas Schwarze. <b>Senior Patients Online: Which Functions should a Good Patient Website Offer?</b> Nadine Bol, Christin Scholz, Ellen Smets, Eugène F. Loos, Hanneke De Haes, Julia Van Weert. <b>How E-Inclusion and Innovation Policy Affect Digital Access and Use for Senior Citizens in Europe</b> Stijn Bannier, Ruediger Glott, Valérie Meijis. <b>Age and Computer Self-Efficacy in the Use of Digital Technologies: An Investigation of Prototypes for Public Self-Service Terminals</b> Günther Schreder, Michael Smus, Karin Siebenhandl, Eva Mayr. <b>Design for Adapted Devices: an Evaluation Tool of Smart Things for Seniors</b> Javier Barcenilla, Charles Tijus, Djamel Aissaoui, Eric Brangier. <b>A Usability Study of Websites for Older Travelers</b> Kate Finn, Jeff Johnson.	<b>Ambient Assistive Technology Considered Harmful</b> Yngve Dahl, Babak Farshchian, Anders Kofod-Petersen, Silje Bøthun, Kristine Holbø, Jarl Reitan. <b>Application of human error identification (HEI) techniques to cognitive rehabilitation in stroke patients with limb apraxia</b> Charmayne ML Hughes, Chris Baber, Marta Bienkiewicz, Joachim Hermsdörfer. <b>Design of Intuitive Interfaces for Electric Wheelchairs to Prevent Accidents</b> Hitoshi Tamura, Yasushi Kambayashi. <b>Analysis of User-Generated Multimedia Data on Medication Management and Consumption Behavior Using Data Mining Techniques</b> Chaiwoo Lee, Lisa D'Ambrosio, Richard Myrick, Joseph Coughlin, Olivier De Weck. <b>A Pilot Study: Integrating an Emergency Department with Indiana's Prescription Drug Monitoring Program</b> Hamed Abedtash, John Finnell. <b>I-Ball: A Programmable Sporting Aid for Children with a Visual Impairment to Play Soccer</b> Surya P. Singh, Paul Pounds, Hanna Kurniawati.	

VAMR S036	CCD S037	OCSC S038	AC S039
<p><b>Presence, communication and collaboration in VR environments</b>  <i>Room: Antigua B</i>  Chair(s): To be announced</p> <p><b>Passive Viewpoints in a Collaborative Immersive Environment</b>  Sarah D Coburn, Lisa R Rebenitsch, Charles Owen.</p> <p><b>Enhancing Social Presence in Augmented Reality-Based Telecommunication System</b>  Jea In Kim, Taejin Ha, Woontack Woo, Chung-Kon Shi.</p> <p><b>DigiLog Space Generator for Tele-collaboration in an Augmented Reality Environment</b>  Kyungwon Gil, Taejin Ha, Woontack Woo.</p> <p><b>Perceived Presence's Role on Learning Outcomes in a Mixed Reality Classroom of Simulated Students</b>  Aleshia T Hayes, Stacey Hardin, Charles E Hughes.</p> <p><b>Onomatopoeia Expressions for Intuitive Understanding of Remote Office Situation</b>  Kyota Higa, Masumi Ishikawa, Toshiyuki Nomura.</p> <p><b>How Fiction Informed the Development of Telepresence and Teleoperation - An Historical Perspective</b>  Gordon Mair.</p>	<p><b>Cross-Cultural Design</b></p> <p><b>Design at the Edges (II)</b>  <i>Room: Trinidad A</i>  Chair(s): Rungtai Lin, Po-Hsien Lin.</p> <p><b>A Study of Applying Qualia to Business Model of Creative Industries</b>  Hui-Yun Yen, Christopher Lin, Rungtai Lin.</p> <p><b>A Study of Aesthetic Analysis on Modern Crafts</b>  Po-Hsien Lin, Mo-Li Yeh, Rungtai Lin.</p> <p><b>The Difference of User Perception between Similarity and Dissimilarity Judgments</b>  MingXian Sun, Chi-Hsien Hsu, Ming-Chuen Chuang.</p> <p><b>Exploring Local Characteristic Product Analysis from an Emotional Design Perspective</b>  Yu-Ju Y Lin, Wei-Han Chen, Tai-Jui Wang.</p> <p><b>A Study about the Culture Service Process and Tools Design</b>  Chen-hao Fan, I-Hsin Fan, Chun Chieh Weng, Jia-Haur Liang, Huang-Tsun Lu.</p> <p><b>The Study of Style for Kogi Pottery Art in Life</b>  Chi-Hsiung Chen, Shih-Ching Lin.</p> <p><b>Research on Symbol Expression for Eye Image in Product Design : the Usage of the Chinese Traditional "Yun Wen"</b>  Chi-Chang Lu, Po-Hsien Lin.</p>	<p><b>Online Communities and Social Computing</b></p> <p><b>User behaviour in social communities - I</b>  <i>Room: Trinidad B</i>  Chair(s): To be announced</p> <p><b>Quantifying Cultural Attributes for Understanding Human Behavior on the Internet</b>  Santosh Kumar Kalwar, Kari Heikkinen, Jari Porras.</p> <p><b>Sentiment Classification of Web Review using Association Rules</b>  Man Yuan, Yuanxin Ouyang, Zhang Xiong, Hao Sheng.</p> <p><b>Emperical Study of Routine Structure in Univeristy Campus</b>  Kingkarn Sookhanaphibarn, Ekachai Kanyanucharat.</p> <p><b>A Three-Level Approach to The Study of Multi-cultural Social Networking</b>  Yifan Jiang, Oscar De Bruijn.</p> <p><b>Online Idea Contests: Identifying Factors for User Retention</b>  Stefan Richter, Stefan Perkmann Berger, Giordano Koch, Johann Füller.</p> <p><b>Eye Tracking Analysis of User Behavior in Online Social Networks</b>  Wan Adilah Wan Adnan, Wan Nur Hafizhoh Hassan, Natrah Abdullah, Jamaliah Taslim.</p> <p><b>Assessing the Possibility of a Social e-book by Analyzing Reader Experiences</b>  Seyeon Lee, Jea In Kim, Chung-Kon Shi.</p>	<p><b>Augmented Cognition</b></p> <p><b>Research Innovations and Augmented Cognition</b>  <i>Room: Martinique A</i>  Chair(s): Peter Walker.</p> <p><b>The Information Exoskeleton: Augmenting Human Interaction with Information Systems</b>  James Allen, Susan Regli, Kathleen Stibler, Patrick Craven, Peter Gerken, Polly Tremoulet.</p> <p><b>Towards noise-enhanced Augmented Cognition</b>  Alexander J Casson.</p> <p><b>Augmenting Instructional Design with State-Based Assessment</b>  Kevin Oden.</p> <p><b>Guided Learning Algorithms: An Application of Constrained Spectral Partitioning to Functional Magnetic Resonance Imaging (fMRI)</b>  Henry L Phillips, Peter Walker, Carrie Kennedy, Owen Carmichael, Ian Davidson.</p> <p><b>Developing Visualization Techniques for Improved Information Comprehension and Reduced Cognitive Workload</b>  Scott Scheff, Tristan Plank, John Wilson, Angelia Sebok.</p> <p><b>From Explicit to Implicit Speech Recognition</b>  Chad M. Spooner, Erik Viirre, Bradley Chase.</p> <p><b>Augmented Interaction: Applying the Principles of Augmented Cognition to Human-Technology and Human-Human Interactions</b>  Anna D Skinner, Lindsay Long, Jack Vice, John Blitch, Cali M. Fidopiastis, Chris Berka.</p>



DHM	S040	DUXU	S041	S042	S043
<p><b>Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management</b></p> <p><b>DHM Applications and Validation - II</b> Room: Martinique B Chair(s): Tim Marler, Vincent Duffy.</p> <p><b>Extraction of Light Stripe Centerline Based on Self-Adaptive Thresholding and Contour Polygonal Representation</b> Qingguo Tian, Yujie Yang, Xiangyu Zhang, Baozhen Ge.</p> <p><b>A Study for Conducting Waves by Using the Multi-channel Surface EMG</b> Tomohiro Kosuge, Naoaki Itakura, Kazuyuki Mito.</p> <p><b>Artificial Neural Network-Based Prediction of Human Posture</b> Mohammad H Bataineh, Tim Marler, Karim Abdel-Malek.</p> <p><b>Ergonomic Assessment of Patient Barrow Lifting Technique Using Digital Human Modeling</b> Wen Cao, Meng Jiang, Ying Han, Mohammad Khasawneh.</p> <p><b>Ergonomics Study of Direct and Indirect Visibility Evaluation at Uncontrolled Intersections Based on Three-Dimensional Computer Simulation</b> Midori Mori, Noboru Kubo.</p> <p><b>Assessment of body surface potential mapping in VDT-operators</b> Anna Janocha, Marcin Grabowski, Witold Pilecki, Robert Skalik, Krystyna Laszki-Szczachor, Ewa Janocha, Piotr Frąszczak, Małgorzata Sobieszczańska.</p>		<p><b>Design, User Experience, and Usability</b></p> <p><b>Embodied Haptic Interfaces</b> Room: St. Croix A Chair(s): Patricia J. Flanagan.</p> <p><b>Tassophonics: Nanotechnology as the Magical Unknown</b> Audrey Samson, Kristina Andersen.</p> <p><b>Creating Instantly Disappearing Prints using Thermochromic Paint and Thermal Printer in an Interactive Art Installation</b> Miu Ling Lam.</p> <p><b>Empowering Electronic Divas through Beauty Technology</b> Katia Fabiola Canepa Vega, Hugo Fuks.</p> <p><b>Gestural, Emergent and Expressive: Three research themes for haptic interaction</b> Jared Donovan, Gavin Sade, Jennifer Seevinck.</p> <p><b>Fashioning Embodied Interfaces: Open Wearables Crafting</b> Valerie Lamontagne.</p> <p><b>Haptic Interface Aesthetics – ‘Feedback Loops, Live Coding and How to Harness the Potential of Embodied Estrangement in Artistic Practices and Aesthetic Theories within Interface Culture’</b> Patricia J. Flanagan.</p>		<p><b>Designing for cultural experiences</b> Room: St. Croix B Chair(s): Gheorghita Ghinea.</p> <p><b>VMUXE - An Approach to User Experience Evaluation for Virtual Museums</b> Bianca Gockel, Holger Graf, Alfonsina Pagano, Joakim Eriksson, Sofia Pescarin.</p> <p><b>Towards a Common Implementation Framework for Online Virtual Museums</b> Katarzyna Wilkosinska, Andreas Aderhold, Holger Graf, Yvonne A. Jung.</p> <p><b>Behind Livia's Villa - A Case Study for the Devolution of Large Scale Interactive «in-site» to «on-line» Application</b> Guido Lucci Baldassari, Emanuel Demetrescu, Sofia Pescarin, Joakim Eriksson, Holger Graf.</p> <p><b>Border Crosser – A Robot As Mediator Between The Virtual And Real World</b> Anke Tallig, Wolfram Hardt, Maximilian Eibl.</p> <p><b>Examining Interdisciplinary Prototyping in the Context of Cultural Communication</b> Michael Heidt.</p> <p><b>Blinkifier: A Case Study for Prototyping Wearable Computers in Technology and Visual Arts</b> Katia Fabiola Canepa Vega, Patricia J. Flanagan, Hugo Fuks.</p> <p><b>Exhibiting Emotion: Capturing Visitors' Emotional Responses to Museum Artefacts</b> Genevieve Alelis, Ania Bobrowicz, Chee Siang Ang.</p>	<p><b>Designing for learning experiences</b> Room: Barbados A Chair(s): Panagiotis Germanakos.</p> <p><b>Measuring Usability of the Mobile Mathematics Curriculum-based Measurement Application with Children</b> Mengping Tsuei, Hsin-Yin Chou, Bo-Sheng Chen.</p> <p><b>Investigation of Interaction Modalities Designed for Immersive Visualizations using Commodity Devices in the Classroom</b> Kira Lawrence, Alisa Maas, Neera Pradhan, Treschiel Ford, Jacqueline Shinker, Amy Banic.</p> <p><b>Improving User Experience in e-Learning, the Case of the Open University of Catalonia</b> Eva De Lera, Magí Almirall, Llorenç Valverde, Mercè Gisbert.</p> <p><b>Exploring Information-Triage: speculative interface tools to help college students conduct online research</b> Liese Zahabi.</p> <p><b>The Learning Machine: Mobile UX Design that Combines Information Design with Persuasion Design</b> Aaron Marcus, Yuan Peng, Nicola Lecca.</p> <p><b>Development and Validation of an Instrument to Measure the Usability of Educational Artifacts Created with Web 2.0 Applications</b> Tihomir Orehočki, Nikolina Žajdela Hrustek.</p> <p><b>Toward Social Media Based Writing</b> John P Šadauskas, Daragh Byrne, Robert Atkinson.</p>

**DUXU S044**
**Designing for playing experiences**

*Room:* Barbados B

*Chair(s):* Eva Petersson Brooks.

**Augmenting Yu-Gi-Oh! Trading Card Game as Persuasive Transmedia Storytelling**

Mizuki Sakamoto,  
Tatsuo Nakajima.

**Work and gameplay in the transparent 'magic circle' of gamification. Insights from a gameful collaborative review exercise**

Razvan Rughinis.

**Stand Up, Heroes!: Gamification for Standing People on Crowded Public Transportation**

Itaru Kuramoto, Takuya Ishibashi,  
Keiko Yamamoto,

Yoshihiro Tsujino.

**Teachers and Children Playing with Factorization: Putting Prime Slaughter to The Test**

Andrea Valente,  
Emanuela Marchetti.

**Exploring Adjustable Interactive Rings in Game Playing: Preliminary Results**

Leonardo Cunha De Miranda,  
Heiko Hornung, Roberto Pereira,  
Maria Cecilia C. Baranauskas.

**Math Fluency through Game Design**

Wanda Eugene, Tiffany Barnes,  
Jennifer Wilson.

**DAPI S045**
**Pervasive Civic Computing**

*Room:* Bermuda A

*Chair(s):* Shin'ichi Konomi.

**A Human-Probe System that Considers On-body Position of a Mobile Phone with Sensors**

Kaori Fujinami, Yuan Xue,  
Satoshi Murata,  
Shigeki Hosokawa.

**Blog-based Personal LBS**

Hideki Kaji, Masatoshi Arikawa.

**A Precision Navigation System for Public Transit Users**

Masaki Ito, Satoru Fukuta,  
Takao Kawamura,  
Kazunori Sugahara.

**Rapid Development of Civic Computing Services: Opportunities and Challenges**

Shin'ichi Konomi, Kenta Shoji,  
Wataru Ohno.

**Portable Health Clinic: A Pervasive Way to Serve the Unreached Community for Preventive Healthcare**

Ashir Ahmed, Sozo Inoue,  
Eiko Kai, Naoki Nakashima,  
Yasunobu Nohara.

**The Effects of Multimodal Mobile Communications on Cooperative Team Interactions Executing Distributed Tasks**

Gregory Burnett, Andres Calvo,  
Victor S. Finomore,  
Gregory Funke.

**HAS S046**
**Security, Forensic and Legal Aspects of Human-Computer Interaction**

*Room:* Bermuda B

*Chair(s):* Pavel Ocenasek.

**The Practice of Global Internet Filtering**

Pavel Ocenasek.

**On the Secure and Safe Data Synchronization**

Pavel Ocenasek,  
Jaromir Karmazin.

**Legal Protection for Personal Information Privacy**

Yinan Liu.

**Ethical Issues Surrounding the Asymmetric Nature of Workplace Monitoring**

John D Bustard.

**A Reasonable Expectation of Privacy? Secrecy and National Security in a Democracy**

Kathleen Hogan.

**The Privacy Paradox Between Users' Attitudes, Stringent Legal Framework and (the Lack of) Adequate Implementation Tools**

Shara Monteleone.

**Distributed, Ambient and Pervasive Interactions**

**Human Aspects of Information Security, Privacy and Trust**

WEDNESDAY 13:30 - 15:30	Human-Computer Interaction	HCI	S047	S048	S049	HIMI	S050
			<b>New Technology and User Experience for Next Educational Environment</b> <i>Room: Montego A</i> Chair(s): Takashi Mitsuishi, Hitoshi Sasaki, Takahiko Mendori.	<b>Putting together Computer Science, Ergonomics and Medicine: a multidisciplinary study about e-health interfaces</b> <i>Room: Montego B</i> Chair(s): Claudia Renata Mont'Alvão.	<b>Interacting with the web - I</b> <i>Room: Montego C</i> Chair(s): Lawrence J. Henschen.		<b>HCI Studies in Management Information Systems (I)</b> <i>Room: Montego D</i> Chair(s): Fiona Fui-Hoon Nah.
			<b>Design and Evaluation of Training System for Numerical Calculation Using Questions in SPI2</b> Shin'ichi Tsumori, Kazunori Nishino. <b>A Server-based System Supporting Motor Learning through Real-time and Reflective Learning Activities</b> Naka Gotoda, Yoshihisa Sakurai, Kenji Matsuura, Koji Nakagawa, Chikara Miyaji. <b>Nature Sound Ensemble Learning in Narrative-Episode Creation with Pictures</b> Kosuke Takano, Shiori Sasaki. <b>A Proposal of the System Model for Nursing Skill Learning Based on Cognition and Technique</b> Yukie Majima, Yasuko Maekawa, Masato Soga, Masayuki Sakoda. <b>Zoom Interface with Dynamic Thumbnails Providing Learners with Companionship through Vodostreaming</b> Takumi Yamaguchi, Haruya Shiba, Masanobu Yoshida, Yusuke Nishiuchi, Hironobu Satoh, Takahiko Mendori. <b>Study on Effects of Text Decoration for a Text Based Communication Tool in Education</b> Masateru Hishina, Katsushi Miike, Nobutake Asaba, Satoru Murakami, Yuichi Ohkawa, Takashi Mitsuishi. <b>Private Cloud Cooperation Framework for Reducing the Earthquake Damage on e-Learning Environment</b> Satoshi Togawa, Kazuhide Kanenishi.	<b>Usability of a Social Network as a Collaborative Learning Platform Tool for Medical Students</b> Leonardo Frajhof, Ana Cláudia Costa Arantes, Aline Teodosio dos Santos Cardozo, Carlos Jose Pereira De Lucena, Carlos Alberto Pereira De Lucena, Claudia Renata Mont'Alvão. <b>Software Engineering in Telehealth, an Extension of Sana Mobile Applied to the Process of a Routine Hospital</b> Alfredo V. De Carvalho, Carlos Jose Pereira De Lucena, Elder Cirilo, Paulo Henrique Alves, Pedro Augusto Miranda, Gustavo Robichez de Carvalho, Fábio Rodrigo De Araújo, Gabriel Lima. <b>Experiences with Arthon for Live Surgery Transmission in Brazilian Telemedicine University Network</b> Tatiana A Tavares, Gustavo Motta, Guido Souza Filho, Erick Melo. <b>Usability Testing for e-Health Application: A Case Study for SANA/ Open MRS</b> Claudia Renata Mont'Alvão, Felipe Pierantoni, Carlos Alberto Pereira De Lucena. <b>Telemedicine and Design: Relationships that Create Opportunities</b> Carlos Alberto Pereira De Lucena, Claudia Renata Mont'Alvão, Felipe Pierantoni, Leonardo Frajhof. <b>A Mobile Application Flow Representation for Mutual Understanding of IT and Healthcare Professionals</b> Yusuf Nasuh Erturan, Semih Bilgen, Gul Tokdemir, Nergiz Ercil Cagiltay, Ekrem Yildiz, Esra Ozcebe. <b>Usability Evaluation on a Voluntary Patient Safety Reporting System: Understanding the Variance Between Predicted and Observed Time Values by Retrospective Think-aloud Protocols</b> Lei Hua, Yang Gong.	<b>Centrality of Visual Aesthetics in the Online Context: An Assessment and Empirical Evidence</b> Supavich Pengnate, Rathindra Sarathy, Todd Arnold. <b>The Effects of Negative Interaction Feedback in A Web Navigation Assistant</b> Marcelo G. Armentano, Analía A. Amandi. <b>Investigating the Effects of Font Styles on Perceived Visual Aesthetics of Website Interface Design</b> Ahamed Altaboli. <b>Automatic Layout Generation for Digital Photo Albums: A User Study</b> Francine Bergmann, Isabel Manssour, Milene S Silveira, João Batista S. De Oliveira. <b>A Web Browsing Method on Handheld Touch Screen Devices for Preventing from Tapping Unintended Links</b> Yu Shibuya, Hikaru Kawakatsu, Kazuyoshi Murata. <b>SWord: A Concept Application for Mitigating Internet Terminology Anxiety</b> Santosh Kumar Kalwar, Kari Heikkinen, Jari Porras. <b>An Ontology-based Interaction Concept for Social-aware Applications</b> Alexandra Funke, Sören Brunk, Romina Kühn, Thomas Schlegel.		<b>Psychophysiological Assessment Tools for Evaluation of Learning Technologies</b> Richard Hall, Nick Lockwood, Hong Sheng. <b>Exploring User Feedback of a E-Learning System: A Text Mining Approach</b> Wen-Bin Yu, Ronaldo Luna. <b>Eyes Don't Lie: Understanding Users' First Impressions on Websites Using Eye Tracking</b> Hong Sheng, Nick Lockwood, Sirjana Dahal. <b>Cloud Computing and the Internet of Things: Technology Innovation in Automobile Service</b> Erwa Qin, Yoanna Long, Chenghong Zhang, Lihua Huang. <b>Unified Modeling Language: The Teen Years and Growing Pains</b> John Erickson, Keng Siau. <b>Gamification of Education Using Computer Games</b> Fiona Fui-Hoon Nah, Venkata Rajasekhar Telaprolu, Shashank Rallapalli, Pavani Rallapalli Venkata.

HIMI	S051	S052	EPCE	S053	S054	
	<p><b>User-oriented technologies and services</b> Room: Montego E Chair(s): Hiroyuki Miki.</p> <p><b>Reconsidering the Notion of User Experience for Human-Centered Design</b> Hiroyuki Miki.</p> <p><b>Application of the Ethno-Cognitive Interview and Analysis Method for the Smart Communication Design</b> Ayako Yajima, Haruo Hira, Toshiki Yamaoka.</p> <p><b>A Study for Personal Use of the Interactive Large Public Display</b> Shigeyoshi Iizuka, Wataru Naito, Kentaro Go.</p> <p><b>Qualitative Study for Designing Peripheral Communication between Hospitalized Children and Their Family Members</b> Yosuke Kinoe, Chika Ojima, Yuri Sakurai.</p> <p><b>The Urgent Communication System for Deaf and Language Dysfunction People</b> Naotsune Hosono, Fumihiro Miyajima, Toshiyuki Inaba, Masaru Nishijima, Michio Suzuki, Hiroyuki Miki, Yutaka Tomita.</p> <p><b>A Dialog Based Speech User Interface of a Makeup Support System for Visually Impaired Persons</b> Makoto J. Hirayama, Naomi Kuraya, Yushi Komachi.</p> <p><b>Acceptance of Telemedical Treatments – a Medical Professional Point of View</b> Martina Zieffle, Lars Klack, Wiktoria Wilkowska, Andreas Holzinger.</p>	<p><b>Adaptive and User Guiding Information Service and Interface - II</b> Room: St. Thomas A Chair(s): Hanmin Jung.</p> <p><b>BARMOTIN A Voice Controlled Mobile Tourism Information Network for Barbados</b> David Byer, Colin Depradine.</p> <p><b>Pathway Construction and Extension using Natural Language Processing</b> Hong-Woo Chun, Sung-Jae Jung, Mi-Nyeong Hwang, Chang-Hoo Jeong, Sa-Kwang Song, Seungwoo Lee, Sung-Pil Choi, Hanmin Jung.</p> <p><b>On Services and Insights of Technology Intelligence System</b> Seungwoo Lee, Minhee Cho, Sa-Kwang Song, Hanmin Jung.</p> <p><b>Power &amp; Energy Management: A User-Centered System-of-Systems Engineering Approach</b> Tareq Ahram, Waldemar Karwowski, Ben Amaba, Paul Fechtelkotter.</p> <p><b>Social Experiment on Advisory Recommender System for Energy-Saving</b> Hiroki Shigeyoshi, Ken'iti Tamano, Ryosuke Saga, Hiroshi Tsuji, Shuki Inoue, Tsuyoshi Ueno.</p> <p><b>BookAidee: Managing evacuees from natural disaster by RFID tagged library books</b> Markus Liuska, Emmi Makkonen, Itiro Siiro.</p> <p><b>Developing a real time passenger information system for rural areas</b> Konstantinos Papangelis, Somayajulu Sripada, David Corsar, Nagendra Velaga, Peter Edwards, John Nelson.</p>	<p><b>Engineering Psychology and Cognitive Ergonomics</b></p>	<p><b>Cognitive factors in learning and creativity</b> Room: St. Thomas B Chair(s): Nirit Gavish.</p> <p><b>Impact of Different Course Contents on Working Memory of Elementary School Students</b> Tai-Yen Hsu, Fang-Ling Lin, Chih-Lin Chang, Hsien-Te Peng.</p> <p><b>The Effects of User Involvement in Online Games, Game-Playing Time and Display Duration on Working Memory</b> Fang-Ling Lin, Chih-Lin Chang, Tai-Yen Hsu, Tung-Shen Wu.</p> <p><b>The Roles of Anxiety and Motivation in Taiwanese College Students' English Learning</b> Mou-Tzu Yang, Yi-an Hou, Yen-ju Hou, Hsueh-yu Cheng.</p> <p><b>Evaluating Two Modes of Observational Learning in Cognitive-Spatial Task Training</b> Nirit Gavish, Michal Shelef.</p> <p><b>Multitasking: Digital Natives' Interaction with New Media</b> Tuba Uğraş, Sevinç Gülsençen.</p> <p><b>Taiwanese EFLs' metacognitive awareness of reading strategy and reading comprehension</b> Yen-ju Hou.</p> <p><b>Individual Differences in Cognitive Flexibility Predict Poetry Originality</b> Ivonne Figueroa, Robert J Youmans.</p>	<p><b>Cognitive issues in Aviation</b> Room: Andros A Chair(s): Norbert Fuerstenau.</p> <p><b>How Can a Future Safety Net Successfully Detect Conflicting ATC Clearances – Yet Remain Inconspicuous to the Tower Runway Controller? First Results from a SESAR Exercise at Hamburg Airport</b> Marcus Biella, Karsten Straube, Marcus Helms, Stephen Straub, Benjamin Weiß, Felix Schmitt, Heribert Lafferton, Stéphane Dubuisson, Roger Lane.</p> <p><b>Discriminability of Flight Maneuvers and Risk of False Decisions Derived from Dual Choice Decision Errors in a Videopanorama-based Remote Tower Work Position</b> Norbert Fuerstenau, Maik Friedrich, Monika Mittendorf, Markus Schmidt, Michael Rudolph.</p> <p><b>A Fixed-Based Flight Simulator Study: The Interdependence of Flight Control Performance and Gaze Efficiency</b> Lewis L Chuang, Frank Nieuwenhuizen, Heinrich Bülthoff.</p> <p><b>Pilot Operating Characteristics Analysis of Long Landing based on Flight QAR Data</b> Lei Wang, Changxu Wu, Ruishan Sun.</p> <p><b>A Coherent Assessment of Visual Ergonomics in Flight Deck Impacted by Color and Luminance</b> Ye Zhou, Wei Zhang, Baofeng Li, Jinhai Yu, Zhi Ma.</p> <p><b>The Glare Evaluation Method Using Digital Camera for Civil Airplane Flight Deck</b> Zhi Ma, Wei Zhang, Ye Zhou, Jinhai Yu, Baofeng Li.</p> <p><b>Symbol development for a 3D conformal synthetic vision helmet-mounted display for helicopter operations in degraded visual environment</b> Patrizia Knabl, Helmut Többen.</p>	<p><i>continues...</i></p>
						13:30 - 15:30

► EPCE S055		UAHCI S056	VAMR S057	CCD S058
<p><b>Cognitive aspects of HCI and usability</b>  <i>Room: Andros B</i>  Chair(s): Robert J Youmans.</p> <p><b>Error Analysis for Tablet User Interface Transfers Based on Operational Knowledge Interference</b>  Kazutoyo Takata, Koji Morikawa, Tsukasa Hirashima.</p> <p><b>Comprehension of Vibrotactile Route Guidance Cues</b>  Andre Garcia, Jesse Eisert, Carryl Baldwin, Victor S. Finomore.</p> <p><b>Data Transmission Latency and Sense of Control</b>  Bruno Berberian, Patrick Le Blaye, Christian Schulte, Nawfel Kinani, Pern Ren Sim.</p> <p><b>Using Cognitive Work Analysis to Drive Usability Evaluations in Complex Systems</b>  Aren C. Hunter, Tania E Randall.</p> <p><b>Automatic Classification of Eye Blink Types using a Frame-splitting Method</b>  Kiyohiko Abe, Hironobu Sato, Shogo Matsuno, Shoichi Ohi, Minoru Ohyama.</p> <p><b>The Use of Timed Directional Link Analysis to Improve User Interaction During Universal Remote Control Setup Procedures</b>  Robert J Youmans, Bridget Lewis, Ivonne Figueroa, Jesus Perez.</p> <p><b>A New Behavioral Measure of Cognitive Flexibility</b>  Christian A Gonzalez, Ivonne Figueroa, Brooke G. Bellows, Dustin Rhodes, Robert J Youmans.</p>	<p><b>Universal Access in Human-Computer Interaction</b></p> <p><b>LEDA: Ludic Engagement Designs for ALL, ArtAbility + GameAbility</b>  <i>Room: Jamaica A</i>  Chair(s): Anthony L Brooks.</p> <p><b>Ludic Engagement Designs: Creating Spaces for Playful Learning</b>  Eva Petersson Brooks.</p> <p><b>Approaches to e-Learning</b>  Susanne Akravi Hartvig, Eva Petersson Brooks.</p> <p><b>Evaluating Therapeutic Engagement and Expressive Communication in Immersive Multimedia Environments</b>  Ceri Williams.</p> <p><b>The Effects of Mirroring in a Playful Virtual Environment: A Comparative Study with Children and Adults Having Impairments</b>  Nanna Borum, Line Gad Christiansen, Henrik Jepsen, Kasper Kristensen, Jacob Lam, David Lindholm, Eva Petersson Brooks, Anthony L Brooks.</p> <p><b>Educational Inclusiveness through Ludic Engagement and Digital Creativity</b>  Rachel McCrindle.</p> <p><b>Human Computer Confluence in Rehabilitation: Digital Media Plasticity and Human Performance Plasticity</b>  Anthony L Brooks.</p> <p><b>Engaging people with intellectual disabilities through games based learning and related technologies</b>  David Brown, Penny Standen, Maria Saridaki, Nick Shopland, Elina Roinioti, Lindsay Evett, Simon Grantham, Pauline Smith.</p>	<p><b>Virtual, Augmented and Mixed Reality</b></p> <p><b>3D environments</b>  <i>Room: Jamaica B</i>  Chair(s): Eric Ortiz</p> <p><b>Development of Multiview Image Generation Simulator for Depth Map Quantization</b>  Minyoung Kim, Ki-Young Seo, Seokhwan Kim, Kyoung Shin Park, Yongjoo Cho.</p> <p><b>Authoring System using Panoramas of Real World</b>  Hee Jae Kim, Jong Weon Lee.</p> <p><b>Legibility of Letters in Reality, 2D and 3D Projection</b>  Elisabeth Dittrich, Stefan Brandenburg, Boris Beckmann-Dobrev.</p> <p><b>Parameter Comparison of Assessing Visual Fatigue Induced by Stereoscopic Video Services</b>  Kimiko Kawashima, Jun Okamoto, Kazuo Ishikawa, Kazuno Negishi.</p> <p><b>Real-time Stereo Rendering Technique for Virtual Reality System based on the Interactions with Human View and Hand Gestures</b>  Hoang Viet Tran, Anh Nguyen Hoang, Dongho Kim.</p> <p><b>The Virtual Dressing Room: A Perspective on Recent Developments</b>  Michael B Holte.</p>	<p><b>Cross-Cultural Design</b></p> <p><b>Social networking and online behavior analysis</b>  <i>Room: Antigua A</i>  Chair(s): Xianghong Sun.</p> <p><b>Predicting Mental Health Status on Social Media - A Preliminary Study on Microblog</b>  Bibo Hao, Lin Li, Ang Li, Tingshao Zhu.</p> <p><b>What's Your Point? How Chinese and Americans Achieve Their Conversational Aims in Cross-Cultural and Gender Interactions in CMC.</b>  Nancy Marksbury, Qiping Zhang.</p> <p><b>Two Sites, Two Voices: Linguistic Differences between Facebook Status Updates and Tweets</b>  Han Lin, Lin Qiu.</p> <p><b>An Analysis of Microblogging Behavior on Sina Weibo: Personality, Network Size and Demographics</b>  Lingyu Wang, Weinan Qu, Xianghong Sun.</p> <p><b>Do we need a new Internet for elderly people? A cross-cultural investigation</b>  Maxie Lutze, Stefan Brandenburg.</p> <p><b>A Study of Cross-Culture for a Suitable Information Feeding in Online Social Networks</b>  Arunee Ratikan, Mikifumi Shikida.</p>	

CCD	S059	AC	S060	DHM	S061	DUXU	S062	continues...
	<p><b>Cross-cultural design of IT products and services</b>  <i>Room: Antigua B</i>  Chair(s): Tom Plocher, P. L. Patrick Rau.</p> <p><b>A Log Analyzer of Public Transit Guidance Service to Improve a Route Bus Service</b>  Genki Kenjo, Masaki Ito, Takao Kawamura, Kazunori Sugahara.</p> <p><b>How to Make Friends in Social network service A Comparison between Chinese and German</b>  Zhe Chen, P. L. Patrick Rau, Bertram Frank, Faranda Ignazio, Jay Zhou, Seyed Sajed, Yong Xiang.</p> <p><b>A Human Factors Evaluation of the Spatial Gesture Interface for In-Vehicle Information Systems</b>  Yishuo Liu, Zhihao Lu, Pilsung Choe.</p> <p><b>From Global Terminology to Local Terminology: A Review on Cross-Cultural Interface Design Solutions</b>  Elke Duncker, Javed A Sheikh, Bob Fields.</p> <p><b>Technology-Based Medical Interpretation for Cross-Language Communication: In Person, Telephone, and Videoconference Interpretation and Their Comparative Impact On Limited English Proficiency (LEP) Patient and Doctor</b>  Margaret McLaughlin, Yujung Nam, Win May, Lourdes Baezconde-Garbanati, Panayiotis Georgiou, Zheng Ahn.</p> <p><b>Integration of Characteristics of Culture into Product Design: A Perspective from Symbolic Interactions</b>  Yu-Hsiu Hung, Wei-Ting Li, Yi Sheng Goh.</p>	<b>Augmented Cognition</b>	<p><b>Human-Systems Integration R&amp;D Agenda 2050</b>  <i>Room: St. Croix A</i>  Chair(s): Kay Stanney.</p> <p><b>Panel Discussion</b></p>	<b>Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management</b>	<p><b>Anthropometric data analysis and application</b>  <i>Room: Trinidad A</i>  Chair(s): Zhizhong Li, Jianwei Niu.</p> <p><b>Evaluation of Muscle Fatigue Based on Surface Electromyography and Subjective Assessment</b>  Qianxiang Zhou, Fang Xie, Zhongqi Liu.</p> <p><b>Higher Order Statistics Analyses based on the Mathematical Model of Surface Electromyography</b>  Yan Zhao, Dongxu Li, Jian Zhang.</p> <p><b>Model Reconstruction of Human Buttocks and the Shape Clustering</b>  Lijing Wang, Xueli He.</p> <p><b>An Interface Design Method for E-commerce Sites' Homepage considering Users' Emotions</b>  Fu Guo, Yaqin Cao, Meng Wang, Yi Ding, Lin Wei Liu.</p> <p><b>Oxygenation and blood volume in skeletal muscle in response to external force</b>  Hao Li, Chunhui Wang, Zheng Wang.</p>	<b>Design, User Experience, and Usability</b>	<p><b>eMobility - The customer's perspective</b>  <i>Room: Trinidad B</i>  Chair(s): Roman Vilimek.</p> <p><b>Exploring Electric Driving Pleasure - The BMW EV Pilot Projects</b>  Jens Ramsbrock, Roman Vilimek, Julian Weber.</p> <p><b>Analyses of Interactions Between Current EV Drivers and the General Public Helps to Identify Likely New Adaptors (and Non-Adaptors) of EVs.</b>  Mark Burgess, Margaret Harris, Naomi King, Sarah Mansbridge.</p> <p><b>Social Media in the Product Development Process of the Automotive Industry: A New Approach</b>  Andreas Klein, Götz Spiegel.</p> <p><b>Adaptations in Driving Efficiency with Electric Vehicles</b>  Magnus Helmbrecht, Klaus Bengler, Roman Vilimek.</p> <p><b>The Timeframe of Adaptation to Electric Vehicle Range</b>  Stefan Pichelmann, Thomas Franke, Josef Krems.</p> <p><b>Mobile App Support For EV Drivers: A Review of Today's Marketplace and Future Directions</b>  Tai Stillwater, Justin Woodjack, Michael Nicholas.</p> <p><b>Connecting Electric Vehicles and Green Energy</b>  Peter Dempster.</p>	

► DUXU	S063	S064	S065	S066
	<p><b>Gamification @ Work</b>  <i>Room: Martinique A</i>  Chair(s): Janaki Kumar.</p>	<p><b>Interaction and materiality - I</b>  <i>Room: Martinique B</i>  Chair(s): Teng-Wen Chang.</p>	<p><b>Explore User Experiences through Object to Space</b>  <i>Room: Barbados A</i>  Chair(s): Eui-Chul Jung.</p>	<p><b>Design, Ergonomics, and Usability - II</b>  <i>Room: Barbados B</i>  Chair(s): Marcelo Soares, Carla Galvão Spinillo.</p>
WEDNESDAY 13:30 - 15:30	<p><b>Gamification: When it works, when it doesn't</b>  Erika Webb.</p> <p><b>Gamification at Work: Designing Engaging Business Software</b>  Janaki Kumar.</p> <p><b>Case Study: Identifying Gamification Opportunities in Sales Applications</b>  Joelle Carignan, Sally Lawler Kennedy.</p> <p><b>How Gamification and Behavioral Science Can Drive Social Change One Employee at a Time</b>  Susan Hunt Stevens.</p> <p><b>Applying Gamification in Customer Service application to Improve Agent's Efficiency and Satisfaction.</b>  Prerna Makanawala, Eliad Goldwasser, Jaideep Godara, Hang Le.</p> <p><b>Bridging the Gap Between Consumer and Enterprise Applications through Gamification</b>  Tim C Thianthai, Bingjun Zhou.</p> <p><b>Designing Ludic Engagement in an interactive Virtual Dressing Room system – A comparative study</b>  Yi Gao, Eva Petersson Brooks.</p>	<p><b>InTouch: Crossing Social Interaction with Perception</b>  Rung-Huei Liang, Wei-Ming Chung, Hsin-Liu Kao, Tsen-Ying Lin.</p> <p><b>A Service Design on Driving like Living</b>  Hung-Pin Hsu.</p> <p><b>An Empirical Study of the Characteristics of Interactive Projection Systems in Multi-media Exhibits</b>  Ting-Han Chen, Shiau-Yuan Du.</p> <p><b>Texture and Relative Movement in Moving Image</b>  Yen-Ting Cho.</p> <p><b>dJOE: Design Jigsaw On sit a Computational Interface of Displacing Ideas in the Design Productive Process</b>  Chia Hui Nico Lo, Ih-Cheng Lai, Teng-Wen Chang.</p>	<p><b>Hypertext in Mutation: The Mapping of a Mythos</b>  Tara Ogaick, WonJoon Chung.</p> <p><b>Context as a System, Product as a Component, and the Relationship as Experience</b>  WonJoon Chung, Sara Fortier.</p> <p><b>Musical Experience Development Model Based On Service Design Thinking</b>  Sunyoung C Kim, Eui-Chul Jung.</p> <p><b>How To Observe, Share and Apply in Design Process? Focusing on International Design Workshops as a Case Study</b>  Nam-Gyu Kang, Hidetsugu Suto.</p> <p><b>Multi-touch based standard UI design of car navigation system for providing information of surrounding areas</b>  Jung-Min Choi.</p> <p><b>Studies on the Design Marketing Strategies in the Experiential Economy through the Case Study of 'the Starbucks Company'</b>  Yung Joo Jang, Eui-Chul Jung.</p> <p><b>A Study of the Satisfaction Level of User Experience in Digital Media Space Accordance with Differences in Flow Characteristic</b>  Youngtae Kim, Eui-Chul Jung.</p>	<p><b>Interactive Doodles: a Comparative Analysis of the Usability and Playability of Google Trademark Games between 2010 and 2012</b>  Breno José Andrade De Carvalho, Marcelo Soares, Andre Neves, Rodrigo Medeiros.</p> <p><b>Evaluating interaction with websites: case study of a government website of the Brazilian Ministry of Labor and Employment</b>  Luis C Paschoarelli, Fabiane Fernandes, José Carlos Da Silva.</p> <p><b>Beyond Comprehension: A Usability Study on User Instruction Manual for Stove with Steam Function</b>  Carla Galvão Spinillo, Kelli Smythe.</p> <p><b>Ergonomic Evaluation of Websites Focusing on the Human-Computer Interface so as to Improve Access to the Web Especially by People with Visual Disabilities</b>  Andre R Melo, Marcelo Soares, Fabio Campos, Walter Correia.</p> <p><b>Is Reality Real? Thoughts and Conjectures About Culture, Self, Intersubjectivity and Parallel Worlds in Digital Technologies</b>  Ana Carol P. De França, Marcelo Soares, Luciano Rogério De Lemos Meira.</p> <p><b>Design Guidelines for Coffee Vending Machines</b>  Tim Schneidermeier, Manuel Burghardt, Christian Wolff.</p>

DAPI	S067	S068	HAS	S069
	<p><b>Aesthetics in Interaction</b>  <i>Room: St. Croix B</i>  Chair(s): Matthias Rauterberg.</p> <p><b>Aesthetics and Design for Group Music Improvisation</b>  Mathias Funk, Bart Hengeveld, Joep Frens, Matthias Rauterberg.</p> <p><b>Experience the World with Archetypal Symbols: A New Form of Aesthetics</b>  Huang-Ming Chang, Leonid Ivonin, Marta Diaz, Andreu Catala, Wei Chen, Matthias Rauterberg.</p> <p><b>Attractiveness of an Interactive Public Art Installation</b>  Jun Hu, Duy Le, Mathias Funk, Feng Wang, Matthias Rauterberg.</p> <p><b>Smart Technology in the Field of Interior Design</b>  Ela T. Poursani.</p>	<p><b>Design and development frameworks and methods in Ambient Intelligence</b>  <i>Room: Bermuda A</i>  Chair(s): José Creissac Campos</p> <p><b>Requirements for Applying Simulation-based Automated Usability Evaluation to Model-based Adaptive User Interfaces for Smart Environments</b>  Michael Quade, Andreas Rieger, Sahin Albayrak.</p> <p><b>A Prototyping and Evaluation Framework for Interactive Ubiquitous Systems</b>  Christine Keller, Romina Kühn, Anton Engelbrecht, Mandy Korzetz, Thomas Schlegel.</p> <p><b>How Does User Feedback to Video Prototypes Compare to that Obtained in a Home Simulation Laboratory?</b>  Prina Bajracharya, Thelxi Mamagkaki, Alexandra Pzdnyakova, Marianna Viera da Fonseca Serras Pereira, Tatiana Zavialova, Tin De Zeeuw, Pavan Dadlani, Panos Markopoulos.</p> <p><b>MIDAS: A Software Framework for Accommodating Heterogeneous Interaction Devices for Cloud Applications</b>  Euijai Ahn, Kangyoong Lim, Gerard Jounghyun Kim.</p> <p><b>A context-aware middleware for interaction device deployment in AmI</b>  Tao Xu, Huiliang Jin, Bertrand David, René Chalon, Yun Zhou.</p> <p><b>The Mobile Context Framework: Providing Context to Mobile Applications</b>  Luís Oliveira, António Nestor Ribeiro, José Creissac Campos.</p> <p><b>Towards a Framework for Analyzing and Designing Interactive Public Media Displays</b>  Hai Ning Liang, Nancy Diniz, Charles Fleming.</p>	<p><b>Human Aspects of Information Security, Privacy and Trust</b></p> <p><b>Intent Semantics: New Concept in Trust R&amp;D</b>  <i>Room: Bermuda B</i>  Chair(s): Claire Vishik.</p> <p><b>Towards Usable Generation and Enforcement of Trust Evidence from Programmer's Intent</b>  Michael R.A. Huth, Jim Huan-Pu Kuo, Angela Sasse, Iacovos Kirlappos.</p> <p><b>Cloudopsy: an Autopsy of Data Flows in the Cloud</b>  Angeliki Zavou, Vasilis Pappas, Vasileios P. Kemerlis, Michalis Polychronakis, Georgios Portokalidis, Angelos Keromytis.</p> <p><b>Influence of Trust Assurances in Mobile Commerce Applications on the Formation of Online Trust</b>  Martin Hessler, Gerhard Hartmann, Stefan Karsch.</p> <p><b>Increasing Trust Perceptions in the Internet of Things</b>  Trenton W Schulz, Ingvar Tjøstheim.</p> <p><b>Supporting Human Decision-Making Online using Information-Trustworthiness Metrics</b>  Jason R.C. Nurse, Sadie Creese, Michael Goldsmith, Syed Sadique Rahman.</p> <p><b>Addressing User Privacy and Experience in Distributed Long Lifetime Systems</b>  Scott W Cadzow.</p> <p><b>Secure and Energy-efficient Life-logging in Wireless Pervasive Environments</b>  Alexandros Fragiadakis, Ioannis Askoxylakis, Elias Tragos.</p>	

HCI	S070	S071	S072	S073
<b>Human-Computer Interaction</b>	<p><b>Games and Usability</b>  <i>Room: Montego A</i>  Chair(s): Ute Klotz.</p>	<p><b>Designing and Developing for the Smart-Device World</b>  <i>Room: Montego B</i>  Chair(s): Stephen Kimani, Shah Rukh Humayoun.</p>	<p><b>HCI advances in Health Care Systems</b>  <i>Room: Montego C</i>  Chair(s): Joyram Chakraborty.</p>	<p><b>User Experience for Creating Vision</b>  <i>Room: Montego D</i>  Chair(s): Kazuhiko Yamazaki.</p>
	<p><b>Navigation Experiences - A Case Study of Riders Accessing an Orientation Game via Smartphone</b>  Annika Worpenberg, Barbara Grueter.</p> <p><b>A Biofeedback Game for Training Arousal Regulation during a Stressful Task: The Space Investor</b>  Olle Hilborn, Henrik Cederholm, Jeanette Eriksson, Craig Lindley.</p> <p><b>Design Guidelines for Audio Games</b>  Franco E Garcia, Vânia Paula de Almeida Neris.</p> <p><b>Designing Serious Videogames through Concept Maps</b>  Jaime Sanchez, Matías Espinoza.</p> <p><b>Assessing the Impact of Latency and Jitter on the Perceived Quality of Call of Duty Modern Warfare 2</b>  Rahul Amin, France L Jackson, Juan Gilbert, Jim Martin, Terry Shaw.</p> <p><b>Influence of Gaming Display and Controller on Perceived Characteristics, Perceived Interactivity, Presence, and Discomfort</b>  Hyunji Lee, Donghun Chung.</p>	<p><b>My-World-in-My-Tablet: an Architecture for People with Physical Impairment</b>  Mario Caruso, Febo Cincotti, Francesco Leotta, Massimo Mecella, Angela Riccio, Francesca Schettini, Luca Simione, Tiziana Catarci.</p> <p><b>Developing Mobile Apps Using Cross-Platform Frameworks: A Case Study</b>  Shah Rukh Humayoun, Stefan Ehrhart, Achim Ebert.</p> <p><b>A Framework for Community-Oriented Mobile Interaction Design in Emerging Regions</b>  Monica Sebillio, Genny Tortora, Giuliana Vitiello, Pasquale Di Giovanni, Marco Romano.</p> <p><b>Supportive User Interfaces for MOCOCO (Mobile, Contextualized and Collaborative) Applications</b>  Bertrand David, René Chalon, Florent Delomier.</p> <p><b>The Ecological AUI (Auditory User Interface) Design and Evaluation of User Acceptance for Various Tasks on Smartphones</b>  Myoungsoon Jeon, Ju-Hwan Lee.</p> <p><b>Sensor-based Adaptation of User Interface on Android Phones</b>  Tor-Morten Gronli, Gheorghita Ghinea, Jarle Hansen.</p>	<p><b>Designing, Implementing and Testing a Mobile Application to Assist with Pediatric-to-Adult Health Care Transition</b>  Jeremy A Dixon, Josh Dehlinger, Shannan DeLany Dixon.</p> <p><b>SP-CIP: A Secure and Privacy Aware Patient Centric Information Portal</b>  Subrata Acharya.</p> <p><b>Achieving Electronic Health Record Access from the Cloud</b>  Brian Coats, Subrata Acharya.</p> <p><b>Cross Cultural Design Considerations in HealthCare</b>  Joyram Chakraborty.</p> <p><b>Discussion of Some Challenges Concerning Biomedical Ontologies</b>  Osama B. Rabie, Anthony Norcio.</p> <p><b>Healthcare Interoperability: CDA Documents Consolidation Using Transport Record Summary (TRS) Construction</b>  Philip DePalo, Kyung Eun Park, Yeong-Tae Song.</p>	<p><b>Case Study for Experience Vision - Application for PC - Kanako Ariya.</b></p> <p><b>Structured Scenario-Based Design Method for Experience Vision</b>  Yoshihiro Ueda, Kentaro Go, Katsumi Takahashi, Seiji Hayakawa, Kazuhiko Yamazaki, Koji Yanagida.</p> <p><b>User Research for Experience Vision</b>  Seiji Hayakawa, Kazuhiko Yamazaki, Koji Yanagida, Kentaro Go, Katsumi Takahashi, Yoshihiro Ueda.</p> <p><b>Visualization and Evaluation for Experience Vision</b>  Katsumi Takahashi, Kazuhiko Yamazaki, Seiji Hayakawa, Koji Yanagida, Kentaro Go, Yoshihiro Ueda.</p> <p><b>Method Format for Experience Vision</b>  Koji Yanagida, Yoshihiro Ueda, Kentaro Go, Katsumi Takahashi, Seiji Hayakawa, Kazuhiko Yamazaki.</p> <p><b>Case Study for Experience Vision- Designing Notebook PC</b>  Der-Jang Yu, Ming-Chuen Chuang, Steven Tseng.</p> <p><b>Proposal for Experience Vision</b>  Kazuhiko Yamazaki, Kentaro Go, Seiji Hayakawa, Yoshihiro Ueda, Koji Yanagida, Katsumi Takahashi.</p>

# Parallel Sessions

Wednesday, 24 July

16:00 – 18:00



HIMI	S074	S075	S076	UAHCI	S077	continues...
	<b>Embodied Interaction and Communication</b> <i>Room: Montego E</i> Chair(s): Tomio Watanabe.	<b>The Design, Development, and Application of Simulation Systems to Meet Training Needs</b> <i>Room: St. Thomas A</i> Chair(s): Nickolas Macchiarella.	<b>HCI Studies in Management Information Systems (II)</b> <i>Room: St. Thomas B</i> Chair(s): Fiona Fui-Hoon Nah.	<b>Inclusive Technologies</b> <i>Room: Andros A</i> Chair(s): Simeon Keates.		
	<b>Design of Space for Expression Media with the Use of Fog</b> Shiroh Itai, Yuji Endo, Yoshiyuki Miwa. <b>Bodily Expression Media by Dual Domain Design of Shadow</b> Naruhiro Hayashi, Yoshiyuki Miwa, Shiroh Itai, Hiroko Nish. <b>ARM-COMS: Arm-supported embodied communication monitor system</b> Teruaki Ito, Tomio Watanabe. <b>Evaluation of Superimposed Self-Character Based on the Detection of Talkers' Face Angles in Video Communication</b> Yutaka Ishii, Tomio Watanabe. <b>Effects of a Communication with Make-Believe Play in a Real-Space Sharing Edutainment System</b> Hiroki Kanegae, Masaru Yamane, Michiya Yamamoto, Tomio Watanabe. <b>Consideration of the Effect of Gesture Exaggeration in Web3D Communication using 3DAgent</b> Toshiya Naka, Toru Ishida. <b>Relative Position Calibration between Two Haptic Devices Based on Minimum Variance Estimation</b> Masanao Koeda, Yuki Konbu, Hiroshi Noborio.	<b>Burglary Crime Analysis Using Logistic Regression</b> Daniel Antolos, Dahai Liu, Andrei Ludu, Dennis A Vincenzi. <b>Designing Simulation to Meet UAS Training Needs</b> Dennis A Vincenzi, Brent Terwilliger, David Ison. <b>Developing a High-Fidelity Simulation and Training to Improve Coordination between Aerospace Specializations</b> Michael B. Hein, Paul Carlson, Paul Craig, Rick Moffett, Glenn Littlepage, Andrea Georgiou. <b>Safety Culture: An Examination of the Relationship Between a Safety Management System and Pilot Judgment Using Simulation in Aeronautics</b> Stuart Campbell. <b>Articulating an Experimental Model for the Study of Game-Based Learning</b> Christina Frederick-Recascino, Dahai Liu, Shawn Doherty, Jason Kring, Devin Liskey. <b>Improving User Performance in Conditional Probability Problems with Computer-Generated Diagrams</b> Vincent J Kellen, Susy Chan, Xiaowen Fang.	<b>Usability of Performance Dashboards, Usefulness of Operational and Tactical Support, and Quality of Strategic Support: A Research Framework</b> Bih-Ru Lea, Fiona Fui-Hoon Nah. <b>Designing Effective User Interfaces for Crowdsourcing: An Exploratory Study</b> Robbie T Nakatsu, Elissa Grossman. <b>Timing and Basis of Online Product Recommendation: The Preference</b> <b>Inconsistency Paradox</b> Amy Shi, Chuan-Hoo Tan, Choon Ling Sia. <b>Are HCI Issues a Big Factor in Supply Chain Mobile Apps?</b> Barry Flachsbart, Cassandra Elrod, Michael G Hilgers. <b>Enhancing Information Systems Users' Knowledge and Skills Transference through Self-regulation Techniques</b> Brenda Eschenbrenner. <b>Development of a System for Communicating Human Factors Readiness</b> Matthew R. Johnston, Katie Del Giudice, Kelly S. Hale, Brent Winslow.	<b>Mobile Technology and E-Inclusion</b> John Isaacs, Santiago Martinez, Ken C Scott-Brown, Allan Milne, Aled Evans, Daniel Gilmour. <b>Design Principles of Open Innovation Concept- Universal Design Viewpoint</b> Moyen Mohammad Mustaqum, Tobias Nystrom. <b>The Relationship between Touchscreen Sizes of Smartphones and Hand Dimensions</b> Yu-Cheng Lin. <b>Photography as a Research Method in Collecting Information from Elderly Respondents in Senior Housing Design</b> David Ming-Da Lee, Robert CC Chen, Tsai-Ju Lee. <b>Prototype of a Virtual User Modeling Software Framework for Inclusive Design of Consumer Products and User Interfaces</b> Svetlana Matiouk, Markus Modzelewski, Yehya Mohamad, Michael Lawo, Pierre Kirisci, Patrick Klein, Antoinette Fennell. <b>Using Human Factors Standards to Support User Experience and Agile Design</b> Martin C Maguire. <b>Designing Sustainable IT System - from the Perspective of Universal Design Principles</b> Moyen Mohammad Mustaqum, Tobias Nystrom.		

► UAHCI S078	S079	CCD S080	S081
<p><b>eInclusion - Policies, Programs, Best Practices ... and Lessons Learnt</b>  <i>Room: Andros B</i>  Chair(s): Ana Isabel B. B. Paraguay.</p>	<p><b>Creativity, Mobile Multimedia Systems, Human and Social Factors in Software: Communicability Excellence for All</b>  <i>Room: Jamaica A</i>  Chair(s): Francisco V. Cipolla Ficarra.</p>	<p><b>Design and Research in Multinational Companies</b>  <i>Room: Jamaica B</i>  Chair(s): Limin (Paul) Fu.</p>	<p><b>HCI-based welfare system design: Studies from two Asian countries</b>  <i>Room: Antigua A</i>  Chair(s): Dyi-Yih Michael Lin, Chikamune Wada.</p>
<p><b>Best Practice for Efficient Development of Inclusive ICT</b>  Till Halbach Røssvoll, Kristin Skeide Fuglerud.</p> <p><b>ICT Accessibility Criteria in Public Procurement in OECD Countries – The Current Situation</b>  Gunela Astbrink, William Tibben.</p> <p><b>Gathering the Users' Needs in the Development of Assistive Technology: a Blind Navigation System Use Case</b>  Hugo Paredes, Hugo Fernandes, Paulo Martins, João Barroso.</p> <p><b>Universal Access to Interaction as Revealed by UAHCI Words</b>  Maria Cecília Calani Baranauskas, Julian Esteban E. Gutierrez Posada.</p> <p><b>Social Dimension of Sustainable Development - Safety and Ergonomics in Maintenance Activities</b>  Małgorzata Jasulewicz-Kaczmarek, Przemysław Drożner.</p>	<p><b>Creativity, Mobile Multimedia Systems, Human and Social Factors in Software: Communicability Excellence for All"</b>  Francisco V. Cipolla Ficarra, Alejandra Quiroga, Valeria M. Ficarra.</p> <p><b>Touching Buildings - A Tangible Interface for Architecture Visualization</b>  Andreas Kratky, Tiffany Chen.</p> <p><b>Web Attacks for Local and International Business</b>  Francisco V. Cipolla Ficarra, Maria Villarreal, Miguel Cipolla-Ficarra.</p> <p><b>Towards an Information Architecture Model for Robotics 3D Vision</b>  Jutta Rudel, Anneliese Peitz.</p> <p><b>An Ontology-based Architecture for Natural Language Access to Relational Databases</b>  Lawrence Muchemi, Fred Popowich.</p> <p><b>Adopting Open Protocols to Increase the Impact on Digital Repositories</b>  Marcos Sfair Sunye, Walter Shima, Ligia Setenareski.</p>	<p><b>Cross-Cultural Design</b></p> <p><b>Cloud Computing Adoption Journey within Organizations</b>  Seema Swamy.</p> <p><b>Developing Customer Experience Ecosystem – Driving Business Results by Integrating Multiple Touch Points</b>  Frank Guo.</p> <p><b>Behavior Study of Traveling Chinese Businesspersons</b>  Yanxia Yang, Grace Deng.</p> <p><b>Implement User-Centered Design in Internationally Distributed Design Teams</b>  Limin (Paul) Fu, Stephanie Chan.</p> <p><b>Social Media's Impact on Teenagers</b>  Rahul Vasanth, Seema Swamy.</p> <p><b>Localization of Web Design: An Investigation of Culturally Preferred Web Attributes in Taiwan and the UK</b>  Hsiu Ching Laura Hsieh, Sin Dai Hong.</p>	<p><b>Mixed Factorial Analysis of In-Vehicle Information Systems: Age, Driving Behavior, and Task Performance</b>  Yung-Ching Liu, Chin-Heng Ho.</p> <p><b>A Study of the Effects of Display Atmospherics and Control Mode of 3D Virtual Store on Consumer Behavior in the Elderly</b>  Cheng-Li Liu, Shiaw-Tsyr Uang.</p> <p><b>Design and Assessing the Usability of an Interactive Digital Game in Assisting the Older Adult's Prescriptive Medication Behavior</b>  Dyi-Yih Michael Lin, Liang-Chun Wu.</p> <p><b>Improvement Research of Shoe-type Measurement Device for A Walking Rehabilitation Support System</b>  Chikamune Wada, Daisuke Takigawa, Futoshi Wada, Kenji Hachisuka, Takafumi Ienaga, Yoshihiko Kimura.</p> <p><b>A Study of a Human Interface Device Controlled by Formant Frequencies for the Disabled</b>  Norihiro Uemi.</p> <p><b>Designing a metal hydride actuator with human-compatible softness and high power-to-weight ratio for future quality-of-life technologies</b>  Shuichi Ino, Mitsuru Sato, Minako Hosono, Chikamune Wada, Shinichi Yoshimura, Kazuhiko Yamashita, Takashi Izumi.</p> <p><b>Toward a Virtual Companion for the Elderly: Exploring the Behaviors that Potentially Achieve Rapport in Human Communication</b>  Sayumi Shibusawa, Hung-Hsuan Huang, Yugo Hayashi, Kyoji Kawagoe.</p>

# Parallel Sessions

Wednesday, 24 July 16:00 – 18:00

**OCSC S082**

**User behaviour in social communities - II**

Room: Antigua B

Chair(s): Myriam Lewkowicz.

**Motivations of Facebook Users for Responding to Posts on a Community Page**

Fei-Hui Huang.

**What Motivates People Use Social Tagging**

Ning Sa, Xiaojun Yuan.

**User-centred Investigation of Social Commerce Design**

Zhao Huang,  
Morad Benyoucef.

**Supporting Distributed Search in Virtual Worlds**

Hiep P Luong,  
Dipesh Gautam,  
John Gauch, Susan Gauch,  
Jacob G Hendricks.

**A LivingLab Approach to Involve Elderly in the Design of SmartTV Applications Offering Communication Services**

Malek Alaoui,  
Myriam Lewkowicz.

**Building and Sustaining a Lifelong Adult Learning Network.**

Ken N Eustace.

**The Effects of Navigation Support and Group Structure on Collaborative Online Shopping**

Yihong Cheng, Yanzhen Yue,  
Zhenhui (Jack) Jiang, Hyung Jin Kim.

**AC S083**

**New tools, techniques, and applications**

Room: Trinidad A

Chair(s): Santosh Mathan.

**Soft, Embeddable, Dry EEG Sensors for Real World Applications**

Gene F Davis,  
Catherine McConnell,  
Djordje Popovic, Chris Berka,  
Stephanie Korszen.

**Novel Tools for Driving Fatigue Prediction: (1) Dry EEG Sensor and (2) Eye Tracker**

Frederick L. K. Tey, Sheng Tong Lin, Ying Ying Tan, Xiao Ping Li, Andrea Phillipou, Larry Abel.

**Robust Classification in RSVP Keyboard**

Matthew Higger,  
Murat Akcakaya, Umut Orhan,  
Deniz Erdogmus.

**A Practical Mobile Dry EEG System for Human Computer Interfaces**

Yu M Chi, Yijun Wang, Yu-Te Wang, Tzyy-Ping Jung, Trevor Kerth, Yuchen Cao.

**A Novel HCI System based on Real-time fMRI Using Motor Imagery Interaction**

Xiaofei Li, Lele Xu, Li Yao, Xiaojie Zhao.

**Real-time Vigilance Estimation Using Mobile Wireless Mindo EEG Device with Spring-loaded Sensors**

Li-Wei Ko, Chun-Hsiang Chuang, Chih-Sheng Huang, Yen-Hsuan Chen, Shao-Wei Lu, Lun-De Liao, Wan-Ting Chang, Chin-Teng Lin.

**Bio-reckoning: Perceptual User Interface Design for Military Training**

Tami Griffith, Deanna Rumble, Pankaj Mahajan, Cali M. Fidopiastis.

**Removal of Ocular Artifacts from EEG using Learned Templates**

Max Quinn, Santosh Mathan, Misha Pavel.

**DHM S084**

**Product Fit**

Room: Trinidad B

Chair(s): Ravindra S. Goonetilleke.

**A Sustainable Human Centered Design Framework Based on Human Factors**

Onan Demirel, Vincent Duffy.

**The Causal Analysis of Requested Alterations for Pressure Garments**

Chia-Fen Chi, Chih-Hsiang Lin,

Hung-Wei Cheng.

**Extending Global Education through Remote Laboratory Access**

Uwe Reischl, Scott Harris.

**How could this have happened? Unintentional Injuries of Young Children at Home**

Rani Lueder.

**Setting that Mouse for Tracking Tasks**

Ransalu Senanayake, Ravindra S. Goonetilleke.

**Application and Future Developments of ema in Digital Production Planning and Ergonomics**

Benjamin Illmann,  
Lars Fritzsche,  
Wolfgang Leidholdt,  
Sebastian Bauer,  
Markus Dietrich.

**DUXU S085**

**Design, User Experience and Usability in Tourism-related Applications**

Room: Martinique A

Chair(s): Lorenzo Cantoni.

**Examining User Experience of Cruise Online Search Funnel**

Asta Adukaite,  
Alessandro Inversini,  
Lorenzo Cantoni.

**Meta-design Approach for Mobile Platforms Supporting Creative Tourism Experiences**

Iis P Tussyadiah.

**The Effect of Feedback within Social Media in Tourism Experiences**

Jeongmi (Jamie) Kim,  
Dan Fesenmaier,  
Steven Johnson.

**The Travel Machine: Mobile UX Design that Combines Information Design with Persuasion Design**

Aaron Marcus, Theresa Karolina Schieder,  
Lorenzo Cantoni.

**Sharing Life Experiences with Friends Based on Individual's Locality**

Mohsin Ali Memon,  
Jiro Tanaka.

Augmented Cognition

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

Design, User Experience, and Usability

continues...

► DUXU	S086	S087	S088	S089
	<p><b>Globalization and Localization of DUXU</b>  <i>Room: Martinique B</i>  Chair(s): Rüdiger Heimgärtner, Emilie Gould.</p>	<p><b>SciFi and HCI: Trends and Issues in Movies and Television</b>  <i>Room: St. Croix A</i>  Chair(s): Masaaki Kurosu.</p>	<p><b>Product Design</b>  <i>Room: St. Croix B</i>  Chair(s): Liang (Leon) Zeng.</p>	<p><b>Designing for the web user experience</b>  <i>Room: Barbados A</i>  Chair(s): Tobias Komischke.</p>
<p><b>Lessons Learned During a HCI Design Process in Intercultural Context</b>  Alkesh Solanki,  Rüdiger Heimgärtner.</p> <p><b>Lessons from Intercultural Project Management for the Intercultural HCI Design Process</b>  Yvonne G. Schoper,  Rüdiger Heimgärtner.</p> <p><b>Arabic Website Design: User Evaluation from a Cultural Perspective</b>  Nouf Khashman, Andrew Large.</p> <p><b>Intercultural Design for Use – Extending Usage-Centered Design by Cultural Aspects</b>  Helmut Windl,  Rüdiger Heimgärtner.</p> <p><b>User Experience on Product Detail Display Page at Tmall.com</b>  Jie Gao, Yujing Zeng,  Xiaopeng Guo, Zhenghua Zhang.</p> <p><b>Dot, Line, Network: Helping Individuals Make Sense of «New Data»</b>  Emilie Gould.</p>	<p><b>User-Experience and Science-Fiction in Chinese, Indian, and Japanese Films</b>  Aaron Marcus.</p> <p><b>Sci-Fi Movies and the Pessimistic View for the Future Controlled Society of Totalitarianism</b>  Masaaki Kurosu.</p> <p><b>Future Fashion - at the Interface</b>  Patricia J. Flanagan, Katia Fabiola Canepa Vega.</p> <p><b>Of Hoverboards and Hypertext</b>  Daniel Yule, Jamie Blustein.</p>	<p><b>An Experimental Study for Applying Generative Design to Electronic Consumer Products</b>  Ming-Huang Lin, Lin_Chien Lee.</p> <p><b>TRIGGER : Maximizing Functional Effect of Using Products</b>  Kyung-Bo Min, Eui-Chul Jung.</p> <p><b>A Proposal of Design Method of Obtaining the Construction Items of Mental Models in Product Design</b>  Naoya Okazawa, Toshiki Yamaoka.</p> <p><b>Designing a Product Satisfaction Model Using Customer Segmentation and Information Consolidation</b>  Meng-Dar Shieh.</p> <p><b>Design of Experience: Measuring the Co-production with the Consumer Engagement during the Product Development Process</b>  Sabrina T Oliveira, Virgínia Kistmann, Adriano Heemann, Maria Lucia L. R. Okimoto.</p> <p><b>Evaluation of A New Cockpit Color Concept Under Mesopic Lighting for Urban Driving</b>  Martin Götze, Antonia S. Conti, Andreas Keinath, Tarek Said, Klaus Bengler.</p>	<p><b>Re-Thinking Bookmark Management – Less Choice is more Efficient</b>  Siu-Tsen Shen, Stephen D Prior.</p> <p><b>Towards Determinants of User-Intuitive Web Interface Signs</b>  Muhammad Nazrul Islam.</p> <p><b>Geospatial Web Interfaces, why Are They so «Complicated»?</b>  Erick Lopez-Ornelas, Rocio Abascal-Mena, J. Sergio Zepeda-Hernandez.</p> <p><b>Usability of Virtual Worlds</b>  Haind Lu, Tobias Brockmann, Stefan Stieglitz.</p> <p><b>Analysis of Query Entries of a Job Search Engine</b>  Yeolib Kim.</p> <p><b>Usability design and testing of an interface for search and retrieval of social web data</b>  Dimitris Spiliotopoulos, Ruben Boumeester, Georgios Kouroupetrogloou, Pepi Stavropoulou, Dimitrios Tsinos.</p> <p><b>Evaluating a Web-based Tool for Crowdsourced Navigation Stress Tests</b>  Florian Meier, Alexander Bazo, Manuel Burghardt, Christian Wolff.</p>	

DUXU	S090
	<b>Interaction and materiality - II</b> <i>Room: Barbados B</i> Chair(s): Teng-Wen Chang.
	<b>Proactive Home Furnishings: Inspiring From Interactive Art for Designing Functional Aesthetics in a Space</b> Scottie Chih-Chieh Huang. <b>The cross-disciplinary education experience of human interface design</b> Chung-Wen Hung, Teng-Wen Chang, Lung-Chu Lu. <b>The Interactive Media between Human and the Sacred: An Example for Taiwanese Spiritual Practice</b> Pi-Fen Wang. <b>Designing for a Thumb: An Ideal Mobile Touchscreen Interface for Chinese Users</b> Qian Fei. <b>Desirability of a Teaching and Learning Tool for Thai Dance Body Motion</b> Worawat Choensawat, Kingkarn Sookhanaphibarn, Chommanad Kijkhun, Kozaburo Hachimura. <b>Location, Location, Location: About Home Networking Devices' Locations &amp; Features</b> Abbas Moallem.
	<b>Human Aspects of Information Security, Privacy and Trust</b>
	<b>DAPI</b> <b>S091</b> <b>Models for Spatial and Embodied Interaction</b> <i>Room: Bermuda A</i> Chair(s): Rainer Groh, Dietrich Kammer, Jan Wojdziak.

Distributed, Ambient and Pervasive Interactions	HAS
	<b>The Soft Foundations of Cybersecurity Science</b> <i>Room: Bermuda B</i> Chair(s): Theo Tryfonas, Bryan Cline.
	<b>Understanding the influence of viewpoint and image geometry in linear perspective paintings to enhance embodied interaction</b> Franziska Hannss, Rainer Groh. <b>A User-Centred-Design Perspective on Systems to Support Co-located Design Collaboration</b> Javier Quevedo-Fernández, Derya Ozcelik Buskermolen, Jean-Bernard Martens. <b>MTIS: A Multi-Touch Text Input System</b> Michael Schmidt, Anja Fibich, Gerhard Weber. <b>Improving motive-based search: Utilization of vague feelings and ideas in the process of information seeking</b> Mandy Keck, Martin Herrmann, Andreas Both, Ricardo Gaertner, Rainer Groh. <b>Atmospheres and Socio-Spatial Patterns: Designing Hyperspaces for Knowledge Work</b> Jörg Noennig, Lars Schlenker. <b>Parametric Ideation: Interactive Modeling of Cognitive Processes</b> Jörg Noennig, Sebastian Wiesenhütter. <b>Real-Time Environmental Sensing Adaptive Surfaces for Architecture</b> Nancy Diniz, Hai Ning Liang.
	<b>Human Aspects of Information Security, Privacy and Trust</b>
	<b>Factors Influencing the Adoption of Encryption to Secure Data in the Cloud</b> Ken E. Stavinoha. <b>Strategic Interaction Analysis of Privacy-sensitive end-users use of cloud based mobile apps</b> Kalliopi Anastasopoulou, Theo Tryfonas, Spyros Kokolakis. <b>Modeling Security Policy and the Effect for End-Users</b> Kevin Jones, Kizito Salako. <b>Constructing Positive Influences for User Security Decisions to Counter Corporate or State Sponsored Computer Espionage Threats</b> Martyn Styles. <b>High-Level Design for a Secure Mobile Device Management System</b> Keunwoo Rhee, Sun-Ki Eun, Mi-Ri Joo, Jihoon Jeong, Dongho Won. <b>Recognition of Human Identity by Detection of User Activity</b> Giuseppe Scardino, Ignazio Infantino, Filippo Vella. <b>A Privacy-level Model of User-Centric Cyber-Physical Systems</b> Nikolaos E. Petroulakis, Ioannis Askoxylakis, Apostolos Traganitis, George Spanoudakis.

HCI	S093	S094	S095	S096
Human-Computer Interaction	<p><b>Cultural and Sociotechnical perspectives in HCI</b>  <i>Room: Montego A</i>  Chair(s): Jose Abdelnour-Nocera, Rüdiger Heimgärtner.</p>	<p><b>Aging Computer Users</b>  <i>Room: Montego B</i>  Chair(s): Marcel Ph. Mayer, Nicole Jochems.</p>	<p><b>Motion, Gesture and Expression recognition - I</b>  <i>Room: Montego C</i>  Chair(s): George Margetis.</p>	<p><b>HCI in aviation</b>  <i>Room: Montego D</i>  Chair(s): Stephen D Prior.</p>
<p><b>Young Egyptians Use of social Networks and the January 2011 Revolution</b>  Ghada Refaat El Said.</p> <p><b>Localization Beyond National Characteristics: The Impact of Language on Users' Performance with Different Menu Structures</b>  Christian Sturm, Gerhard Strube, Sara Gouda.</p> <p><b>Reconfiguring the Corporate and Commons: Mobile and Online Activism as a Form of Socio-technical Design</b>  Constance Kampf.</p> <p><b>The Effects of (Social) Media on Revolutions – Perspectives from Egypt and the Arab Spring</b>  Christian Sturm, Hossam Amer.</p> <p><b>Participatory Action Research in Software Development: Indigenous Knowledge Management Systems Case Study</b>  Siang-Ting Siew, Alvin W. Yeo, Tariq Zaman.</p> <p><b>A Cross-Cultural Evaluation of HCI Student Performance - Reflections for the Curriculum</b>  Jose Abdelnour-Nocera, Ann Austin, Mario Michaelides, Sunila Modi.</p> <p><b>A Framework to Support Social-Collaborative Personalized e-Learning</b>  Maria De Marsico, Andrea Sterbini, Marco Temperini.</p>	<p><b>Icon Design for Older Users of Project Management Software</b>  Christina Bröhl, Jennifer Bützler, Nicole Jochems, Christopher M. Schlick.</p> <p><b>From Living Space to Urban Quarter: Acceptance of ICT Monitoring Solutions in an Ageing Society</b>  Simon Himmel, Martina Ziefler, Katrin Arning.</p> <p><b>Ageing and Innovation</b>  Matthias Goebel.</p> <p><b>Interaction of the Elderly Viewer with Additional Multimedia Content to Support the Appreciation of Television Programs</b>  Kamila Rios Hora Rodrigues, Vânia Paula de Almeida Neris, Cesar Augusto Camillo Teixeira.</p>	<p><b>A Developer-Oriented Visual Model for Upper-Body Gesture Characterization</b>  Simon Ruffieux, Denis Lalanne, Omar Abou Khaled, Elena Mugellini.</p> <p><b>Context-based Bounding Volume Morphing in Pointing Gesture Application</b>  Andreas Braun, Arthur Fischer, Alexander Marin, Carsten Stocklöw, Martin Majewski.</p> <p><b>Robust Hand Tracking in Realtime Using a Single Head-Mounted RGB Camera</b>  Jan Hendrik Hammer, Jürgen Beyerer.</p> <p><b>Tracking People with Active Cameras</b>  Alparslan O. Yildiz, Noriko Takemura, Yoshio Iwai, Kosuke Sato.</p> <p><b>Audio-based Pre-classification for Semi-automatic Facial Expression Coding</b>  Ronald Böck, Kerstin Limbrecht-Ecklundt, Ingo Siegert, Steffen Walter, Andreas Wendemuth.</p> <p><b>Long-Term Study of a Software Keyboard that Places Keys at Positions of Fingers and their Surroundings</b>  Yuki Kuno, Buntarou Shizuki, Jiro Tanaka.</p> <p><b>Annotate Train Evaluate. A Unified Tool for the Analysis and Visualization of Workflows in Machine Learning Applied to Object Detection</b>  Michael Storz, Marc Ritter, Robert Manthey, Holger Lietz, Maximilian Eibl.</p>	<p><b>Human Centered Design Approach to Integrate Touch Screen in Future Aircraft Cockpits</b>  Jerome Barbe, Marion Wolff, Regis Mollard.</p> <p><b>Supervisory Control Interface Design for Unmanned Aerial Vehicles through GEDIS-UAV</b>  Salvador D Lorite, Adolfo Muñoz, Josep Tornero, Pedro Ponsa, Enric Pastor.</p> <p><b>Adaptive Consoles for Supervisory Control of Multiple Unmanned Aerial Vehicles</b>  Christian Fuchs, Sérgio Ferreira, João Sousa, Gil Gonçalves.</p> <p><b>Target Orientation Effects on Movement Time in Rapid Aiming Tasks</b>  Yugang Zhang, Bifeng Song, Wensheng Min.</p> <p><b>Developing a Concept Interface Design of ATM Systems Based on Human-Centred Design Processes</b>  Satoru Inoue, Hajime Hirako, Toshiya Sasaki, Hisae Aoyama, Yutaka Fukuda, Kazuhiko Yamazaki.</p> <p><b>HALO the Winning Entry to the DARPA UAVForge Challenge 2012</b>  Stephen D Prior, Siu-Tsen Shen, Mehmet Ali Erbil, Mantas Brazinskas, Witold Mielniczek.</p> <p><b>Development of an Unconventional Unmanned Coaxial Rotorcraft: GremLion</b>  Feng Lin, Kevin Ang, Fei Wang, Ben Chen, Tong Heng Lee, Beiqing Yang, Miaobo Dong, Xiangxu Dong, Jinqiang Cui, Swee King Phang, Biao Wang, Delin Luo, Shiyu Zhao, Mingfeng Yin, Kun Li, Kema Peng, Guowei Cai.</p>	

HIMI	S097	S098	S099	EPCE	S100
Human Interface and the Management of Information	<p><b>HCI Studies in Management Information Systems (III)</b>  <i>Room: Montego E</i>  Chair(s): Scott McCoy.</p>	<p><b>Tactile and haptic interaction in HCI</b>  <i>Room: St. Thomas A</i>  Chair(s): Kentaro Kotani, Miwa Nakanishi.</p>	<p><b>Relationality Design and Relationality-oriented Systems Design - I</b>  <i>Room: St. Thomas B</i>  Chair(s): Katsunori Shimohara.</p>	<p><b>HCI Aspects of Optimal Healing Environments</b>  <i>Room: Andros A</i>  Chair(s): Herbert Plischke, John A. Ives.</p>	
	<p><b>Enabling Access to Healthy Food Alternatives for Low-Income Families: The Role of Mobile Technology</b>  Andrea Everard, Brian Jones, Scott McCoy.</p> <p><b>Assessing the Effects of MOBILE OS Design on Single-step Navigation and Task Performance</b>  Brian Jones, Nathan Johnson.</p> <p><b>Understanding the Impact Congruent Images &amp; News Articles Have on Mood and Attitude</b>  Eleanor T. Loiacono, Miaokun Lin.</p> <p><b>Young Adult Health Promotion: Supporting Research Design with Eye-Tracking Methodologies</b>  Soussan Djamasbi, Vance Wilson.</p> <p><b>Search Results Pages and Competition for Attention Theory: An Exploratory Eye-Tracking Study</b>  Soussan Djamasbi, Adrienne Hall-Phillips, Ruijiao (Rachel) Yang.</p> <p><b>The Effects of Website Familiarity on Website Quality and Intention to Use</b>  Scott McCoy, Eleanor T. Loiacono, Gregory D Moody, Cristóbal Fernández Robin.</p> <p><b>Security, But at What Cost? An Examination of Security Notifications within a Mobile Application</b>  Gregory D Moody, Dezhi Wu.</p>	<p><b>Evaluation of Somatosensory Evoked Responses when Multiple Tactile Information was Given to the Palm</b>  Akihito Jinnai, Asuka Otsuka, Seiji Nakagawa, Kentaro Kotani, Takafumi Asao, Satoshi Suzuki.</p> <p><b>Tactile Vibration of Personal Digital Assistants for Conveying Feelings</b>  Atsushi Nakamura, Miwa Nakanishi.</p> <p><b>Analysis of spatio-temporal memory on tactile stimuli by using air-jet for development of noncontact tactile display</b>  Kentaro Kotani, Nobuki Kido, Satoshi Suzuki, Takafumi Asao.</p> <p><b>Characteristics of Touch Panel Operation with Non-Dominant Hand in Car Driving Context</b>  Yoshinori Horie, Takashi Toriiwaka.</p> <p><b>Development of Dual Tactor Capability for a Soldier Multisensory Navigation and Communication System</b>  Linda R. Elliott, Bruce Mortimer, Roger Cholewiak, Greg Mort, Gary Zets, Rodney Pittman.</p> <p><b>Study on Haptic Interaction with Maps</b>  Daiji Kobayashi, Anna Suzuki, Nanami Yoneya.</p> <p><b>Correction Method Based on KI-VPA Model for Changes in Vibratory Perception Caused by Adaptation</b>  Yuki Mori, Takayuki Tanaka, Shun'ichi Kaneko.</p>	<p><b>A Study of the Crossroad Game for Improving the Teamwork of Students</b>  Hidetsugu Suto, Ruediger Oehlmann.</p> <p><b>Persuasive Narrative via Digital Storytelling</b>  Kaoru Sumi, Mizue Nagata.</p> <p><b>Finding a Prototype Form of Sustainable Strategies for the Iterated Prisoners Dilemma</b>  Mieko Tanaka-Yamawaki, Ryota Itoi.</p> <p><b>Estimation of the Facial Impression from Individual Facial Features for Constructing the Makeup Support System</b>  Ayumi Honda, Chika Oshima, Koichi Nakayama.</p> <p><b>Detection of Division of Labor in Multiparty Collaboration</b>  Noriko Suzuki, Tosirou Kamiya, Ichiro Umata, Sadanori Ito, Shoichiro Iwasawa, Mamiko Sakata, Katsunori Shimohara.</p> <p><b>A Model of Living Organisms to Integrate Multiple Relationship Network Descriptions</b>  Tetsuya Maeshiro.</p> <p><b>Interlocked Surfaces: A Dynamic Multi-Device Collaboration System</b>  Hiroyuki Kamo, Jiro Tanaka.</p>	<p><b>Web-based architecture for at-home health systems</b>  Tiffany Chua, Mark Bachman.</p> <p><b>Using Light Guiding to Structure Everyday Life</b>  Guido Kempter, Walter Ritter, Markus Canazei.</p> <p><b>Novel Chromatic Pupilometer: Portable Pupilometry Diagnostic System</b>  Peyton Paulick, Philipp Novotny, Mark Bachman, Herbert Plischke.</p> <p><b>Creating User-Friendly Healing Environments with Adaptable Lighting for Senior Citizens</b>  Christoph Nedopil, Cornelia S.M. Schäuber, Sebastian Glende.</p> <p><b>CogWatch - Automated Assistance and Rehabilitation of Stroke-induced Action Disorders in the Home Environment</b>  Joachim Hermsdörfer, Marta Bienkiewicz, José M. Cogollor, Martin Russel, Emilie Jean-Baptiste, Manish Parekh, Alan M. Wing, Manuel Ferre, Charmayne ML Hughes.</p> <p><b>Promotion of Cooperative Behavior in Social Dilemma Situation -How Group Heuristics, Restriction of Short-term Memory, and Penalty Promote Cooperative Behavior-</b>  Atsuo Murata, Saki Kubo, Naoki Hata, Takuma Kanagawa.</p>	

UAHCI	S101	S102	S103	VAMR	S104
Universal Access in Human-Computer Interaction	<p><b>Interaction Models and Techniques for Ageing and Impairment - I</b>  <i>Room: Andros B</i>  Chair(s): Patrick Langdon.</p>	<p><b>Ergonomics in Architecture</b>  <i>Room: Jamaica A</i>  Chair(s): Jerzy Charytonowicz.</p>	<p><b>Multimodal Interfaces: Designing Across Boundaries - I</b>  <i>Room: Jamaica B</i>  Chair(s): Luisa Paraguai, Ana Isabel B. B. Paraguay.</p>	<p><b>Design and development support environments</b>  <i>Room: Antigua A</i>  Chair(s): Rafael Radkowski.</p>	
	<p><b>Effect of Impairment on Upper Limb Performance in an Ageing Sample Population</b>  Newton Howard, Ross Pollock, Joe Prinold, Joydeep Sinha, Di Newham, Jeroen Bergmann.  <b>Inclusive Design and the Bottom Line: How Can Its Value Be Proven To Decision Makers?</b>  Anna Mieczakowski, Sue Hessey, P. John Clarkson.  <b>A Conceptual Client-Designer Framework: Inspiring the Development of Inclusive Design Interactive Techniques</b>  Emilene Zitkus, Patrick Langdon, P. John Clarkson.  <b>Designing ethnographic encounters for enriched HCI</b>  Jo-Anne Bichard, Catherine Greene, Gail Ramster, Tom Staples.  <b>Designing Intrinsically Motivating User Interfaces for the Ageing Population</b>  Tanya Goldhaber, Patrick Langdon, P. John Clarkson.  <b>User Target Intention Recognition from Cursor Position using Kalman Filter</b>  Gökçen Aydemir, Patrick Langdon, Simon Godsill.  <b>Older Adults' Perceptions and Use of Technology: A Novel Approach</b>  Cara Fausset, Linda Harley, Sarah Farmer, Brad Fain.</p>	<p><b>Facade Retention Accomplishments in View of Ergonomic Design</b>  Jerzy Charytonowicz, Maciej Skowronski.  <b>Dwelling Houses of Building Cooperative Schlesische Heimstätte in Wrocław (Former Breslau) and in Silesia in 1919-1941 as A Precursor of Modern Ergonomics in Architecture</b>  Jadwiga Urbanik.  <b>Spatial Transformations of Architect's Workplace due to Development of Computer Aided Design</b>  Elzbieta Trocka-Leszczynska, Joanna Jablonska.  <b>Optimum Building Shapes for Energy Saving</b>  Andrzej Skowronski.  <b>Religious and Cultural Aspects in Shaping the Public Space of Hygiene and Sanitation Activities</b>  Anna Jaglarz.  <b>Design of Modern Hotels – Humanization of the Residential Environment</b>  Elzbieta Trocka-Leszczynska, Joanna Jablonska.</p>	<p><b>BioCyberUrban parQ: an ubiquitous and pervasive computing system for environmental integration</b>  Suzete Venturelli, Francisco De Paula Barreto, André Bassani De Freitas.  <b>Multimedia Information Delivery on Mobile Cultural Applications</b>  Heloisa Candello.  <b>Universal Access: the "Universal" is Not as it Seems</b>  Helia Vannucchi, Alexandre Torrezam.  <b>Experimental Art with Brain Controlled Interfaces</b>  Tania Fraga, Mauro Pichiliani, Donizetti Louro.  <b>Dead-Until-Touched: How Digital Icons Can Transform the Way We Interact With Information</b>  Isabel Cristina G. Froes.  <b>Including Uncertainty Treatment on the Accessibility Assessment of DOSVOX system</b>  Maria Isabel Farias Carneiro, José Eustáquio Rangel De Queiroz, Joseana Macêdo Fechine.</p>	<p><b>The Virtual Reality Applied in Construction Machinery Industry</b>  Yun-feng Wu, Ying Zhang, Jun-wu Shen, Tao Peng.  <b>Enhancing Metric Perception with RGB-D Camera</b>  Daiki Handa, Hirotake Ishii, Hiroshi Shimoda.  <b>Augmented Reality interactive system to support space planning activities</b>  Guido Re, Giandomenico Caruso, Monica Bordegoni.  <b>Natural Feature Tracking Augmented Reality for on-site Assembly Assistance Systems</b>  Rafael Radkowski, James Oliver.  <b>Integrated Platform for an Augmented Environment with Heterogeneous Multimodal Displays</b>  Jaedong Lee, Sangyong Lee, Gerard Joungyun Kim.  <b>Ultra Low Cost Eye Gaze Tracking for Virtual Environments</b>  Matthew E Swarts, Jin Noh.</p>	

S105	CCD	S106	AC	S107	S108
<p><b>Health and Rehabilitation Applications</b>  <i>Room: Antigua B</i>  Chair(s): Charles E Hughes.</p> <p><b>Human-Computer Confluence for Rehabilitation Purposes after Stroke</b>  Rupert Ortner, David Ram, Alexander Kollreider, Harald Pitsch, Joanna Wojtowicz, Günter Edlinger.</p> <p><b>A low cost virtual reality system for rehabilitation of upper limb</b>  Pawel Budziszewski.</p> <p><b>Theory-Guided Virtual Reality Psychotherapies: Going Beyond CBT-Based Approaches</b>  Sheryl Brahnam.</p> <p><b>Super Pop VR(TM): an Adaptable Virtual Reality Game for Upper-Body Rehabilitation</b>  Sergio García-Vergara, Yu-Ping Chen, Ayanna Howard.</p> <p><b>Projected AR-based Interactive CPR Simulator</b>  Nohyoung Park, Yeram Kwon, Sungwon Lee, Woontack Woo, Jihoon Jeong.</p> <p><b>Development of the Home Arm Movement Stroke Training Environment for Rehabilitation (HAMSTER) and Evaluation by Clinicians</b>  Elizabeth B Brokaw, Bambi Brewer.</p>	<p><b>Cross-Cultural Design</b></p>	<p><b>Culture and user experience</b>  <i>Room: Trinidad A</i>  Chair(s): Pilsung Choe.</p> <p><b>Modeling of a Human Decision-making Process with Prospect Theory</b>  Dongmin Shin, Hokyung Ryu, Namhun Kim, Jieun Kim.</p> <p><b>Communication and Social Network Requirements of Chinese Elderly People for Mobile Services</b>  Lu Jia, Pilsung Choe.</p> <p><b>RFID-Based Road Guiding Cane System for the Visually Impaired</b>  Chen Liao, Pilsung Choe, Tianying Wu, Yue Tong, Chenxu Dai, Yishuo Liu.</p> <p><b>Improving the User Interface for Reading News Articles through Smartphones in Persian Language</b>  Sanaz Motamedi, Mahdi Hasheminejad, Pilsung Choe.</p> <p><b>User Experience with Chinese Handwriting Input on Touch-Screen Mobile Phones</b>  Qin Gao, Bin Zhu, P. L. Patrick Rau, Shilpa Vyas, Cuiling Chen, Hui Li.</p> <p><b>Re-engaging with Cultural Engagement: Innovative Product Design of Cultural Field Experience</b>  Tsen-Yao Chang, Fang-Wu Tung.</p> <p><b>Developing a Contextual Network for Indigenous Communities in Mexico</b>  Mario Alberto Moreno Rocha, Carlos Alberto Martínez Sandoval, Cuauhtémoc Rivera Loaiza, Ma. Margarita Virgen González.</p>	<p><b>Augmented Cognition</b></p>	<p><b>Neurophysiological Measures for Assessment in Education and Training</b>  <i>Room: Trinidad B</i>  Chair(s): Roy Stripling.</p> <p><b>QEEG Biomarkers: Assessment and Selection of Special Operators, and Improving Individual Performance</b>  Donald R DuRousseau.</p> <p><b>Brain Activity Based Assessment</b>  Roy Stripling, Grace Chang.</p> <p><b>Neurophysiological Predictors of Team Performance</b>  Robin Johnson, Chris Berka, David Waldman, Pierre Balthazard, Nicola Pless, Thomas Maak.</p> <p><b>Quantifying resilience to enhance individualized training</b>  Brent Winslow, Meredith B Carroll, David Jones, Frank Hannigan, Kelly S. Hale, Kay Stanney, Peter Squire.</p> <p><b>How Tasks Help Shape the Neurodynamic Rhythms and Organizations of Teams</b>  Ronald Stevens, Trysha Galloway, Gwendolyn Campbell, Chris Berka, Pierre Balthazard.</p> <p><b>Enhancing HMD-based F-35 Training through Integration of Eye Tracking and Electroencephalography Technology</b>  Meredith B Carroll, Glenn Surpise, Shayna D Strally, Matt Archer, Frank Hannigan, Kelly S. Hale, Wink Bennett.</p>	<p><b>A Translational Approach to Neurotechnology Development</b>  <i>Room: Martinique A</i>  Chair(s): Kaleb McDowell, Anthony J Ries.</p> <p><b>A Novel Method for Single-trial Classification in the Face of Temporal Variability</b>  Amar R Marathe, Anthony J Ries, Kaleb McDowell.</p> <p><b>Optimal Feature Selection for Artifact Classification in EEG Time Series</b>  Vernon Lawhern, W. David Hairston, Kay Robbins.</p> <p><b>Translation of EEG-based Performance Prediction Models to Rapid Serial Visual Presentation Tasks</b>  Jonathan Touryan, Greg Apker, Scott Kerick, Brent Lance, Anthony J Ries, Kaleb McDowell.</p> <p><b>A Real-World Neuroimaging System to Evaluate Stress</b>  Bret Kellihan, Tracy Jill Doty, W. David Hairston, Jonroy Canady, Keith Whitaker, Chin-Teng Lin, Tzyy-Ping Jung, Kaleb McDowell.</p> <p><b>A Translational Approach to Neurotechnology Development</b>  Kaleb McDowell, Anthony J Ries.</p> <p><b>Combined Linear Regression and Quadratic Classification Approach for an EEG-Based Prediction of Driver Performance</b>  Greg Apker, Brent Lance, Scott Kerick, Kaleb McDowell.</p> <p><b>Integration of Automated Neural Processing into an Army-relevant Multitasking Simulation Environment</b>  Jonathan Touryan, Anthony J Ries, Paul Weber, Laurie Gibson.</p>
					<b>THURSDAY 8:00 - 10:00</b>

DHM	S109	DUXU	S110	S111	S112
Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management	<p><b>Human Factors in Healthcare - I</b>  <i>Room: Martinique B</i>  Chair(s): Vincent Duffy.</p> <p><b>Implementing Scenarios as an Evaluation Method of the Patient-Physician Interaction in Decision Aids</b>  Curtis Lauterbach, Jeremiah Still.</p> <p><b>Using digital interactive television to promote healthcare and wellness inclusive services</b>  André Baptista, Iolanda Figueira Veríssimo, Célia Quico, Mário Cardoso, Manuel José Damásio, Agata Sequeira.</p> <p><b>Usability Problems in Patient- and Clinician-Oriented Health Information Systems: What are they and How do they differ?</b>  Dinara Saparova, Josipa Basic, Yunhui Lu, Francis Kibaru, Yanfei Ma, Borchuluun Yadamsuren.</p> <p><b>Adaptive User-Centered Design for Safety and Comfort of Physical Human Nursing – Care Robot Interaction</b>  Minghui Sun, Hiromichi Nakashima, Shinya Hirano, Kazuya Matsuo, Ming Ding, Chang'an Jiang, Toshiharu Mukai, Guihe Qin.</p> <p><b>Supporting a participant-centric management of obesity via a self-improving health game</b>  Philippe J Giabbanelli, Penny Deck, Lisa Andres, Thecla Schiphorst, Diane Finegood.</p> <p><b>Dispedia.de – a Methodology for Patient Information Processing on the Rare Disease - Revisited</b>  Klaus-Peter Fähnrich.</p>	Design, User Experience, and Usability	<p><b>Children Interactive Learning Experience</b>  <i>Room: St. Croix A</i>  Chair(s): Maysoon F. Abulkhair.</p> <p><b>Interactive System for Solving Children Communication Disorder</b>  Wafaa Shalash, Malak Bas-sam, Ghada Shawly.</p> <p><b>YUSR: Speech Recognition Software for Dyslexics</b>  Mounira Taileb, Reem Al Saggaf, Amal Al Ghamdi, Maha Al Zebaidi, Sultana Al Sahafi.</p> <p><b>Towards an Arabic Language Augmentative and Alternative Communication Application for Autism</b>  Bayan I Al-Arif, Arwa Al-Rubaian, Gadah Al-Ofsan, Norah Al-Romi, Areej Al-Wabil.</p> <p><b>A Novel Reading Technique Application: Exploring Arabic Children Experience</b>  Maram Alhafzy, Ebtesam Alomari, Hind Mahdy, Maysoon F. Abulkhair.</p> <p><b>Improving Autistic Children's Social Skills using Virtual Reality</b>  Omaima Bamasak, Roa'a Braik, Hadeel Al-Tayari, Shatha Al-Harbi, Ghadeer Al-Semairi, Malak Abu-Hnaidi.</p>	<p><b>User experience in knowledge management</b>  <i>Room: St. Croix B</i>  Chair(s): To be announced</p>	<p><b>Architecture and models for user experience design</b>  <i>Room: Barbados A</i>  Chair(s): Monica Bordegoni.</p> <p><b>Understand System's Relative Effectiveness Using Adapted Confusion Matrix</b>  Nan Jiang, Haibin Liu.</p> <p><b>Human in the loop: a model to integrate interaction issues in complex simulations</b>  Stefano Filippi, Daniela Barattin, Francesco Ferrise, Monica Bordegoni, Umberto Cugini.</p> <p><b>Activity-based Context-Aware Model</b>  Yuanyuan Chen, Zhengjie Liu, Juhani Vainio.</p> <p><b>Modelling User Behaviour and Experience – the R2D2 Networks Approach</b>  Amela Karahasanović, Asbjørn Følstad.</p> <p><b>Visualizing Information Associated with Architectural Design Variations and Simulations</b>  David N. Aurelio.</p> <p><b>System for Evaluating Usability and User Experience by Analyzing Repeated Patterns</b>  Youngbin Kim, Shin Jin Kang, Chang Hun Kim.</p> <p><b>Designing iDTV Applications from Participatory Use of Patterns</b>  Samuel B Buchdid, Roberto Pereira, Maria Cecilia C. Baranauskas.</p>

Distributed, Ambient and Pervasive Interactions	DAPI	S113	HAS	S114
	<b>Interaction in Ambient Intelligence</b> <i>Room: Barbados B</i> Chair(s): Kiyoshi Tomimatsu.		<b>Passwords, Captcha and User Identification</b> <i>Room: Bermuda A</i> Chair(s): Steven Furnell.	
	<b>Subtle, Natural and Socially Acceptable Interaction Techniques for Ringterfaces - Finger-Ring Shaped User Interfaces</b> Mikko J Rissanen, Samantha Vu, Owen Noel Newto Fernando, Natalie Pang, Schubert Foo.		<b>Multicriteria Optimization to Select Images as Passwords in Recognition Based Graphical Authentication Systems</b> Soumyadeb Chowdhury, Ron Poet, Lewis Mackenzie.	
	<b>Proxemic Interaction Applied to Public Screen in Lab</b> Huiliang Jin, Tao Xu, Bertrand David, René Chalon.		<b>Gamified CAPTCHA</b> Junya Kani, Masakatsu Nishigaki.	
	<b>How to Click in Mid-Air</b> Florian Van de Camp, Alexander Schick, Rainer Stiefelhagen.		<b>„The Four Most-used passwords are Love, Sex, Secret, and God“: Password Security and Training in Different User Groups</b> Birgy Lorenz, Kaido Kikkas, Aare Klooster.	
	<b>A Taxonomy-Based Approach Towards NUI Interaction Design</b> Florian Klompmaker, Volker Paelke, Holger Fischer.		<b>Evaluating the Usability of System-Generated and User-Generated Passwords of Approximately Equal Security</b> Sourav Bhuyan, Joel Greenstein, Kevin Juang.	
	<b>Enabling Interactive Surfaces by Using Mobile Device and Conductive Ink Drawing</b> Shu-Chuan Chiu, Chen-Wei Chiang, Kiyoshi Tomimatsu.		<b>Inconspicuous Personal Computer Protection with Touch-mouse</b> Ming-Chun Huang, Wenya Xu, Jason Liu, Yi Su, Lei He, Majid Sarrafzadeh.	
	<b>Comparative Evaluation among Diverse Interaction Techniques in Three Dimensional Environments</b> Giannis Drossis, Dimitris Grammenos, Maria Bouhlil, Ilia Adami, Constantine Stephanidis.		<b>Learning a Policy for Gesture-Based Active Multi-touch Authentication</b> Raquel Torres Peralta, Antons Rebguns, Ian Fasel, Kobus Barnard.	
			<b>Investigating an Intrusion Prevention System For Brain-Computer Interfaces</b> Saul D Costa, Dale Stevens, Jeremy A Hansen.	



HCI	S115	S116	S117	S118
Human-Computer Interaction	<p><b>Socio-cultural Aspects in Monolingual and Multilingual Human-Computer Interaction</b>  <i>Room: Montego A</i>  Chair(s): Christina Alexandris.</p> <p><b>The Impact of Explanation Dialogues on Human-Computer Trust</b>  Florian Nothdurft, Tobias Heinroth, Wolfgang Minker.</p> <p><b>Multimodal Feedback in First Encounter Interactions</b>  Kristiina Jokinen.</p> <p><b>Controlling Interaction in Multilingual Conversation</b>  Christina Alexandris.</p> <p><b>Robust Multi-Modal Speech Recognition in Two Languages Utilizing Video and Distance Information from the Kinect</b>  Georgios Galatas, Gerasimos Potamianos, Filia Makedon.</p> <p><b>Speech-based Text Correction Patterns in Noisy Environment</b>  Ladislav Kunc, Tomas Macek, Martin Labsky, Jan Kleindienst.</p> <p><b>Collaborative Smart Virtual Keyboard with Word Predicting Function</b>  Chau Thai Truong, Duy-Hung Nguyen-Huynh, Minh-Triet Tran, Anh-Duc Duong.</p> <p><b>A Study on Document Retrieval System Based on Visualization to Manage OCR Documents</b>  Kazuki Tamura, Tomohiro Yoshikawa, Takeshi Furuhashi.</p>	<p><b>Gamification: How to motivate your users with game mechanics</b>  <i>Room: Montego B</i>  Chair(s): Erika Webb.</p> <p><b>The Motivational GPS: Would a Rat Press a Lever to Get a Badge?</b>  Kes Sampanthar.</p> <p><b>Building Internal Enthusiasm for Gamification in Your Organization</b>  Erika Webb, Andrea Cantu.</p> <p><b>Best Practices for Using Enterprise Gamification to Engage Employees and Customers</b>  Marta Rauch.</p> <p><b>Gamifying Support</b>  Chad Sampenes.</p> <p><b>The Business Love Triangle-Smartphones, Gamification, and Social Collaboration</b>  Michele Snyder, Lynn Rampoldi-Hnilo.</p>	<p><b>Affective Interaction</b>  <i>Room: Montego C</i>  Chair(s): Min Cheol Whang, Chang S. Nam.</p> <p><b>Vision Based Body Dither Measurement for Estimating Human Emotion Parameters</b>  Sangin Park, Deajune Ko, Min Cheol Whang, Eui Chul Lee.</p> <p><b>Extreme Motion Based Interaction for Enhancing Mobile Game Experience</b>  Youngwon Kim, Jong-gil Ahn, Gerard Joung hyun Kim.</p> <p><b>Emotion Sharing with the Emotional Digital Picture Frame</b>  Kyoung Shin Park, Yongjoo Cho, Minyoung Kim, Ki-Young Seo, Dongkeun Kim.</p> <p><b>Brain Function Connectivity Analysis for Recognizing Different Relation of Social Emotion in Virtual Reality</b>  Jonghwa Kim, Sangmin Ann, Sangin Park, Dongkeun Kim, Min Cheol Whang.</p> <p><b>Context-Aware Multimodal Sharing of Emotions</b>  Maurizio Caon, Leonardo Angelini, Yong Yue, Omar Abou Khaled, Elena Mugellini.</p> <p><b>Affect-based Retrieval of Landscape Images using Probabilistic Affective Model</b>  Yunhee Shin, Eun Yi Kim, Tae-Eung Sung.</p>	<p><b>Capturing the context of use</b>  <i>Room: Montego D</i>  Chair(s): To be announced</p> <p><b>Using the Common Industry Format to Document the Context of Use</b>  Nigel Bevan.</p> <p><b>Analyzing varying environmental contexts in public transport</b>  Stephan Hörold, Cindy Mayas, Heidi Krömer.</p> <p><b>Applying Contextual Design to Multiple Teams in Emergency Management</b>  Tania E Randall, Jacqelyn Crebolder, Gerard Torenvliet, Jeremy Leal.</p> <p><b>Principled Ways of Finding, Analysing and Planning for Communicative Overhead in Interaction Technology for Fashion Industry</b>  Jason S. Yang, Sean Rintel, Stephen Viller.</p> <p><b>An Exploratory Study to Understand Knowledge-sharing in Data-intensive Science</b>  Jongsoon Park, Joe Gabbard.</p> <p><b>Unifying Conceptual and Spatial Relationships between Objects in HCI</b>  David W Blezinger, Ava Fatah gen. Schieck, Christoph Hoelscher.</p> <p><b>AugmentedBacklight: Expansion of LCD Backlights Using Lighting Methods in the Real World</b>  Maho Oki, Koji Tsukada, Itiro Siio.</p>

HIMI	S119	S120	S121	EPCE	S122
<b>Human Interface and the Management of Information</b> <p><b>Improvement in Learning and Educational Environments using ICT</b>  <i>Room: Montego E</i>  Chair(s): Takahito Tomoto, Takako Akakura.</p>	<p><b>Human Factors in Collaborative Safe Driving</b>  <i>Room: St. Thomas A</i>  Chair(s): Makoto Itoh.</p>	<p><b>Relationality Design and Relationality-oriented Systems Design - II</b>  <i>Room: St. Thomas B</i>  Chair(s): Katsunori Shimohara.</p>		<p><b>Cognitive Aspects in complex visual environments</b>  <i>Room: Andros A</i>  Chair(s): To be announced</p>	
<p><b>Learning by Problem-Posing with Online Connected Media Tablets</b>  Sho Yamamoto, Takehiro Kanbe, Yuta Yoshida, Kazushige Maeda, Tsukasa Hirashima.</p> <p><b>Instantaneous Assessment of Learners' Comprehension for Lecture by using Kit-Build Concept Map System</b>  Kan Yoshida, Takuya Osada, Kota Sugihara, Yoshiaki Nino, Masakuni Shida, Tsukasa Hirashima.</p> <p><b>Video Feedback System for Teaching Improvement Using Students' Sequential and Overall Teaching Evaluations</b>  Yusuke Kometani, Takahito Tomoto, Takehiro Furuta, Takako Akakura.</p> <p><b>Development of a Computer Programming Learning Support System Based on Reading Computer program</b>  Haruki Kanamori, Takahito Tomoto, Takako Akakura.</p> <p><b>Development and Evaluation of a Mobile Search System for Science Experiments to Connect School Knowledge to Common Knowledge</b>  Takahito Tomoto, Tomoya Horiguchi, Tsukasa Hirashima.</p> <p><b>An Experimental Environment for Analyzing Collaborative Learning Interaction</b>  Yuki Hayashi, Yuji Ogawa, Yukiko Nakano.</p>	<p><b>Comparison of Cognitively Impaired, Healthy Non-Professional and Healthy Professional Driver Behavior on a Small and Low-Fidelity Driving Simulator</b>  Makoto Itoh, Masashi Kawase, Keita Matsuzaki, Katsumi Yamamoto, Shin'ichi Yokoyama, Masaaki Okada.</p> <p><b>Human Behavior of Prioritizing Right-Turning Vehicles and Traffic Flow at Intersections</b>  Hironori Suzuki, Yoshitaka Marumo, Tsuyoshi Katayama, Yuuki Yazawa.</p> <p><b>Approach to Haptic Guidance Control in Steering Operation based on Cooperative States between Driver and Control System</b>  Takahiro Wada, Ryota Nishimura, Seiji Sugiyama.</p> <p><b>Influence of Deceleration Intention Indicating System of Forward Vehicle on Driver Behavior</b>  Yuichi Saito, Shin Kato, Makoto Itoh, Toshiyuki Inagaki.</p> <p><b>Autonomous Locomotion Based on Interpersonal Contexts of Pedestrian Areas for Intelligent Powered Wheelchair</b>  Takuma Ito, Minoru Kamata.</p> <p><b>Proposal of Non-dimensional Parameter Indices to Evaluate Safe Driving Behavior</b>  Toshihiro Hiraoka, Shota Takada, Hiroshi Kawakami.</p> <p><b>Acceptable System Error of Collision Avoidance System Based on the Integrated Error of Driver and System</b>  Keisuke Suzuki, Makoto Mochizuki.</p>	<p><b>Modeling a human's learning processes to support continuous learning on human computer interaction</b>  Kouki Takemori, Tomohiro Yamaguchi, Kazuki Sasaji, Keiki Takadama.</p> <p><b>Incentive Structure of Participation in Community Activity</b>  Yurika Shiozu, Katsuhiko Yonezaki, Katsunori Shimohara.</p> <p><b>Factor Models for Promoting Flow by Game Players' Skill Level</b>  Mamiko Sakata, Tsubasa Yamashita, Masashi Okubo.</p> <p><b>Towards Understanding of Relationship among Pareto Optimal Solutions in Multi-Dimensional Space via Interactive System</b>  Keiki Takadama, Yuya Sawadaishi, Tomohiro Harada, Yoshihiro Ichikawa, Keiji Sato, Kiyohiko Hattori, Hiroyuki Sato, Tomohiro Yamaguchi.</p> <p><b>Digital War Room for Design Requirements for Collocated Group Work Spaces</b>  Mika P. Nieminen, Mari Tyllinen, Mikael Runonen.</p> <p><b>CoPI: A Web-based Collaborative Planning Interface Platform</b>  Mohammad K Hadhrawi, Mariam Nouh, Anas Alfaris, Abel Sanchez.</p> <p><b>Freiform: a SmartPen based Approach for creating Interactive Paper Prototypes for collecting data</b>  Marcel Klomann, Jan-Torsten Milde.</p>	<p><b>Towards a Model for Predicting Intention in 3D Moving-Target Selection Tasks</b>  Juan Sebastián Casallas, James Oliver, Jonathan Kelly, Frédéric Merienne, Samir Garbaya.</p> <p><b>Visuospatial Processing and Learning Effects in Virtual Reality Based Mental Rotation and Navigational Tasks</b>  Thomas D. Parsons, Christopher G. Courtney, Michael Dawson, Albert "Skip" Rizzo, Brian J. Arizmendi.</p> <p><b>Design and Implementation of a Cognitive Simulation Model for Robotic Assembly Cells</b>  Marco Faber, Sinem Kuz, Marcel Ph. Mayer, Christopher M. Schlick.</p> <p><b>The Role of Specular Reflection in the Perception of Transparent Surfaces – The Influence on User Safety</b>  Marcin M Brzezicki.</p> <p><b>Effect of Transliteration on Readability</b>  Sambhav Jain, Kunal Sachdeva, Ankush Soni.</p> <p><b>An Approach to Optimal Text Placement on Images</b>  Gautam K. Malu, Bipin Indurkha.</p> <p><b>Image Quality Assessment using the SSIM and the Just Noticeable Difference Paradigm</b>  Jeremy R Flynn, Steve Ward, Julian Abich IV, David Poole.</p>	<p><b>Engineering Psychology and Cognitive Ergonomics</b></p>	

# Parallel Sessions

Thursday, 25 July

10:30 - 12:30



Universal Access in Human-Computer Interaction

UAHCI	S123	S124	S125	VAMR	S126
	<p><b>Universal Access: Interaction Science - I</b>  <i>Room: Andros B</i>  Chair(s): Gisela Susanne Bahr.</p> <p><b>Interaction Science and the Aging User: Techniques to Assist in Design and Evaluation</b>  Sandra P. Marshall.</p> <p><b>Tilt-based Support for Multimodal Text Entry on Touchscreen Smartphones: Using Pitch and Roll</b>  Sandi Ljubic, Mihael Kukec, Vlado Glavinic.</p> <p><b>An Approach to Universal Interaction on the Case of Knowledge Transfer</b>  Saša Mladenović, Andrina Granić, Goran Zaharija.</p> <p><b>Rational Interfaces for Effective Security Software: Polite Interaction Guidelines for Secondary Tasks</b>  Gisela Susanne Bahr, William H. Allen.</p> <p><b>Musically Inspired Computer Interfaces: Reaction Time and Memory Enhancements in Visuo-Spatial Timelines (ViST) for Graphic User Interfaces</b>  Gisela Susanne Bahr, Melissa Walwanis, Beth Atkinson.</p> <p><b>Universal Access: a Concept to be Adapted to Technological Development and Societal Change</b>  Laura Burzagli, Pier Luigi Emiliani.</p> <p><b>Build up virtual environments using gestures</b>  Alexander Marinc, Carsten Stocklöw, Andreas Braun.</p>	<p><b>Interaction Models and Techniques for Ageing and Impairment - II</b>  <i>Room: Jamaica A</i>  Chair(s): Patrick Langdon.</p>	<p><b>Multimodal Interfaces: Designing Across Boundaries - II</b>  <i>Room: Jamaica B</i>  Chair(s): Ana Isabel B. B. Paraguay, Luisa Paraguai.</p>	<p><b>Social and Visual Technologies: New Trends in the Improvement of University Education</b>  <i>Room: Antigua A</i>  Chair(s): David Fonseca.</p>	
	<p><b>Improvements in Interface Design through Implicit Modeling</b>  Patrick K. A. Wollner, Ian Hosking, Patrick Langdon, P. John Clarkson.</p> <p><b>Volunteer Website for the Older Adult</b>  Melissa L McDonald.</p> <p><b>Elderly's Barriers and Requirements for Interactive TV</b>  Mai Baunstrup, Lars Bo Larsen.</p> <p><b>Exploring prior experience and the effects of age on product interaction and learning</b>  Christopher R Wilkinson, Patrick Langdon, P. John Clarkson.</p> <p><b>A Survey on Technology Exposure and Range of Abilities of Elderly And Disabled Users In India</b>  Pradipta Biswas, Patrick Langdon.</p> <p><b>Age-Related Differences in Factors Contributing to Affective Experiences among Japanese Adults</b>  Qin Tang, Wendy Rogers, Hiroyuki Umemuro.</p>	<p><b>Odours and spatialities: designing sensory experiences</b>  Luisa Paraguai.</p> <p><b>Beyond Rationality: Affect as a Function of User Interfaces</b>  Bernardo Santos Schorr, Rejane Spitz.</p> <p><b>Designing Wearable Bio-interfaces: a Transdisciplinary Articulation between Design and Neuroscience</b>  Rachel Zuanon.</p> <p><b>To Embody the N-Body: Spatial Perception Utilized in Large-Scale Visualizations</b>  Julieta C Aguilera-Rodríguez.</p> <p><b>«Multicultural/Cross-Cultural Emotional Design»: The usage of Pictographs to Design Emotional Interactive Environments.</b>  Haytham Nawar, Hala A. Gabr.</p> <p><b>Using Pupil Size Variation during Visual Emotional Stimulation in Measuring Affective States of Non-Communicative Individuals</b>  Dania Al-Omar, Areej Al-Wabil, Manar Hosny.</p> <p><b>Multimodal Synthesizer for Russian and Czech Sign Languages and Audio-Visual Speech</b>  Alexey A. Karpov, Zdenek Krnoul, Milos Zelezny, Andrey L. Ronzhin.</p>	<p><b>Teaching 3D arts Using Game Engines for Engineering and Architecture</b>  Jaume Duran, Sergi Villagrasa.</p> <p><b>A Mobile Personal Learning Environment Approach</b>  Francisco José García-Peña, Miguel Ángel Conde, Alberto Del Pozo.</p> <p><b>Real-time Dynamic Lighting Control of an AR Model Based on a Data-Glove with Accelerometers and NI-DAQ</b>  Isidro Navarro, Alex Rodiera Clarens.</p> <p><b>Geo-Elearning. Geolocated Teaching in Urban Environments through Mobile Devices. A Case Study and Work in Process.</b>  Ernesto Redondo, Albert Sánchez Riera, David Fonseca, Alberto Peredo.</p> <p><b>DCS 3D operators in industrial environments - New HCI Paradigm for the Industry</b>  Manuel Pérez-Cota, Miguel Ramón González-Castro.</p> <p><b>The building as the interface. Architectural design for education in virtual worlds.</b>  Luis A Hernandez Ibañez, Viviana Barneche Naya.</p>		

CCD	S127	S128	OCSC	S129	AC	S130
Cross-Cultural Design			Online Communities and Social Computing		Augmented Cognition	
	<p><b>Design for Feeling</b>  <b>Room:</b> Antigua B  Chair(s): Rungtai Lin, John Kreifeldt.</p> <p><b>Designing "Hometown Feeling" into Products</b>  Chiu-Wei Chien, Si-Jing Chen, Jun-Liang Chen.</p> <p><b>Analysis of Cognition Difference of Visual and Imagine Haptic Inputs on Product Texture</b>  Hui-Yun Yen, Christopher Lin, Rungtai Lin.</p> <p><b>The Influence of the Nature of Need for Touch, Handcraft Material and Material Color on the Motivation of Touch</b>  Si-Jing Chen, Chih-Long Lin, Chiu-Wei Chien.</p> <p><b>Affective Fusion of PAD-based Tactile Sense: A Case Study of Teacups</b>  Jui-Ping Ma, Mei-Ting Lin, Rungtai Lin.</p> <p><b>An Exploration on Tactile Styles of Products</b>  Yung Ting Chen, Ming-Chuen Chuang.</p> <p><b>The Cognitive Difference of Visual and Imaged Tactile Sense of Product Forms</b>  Mei-Ting Lin, Jui-Ping Ma, Chih-Long Lin.</p> <p><b>Some Thoughts on Haptic Aesthetics for Design Transmodal Aesthetics</b>  John Kreifeldt.</p>	<p><b>Cultural Differences in Human Computer Interaction</b>  <b>Room:</b> Trinidad A  Chair(s): Rüdiger Heimgärtner, Na Chen.</p> <p><b>Influence of Organizational Culture and Communication on the Successful Implementation of Information Technology in Hospitals</b>  Shuyan Xie, Markus Helfert, Artur Lugmayr, Rüdiger Heimgärtner, Andreas Holzinger.</p> <p><b>The Acceptance and Adoption of Smartphone Use among Chinese College Students</b>  Dan Pan, Na Chen, P. L. Patrick Rau.</p> <p><b>Comparison of Trust on Group Buying Websites between American and Chinese Young Adults</b>  Na Chen, P. L. Patrick Rau, Dominik Kolz.</p> <p><b>A Cross-Cultural Study of User Experience of Video on Demand on Mobile Devices</b>  Na Sun, Dominik Frey, Robert Jin, Hui Huang, Zhe Chen, P. L. Patrick Rau.</p> <p><b>Lessons Learned from Projects in Japan and Korea Relevant for Intercultural HCI Development</b>  Martin Blankl, Peter Biersack, Rüdiger Heimgärtner.</p> <p><b>A Cross-Cultural Comparison of UI Components Preference between Chinese and Czech users</b>  Jan Brejcha, Gong Hong Yin, Han Li, Zhengjie Liu.</p> <p><b>Characteristics of UI English: From Non-native's Viewpoint</b>  Ryutaro Nishino, Kayoko Nohara.</p>	<p><b>User eXperience+: Shared Experience Design for Online Communities and Social Computing</b>  <b>Room:</b> Trinidad B  Chair(s): Habib M. Fardoun, Niki Lambropoulos.</p> <p><b>Experiences by using AFFINE for Building Collaborative Applications for Online Communities</b>  Mohamed Bourimi, Dogan Kesdogan.</p> <p><b>Improvement of Students Curricula in Educational Environments by means of Online Communities and Social Networks</b>  Habib M. Fardoun, Antonio Paules Ciprés, Abdulrahman H. Altalhi.</p> <p><b>Being Example: A Different Kind Of Leadership, Looking For Exemplary Behaviors</b>  Sebastián Romero López, Habib M. Fardoun, Abdulfattah S. Mashat.</p> <p><b>Using Facebook for Collaborative Academic Activities in Education</b>  Habib M. Fardoun, Bassam Zafar, Antonio Paules Ciprés.</p> <p><b>Context Management for RFID-based Distributed Interaction Spaces</b>  Jose Antonio Gallud, Ricardo Tesoriero, Pedro G. Villanueva, Félix Albertos, Antonio Hernández, Víctor M. R. Penichet.</p> <p><b>Towards Visual Configuration Support For Interdependent Security Goals</b>  Fatih Karatas, Mohamed Bourimi, Dogan Kesdogan.</p> <p><b>Composites Ideas in COMPOOL Immersion: A Semantics Engineering Innovation Network Community Platform</b>  Niki Lambropoulos, Panayota Tsotra, Ilias Kotinas, Iosif Mporas.</p>	<p><b>Augmenting Human Capabilities on Training Ranges: Towards the Smart Instrumented Training Ranges of the Future</b>  <b>Room:</b> Martinique A  Chair(s): Amela Sadagic.</p> <p><b>Real-time Workload Assessment as a Foundation for Human Performance Augmentation</b>  Kevin T Durkee, Alexandra Geyer, Scott Pappada, Andres Ortiz, Scott Galster.</p> <p><b>Automated Camera Selection and Control for Better Training Support</b>  Adrian D Ilie, Gregory Welch.</p> <p><b>Visual Analysis and Filtering to Augment Cognition</b>  Mathias Kölsch, Juan Wachs, Amela Sadagic.</p> <p><b>A Hierarchical Behavior Analysis Approach for Automated Trainee Performance Evaluation in Training Ranges</b>  Saad Khan, Hui Cheng, Rakesh (Teddy) Kumar.</p> <p><b>Next Generation of Physical Training Environments: Bringing in Sensor Systems and Virtual Reality Technologies</b>  Amela Sadagic.</p>		

# Parallel Sessions

Thursday, 25 July

10:30 - 12:30



DHM	S131	S132	DUXU	S133	S134
	<p><b>Human Models for a comprehensive analysis of mobile Human-Computer-Interaction</b>  <i>Room: Martinique B</i>  Chair(s): Thomas Alexander.</p> <p><b>Using Anthropomorphism to Improve the Human-Machine Interaction in Industrial Environments (Part I)</b>  Sinem Kuz, Marcel Ph. Mayer, Simon Müller, Christopher M. Schlick.</p> <p><b>Using Anthropomorphism to Improve the Human-Machine Interaction in Industrial Environments (Part 2)</b>  Marcel Ph. Mayer, Sinem Kuz, Christopher M. Schlick.</p> <p><b>Considering Ergonomic Aspects of Head-Mounted Displays for Applications in Industrial Manufacturing</b>  Sabine Theis, Thomas Alexander, Marcel Ph. Mayer, Matthias Wille.</p> <p><b>Towards Anthropomorphic Movements for Industrial Robots</b>  Christian Brecher, Simon Müller, Sinem Kuz, Wolfram Lohse.</p> <p><b>The Effects of Touch Screen Virtual Keyboard Key Sizes on Typing Performance, Typing Biomechanics and Muscle Activity</b>  Jeong Ho Kim, Lovenoor Aulck, Ornwipa Thamsuwam, Michael Bartha, Christy Harper, Peter Johnson.</p> <p><b>Usability of Portable Fire Extinguisher: Perspectives of Ergonomics and Intuitive Use</b>  Maria Lucia L. R. Okimoto, Maicon B. Puppi, Sabrina T Oliveira, Vanessa D de Macedo.</p>	<p><b>Human Factors in Healthcare - II</b>  <i>Room: St. Croix A</i>  Chair(s): Vincent Duffy.</p> <p><b>Explicit Tracking in the diagnostic process for hand dermatological practices</b>  Luca Mazzola, Sara Marceglia, Stefano Bonacina, Francesco Pincioli, Fabio Ayala, Ornella De Pità, Paolo Pigatto.</p> <p><b>A Comparative Analysis of the Educational Effectiveness of Leaflet and Website for Low-literate Patients – A Case Study of Immigrant Mothers in Taipei</b>  Yah-Ling Hung, Kai-Ren Chen, Catherine Stones, Tom Cassidy.</p> <p><b>Facilitators' Intervention Variance and Outcome Influence When Using Video Games with Fibromyalgia Patients</b>  Anthony L Brooks, Eva Petersson Brooks.</p> <p><b>Plantar Pressure Gradient Angles to Evaluate Risk of Diabetic Foot Ulcer</b>  Chi-Wen Lung, Ben-Yi Liu, Yih-Kuen Jan.</p> <p><b>Automatic 3D reconstruction of transfemoral residual limb from MRI images</b>  Giorgio Colombo, Giancarlo Facoetti, Caterina Rizzi, Andrea Vitali, Alessandro Zanello.</p>	<p><b>Design, User Experience, and Usability</b></p> <p><b>Usability in the Real World: Everyday Experiences</b>  <i>Room: St. Croix B</i>  Chair(s): Arne Berger, Tim Schneidermeier.</p> <p><b>Human-Centered Communication Planning: A Conceptual Approach</b>  Tim Schneidermeier, Florian Maier, Johannes Schricker.</p> <p><b>Usagame – A New Methodology to Support User Centered Design of Touchscreen Applications</b>  Pedro Vinagre, Isabel L. Nunes.</p> <p><b>Towards a Holistic Tool for the Selection and Validation of Usability Method Sets Supporting Human-Centred Design</b>  Holger Fischer, Benjamin Strenge, Karsten Nebe.</p> <p><b>Remote usability evaluation using eye tracking enhanced with intelligent data analysis</b>  Piotr Chynal, Janusz Sobecki, Jerzy Szymański.</p> <p><b>Development of a General Internet Attitude Scale</b>  Mary C Joyce, Jurek Kirakowski.</p> <p><b>Shifting the Focus: An Objective Look at Design Fixation</b>  Melissa A. Smith, Robert J Youmans, Brooke G. Bellows, Matthew S. Peterson.</p>	<p><b>Exploring the Turkish UX Design and Research Landscape</b>  <i>Room: Barbados A</i>  Chair(s): Kerem Rizvanoglu.</p> <p><b>Effects of In-car Navigation Systems on User Perception of Spatial Environment</b>  Mehmet Göktürk, Ali Pakkan.</p> <p><b>User Experience Transformation in Telco Companies: Turkcell Case</b>  Cem Sakarya, Seda Alpkaya.</p> <p><b>Developing ISO9241-151 Product Certification Process: Challenges</b>  Kürsat Çağiltay, Özge Alaçam, Nihan Öçak, Feride Erdal.</p> <p><b>A New Framework for Increasing User Engagement in Mobile Applications Using Machine Learning Techniques</b>  Merve Gençer, Gökhan Bilgin, Özgür Zan, Tansel Voyvodaoglu.</p> <p><b>M-Commerce Usability: An Explorative study on Turkish Private Shopping Apps and Mobile sites</b>  Özgür Öztürk, Kerem Rizvanoglu.</p> <p><b>Selection and Implementation of Navigation and Information Search Strategies in Bank Web Sites: Turkish Case</b>  Kerem Rizvanoglu, Özgür Öztürk.</p> <p><b>A Method for Teaching Affordance for User Experience Design in Interactive Media Design Education</b>  Asim Evren Yantaç.</p>	

DUXU	S135	S136	S137
	<p><b>Information Management for Emergency, Safety and Transport</b>  <i>Room: Barbados B</i>  Chair(s): Maysoon F. Abulkhair.</p>	<p><b>Designing Experiences for Facilitating Positive Behavior Change (I)</b>  <i>Room: Bermuda A</i>  Chair(s): Marc Fabri, Marientina Gotsis.</p>	<p><b>Design, Ergonomics, and Usability - III</b>  <i>Room: Bermuda B</i>  Chair(s): Marcelo Soares.</p>
	<p><b>Safety of Natural Disasters</b>  Lamiaa Fattouh Ibrahim, Reem Albatati, Samah Batweel, Rudainah Shilli, Mai Baker, Tsneem Abo al laban.</p> <p><b>Heuristic Evaluation of iCalamityGuide Application</b>  Aaron Marcus, Scott Abramowitz, Maysoon F. Abulkhair.</p> <p><b>Efficient Information Representation Method for Driver-centered AR-HUD system</b>  Hye Sun Park, Kyong-Ho Kim.</p> <p><b>Join the Ride! User Requirements and Interface Design Guidelines for a Commuter Carpooling Platform</b>  Katrín Arning, Martina Ziefler, Heike Muehlhans.</p> <p><b>Feed-in Tariff Personal Carbon Allowance: A Case Study of Psychological Change</b>  Takayoshi Kitamura, Asao Takamatsu, Hirotake Ishii, Hiroshi Shimoda.</p>	<p><b>Changing Eating Behaviours through a Cooking-Based Website for the Whole Family</b>  Marc Fabri, Andrew Wall, Pip Trevorrow.</p> <p><b>Game-based Interactive Media in Behavioral Medicine: Creating Serious Affective-Cognitive-Environmental-Social Integration Experiences</b>  Alasdair G Thin, Marientina Gotsis.</p> <p><b>Well-being on the Go: an IoT Vending Machine Service for the Promotion of Healthy Behaviors and Lifestyles</b>  Sauro Vicini, Sara Bellini, Alice Rosi, Alberto Sanna.</p> <p><b>Engineering AwarenessTM: An e-Service Design Approach for Behavioral Change in Healthcare and Well-being</b>  Alberto Sanna, Sauro Vicini, Sara Bellini, Ilaria Baroni, Alice Rosi.</p> <p><b>Designing Supportive Mobile Technology for Stable Diabetes</b>  Katherine Blondon, Predrag Klasnja.</p> <p><b>Reducing Speeding Behavior in Young Drivers Using a Persuasive Mobile Application</b>  Anne Bergmans, Suleman Shahid.</p>	<p><b>An Applied Ergonomics Study on IT User Interaction in A Large Hydroelectric Company in The Northeast of Brazil</b>  Marcelo Soares, Fabio Campos, Walter Correia, Andre Neves, Joao Corte, Saul Mendonca.</p> <p><b>Legibility in Children's Reading: The Methodological Development of an Experiment for Reading Printed and Digital Texts</b>  Daniel Lourenço, Solange Coutinho.</p> <p><b>Virtual Reality Applied to the Study of the Interaction between the User and the Built Space: A Literature Review</b>  Alexana Vilar Soares Calado, Marcelo Soares, Fabio Campos, Walter Correia.</p> <p><b>Virtual Reality Immersion: An important tool for Diagnostic Analysis and Rehabilitation of People with Disabilities</b>  Helda Barros, Marcelo Soares, Epitácio L. Rolim Filho, Walter Correia, Fabio Campos.</p> <p><b>PALMA: usability testing of an application for adult literacy in Brazil</b>  Francimar FRM Maciel.</p> <p><b>A Color Model in the Usability of Computer Interface Applied to Users with Low Vision</b>  Cinthia C. Kulpa, Fábio Teixeira, Régio Da Silva.</p>

HCI	S138	S139	S140	S141
<b>Human-Computer Interaction</b>	<p><b>Multimodal and Multicultural Communicative Agents (MMMCA)</b>  <i>Room: Montego A</i>  Chair(s): Kristiina Jokinen, David Novick, David Traum.</p> <p><b>Linguistic Processing of Implied Information and Connotative Features in Multilingual HCI Applications</b>  Christina Alexandris, Ioanna Malagardi.</p> <p><b>From Multicultural Agents to Culture-aware Robots</b>  Matthias Rehm.</p> <p><b>Grounding and Turn-Taking in Multiparty Multimodal Conversation</b>  David Novick, Ivan Gris.</p> <p><b>A Cross-cultural study of playing simple economic games online with humans and virtual humans</b>  Elnaz Nouri, David Traum.</p> <p><b>Modeling Situation-Dependent Nonverbal Expressions for a Pair of Embodied Agent in a Dialogue Based On Conversations in TV Programs</b>  Keita Okuuchi, Koh Kakusho, Takatsugu Kojima, Daisuke Katagami.</p> <p><b>STRANGERS AND FRIENDS Adapting the Conversational Style of an Artificial Agent</b>  Nikita Mattar, Ipke Wachsmuth.</p> <p><b>Perception and BDI Reasoning Based Agent Model for Human Behavior Simulation in Complex System</b>  Jaekoo Joo.</p>	<p><b>TLC: Technology for Living and Caring</b>  <i>Room: Montego B</i>  Chair(s): Mark Bachman, Tsai-Hsuan Tsai.</p> <p><b>Human Adequate Lighting in Optimal Healing Environments - Measuring Non-Visual Light Effects of a LED Light Source According to German Draft Pre-Standard DIN SPEC 100:2012</b>  Herbert Plischke, Christoph Schierz, Peyton Paulick, Niko Kohls.</p> <p><b>The Solid Angle of Light Sources and Its Impact on the Suppression of Melatonin in Humans</b>  Philipp Novotny, Peyton Paulick, Markus Schwarz, Herbert Plischke.</p> <p><b>Development of a Virtual Keyboard System using a Bio-signal Interface and Preliminary Usability Test</b>  Kwang-Ok An, Da-Hey Kim, JongBae Kim.</p> <p><b>Engagingdesign - Methods for Collective Creativity</b>  Paul Chamberlain, Claire Craig.</p> <p><b>A Dynamic Fitting Room Based on Microsoft Kinect and Augmented Reality Technologies</b>  Hsien-Tsung Chang, Yu-Wen Li, Huan-Ting Chen, Tsung-Tien Chien, Shih-Yi Feng.</p> <p><b>Memotree: Using Online Social Networking to Strengthen Family Communication</b>  Tsai-Hsuan Tsai, Yi-Lun Ho, Hsien-Tsung Chang, Yu-Wen Li.</p> <p><b>Digital Menu Boards as Influencer for Healthy Eating</b>  Anicia Peters, Brian Mennecke.</p>	<p><b>Kawaii, Kansei and affective value creation</b>  <i>Room: Montego C</i>  Chair(s): Michiko Ohkura.</p> <p><b>A Study on Combinative Value Creation in Songs Selection</b>  Hiroko Shoji, Jun Okawa, Ken Kaji, Ogino Akihiro.</p> <p><b>System of Generating Japanese Sound Symbolic Expressions Using Genetic Algorithm</b>  Yuichiro Shimizu, Tetsuaki Nakamura, Maki Sakamoto.</p> <p><b>The Feeling of Kawaii is a Function of Interaction</b>  Hisao Shiizuka.</p> <p><b>Basic Study on Kawaii Feeling of Material Perception</b>  Michiko Ohkura, Tsuyoshi Komatsu.</p> <p><b>Study of Kawaii-ness in Motion -Physical Properties of Kawaii Motion of Roomba-</b>  Shohei Sugano, Yutaka Miyaji, Ken Tomiyama.</p> <p><b>3D Softness Model of Baby Diaper</b>  Yoshiko Nakao, Noriko Nakagawa, Koichi Morimoto, Zhiwu Liang.</p>	<p><b>Gaze-based interaction</b>  <i>Room: Montego D</i>  Chair(s): Takehito Hayami.</p> <p><b>Study on Cursor Shape Suitable for Eye-gaze Input System</b>  Atsuo Murata, Raku Uetsugi, Takehito Hayami.</p> <p><b>Proposal of Estimation Method of Stable Fixation Points for Eye-gaze Input Interface</b>  Atsuo Murata, Takehito Hayami, Keita Ochi.</p> <p><b>Study on Character Input Methods Using Eye-gaze Input Interface</b>  Atsuo Murata, Kazuya Hayashi, Makoto Moriwaka, Takehito Hayami.</p> <p><b>Experimental Study toward Modeling of the Uncanny Valley Based on Eye Movements on Human/Non-Human Faces</b>  Yoshimasa Tawatsuji, Kazuaki Kojima, Tatsunori Matsui.</p> <p><b>Head-Free, Remote Gaze Detection System Based on Pupil-Corneal Reflection Method with Using Two Video Cameras - One-Point and Nonlinear Calibrations -</b>  Yoshinobu Ebisawa, Kiyotaka Fukumoto.</p> <p><b>Sentimental Eyes!</b>  Amitava Das, Björn Gambäck.</p> <p><b>Study of Eye-glance Input Interface</b>  Dekun Gao, Naoaki Itakura, Tota Mizuno, Kazuyuki Mito.</p>

HCI	S142	HIMI	S143	S144	S145	
	<p><b>Consumer behaviour and persuasive interaction</b> Room: Montego E Chair(s): To be announced</p> <p><b>Analysis of Customer Preference through Unforced Natural Passive Observation</b> Terumasa Tajima, Yusuke Iida, Toshikazu Kato.</p> <p><b>suGATALOG: Fashion Coordination System that Supports Users to Choose Everyday Fashion with Clothed Pictures</b> Ayaka Sato, Keita Watanabe, Michiaki Yasumura, Jun Rekimoto.</p> <p><b>It Was Nice With The Brick so I Will Now Click: The Effects of Offline and Online Experience, Perceived Benefits, and Trust on Dutch Consumers' Online Repeat Purchase Intention</b> Ardion D. Beldad, Mariel Segers.</p> <p><b>Responses Analysis of Visual and Linguistic Information on Digital Signage Using fNIRS</b> Satoru Iteya, Atsushi Maki, Toshikazu Kato.</p> <p><b>Design and Evaluation of Eco-feedback Interfaces to Support Location-based Services for Individual Energy Awareness and Conservation</b> Yang Ting Shen, Po-Chun Chen, Taysheng Jeng.</p> <p><b>Empowering Young Adolescents to Choose the Healthy Lifestyle: A Persuasive Intervention Using Mobile Phones</b> Lies Kroes, Suleman Shahid.</p> <p><b>Towards a Next Generation Universally Accessible 'Online Shopping-for-apparel' System</b> Kasper Kristensen, Nanna Borum, Line Gad Christiansen, Henrik Jepsen, Jacob Lam, Anthony L Brooks, Eva Petersson Brooks.</p>	Human Interface and the Management of Information		<p><b>Management of Information for Decisions</b> Room: St. Thomas A Chair(s): Yumi Asahi.</p> <p><b>Prediction of the Concern of People using CGM</b> Yusuke Ueda, Yumi Asahi.</p> <p><b>User Needs Search Using Text Mining</b> Yukiko Takahashi, Yumi Asahi.</p> <p><b>The Study to Clarify The Type of "Otome-game" User</b> Misaki Tanikawa, Yumi Asahi.</p> <p><b>Analysis of Purchasing Behavior Focusing on the Passage of Time at a Group Buying Site of Coupon</b> Takuto Kobayashi, Toshikazu Yamaguchi, Yumi Asahi.</p> <p><b>Human Factors in Supply Chain Management - Decision Making in Complex Logistic Scenarios</b> Philipp Brauner, Simone Runge, Marcel Groten, Günther Schuh, Martina Ziefle.</p> <p><b>Sales Strategy Mining System with Visualization of Action History</b> Haruhi Satonaka, Wataru Sunayama.</p>	<p><b>Design and Evaluation of Human Interface</b> Room: St. Thomas B Chair(s): Masaru Noda.</p> <p><b>Determination of Alarm Setpoint for Alarm System Rationalization using Performance Evaluation</b> Naoki Kimura, Takashi Hamaguchi, Kazuhiro Takeda, Masaru Noda.</p> <p><b>Pilot experiments in education for safe bicycle riding to evaluate actual cycling behaviors when entering an intersection</b> Hiroaki Kosaka, Masaru Noda.</p> <p><b>Performance Monitoring of Industrial Plant Alarm Systems by Statistical Analysis of Plant Operation Data</b> Masaru Noda.</p> <p><b>Empirical Evaluation of Multimodal Input Interactions</b> Sanjay Ghosh, Anirudha Joshi, Sanjay Tripathi.</p> <p><b>Usability Evaluation of Comprehension Performance and Subjective Assessment of Mobile Text Advertising</b> Ya-Li Lin, Chih-Hsiang Lai.</p> <p><b>Survey and Expert Evaluation for e-Banking</b> Basil Soufi.</p> <p><b>GUI Efficiency Comparison Between Windows and Mac</b> Eric A. McCary, Jingyuan Zhang.</p>	<p><b>Technologies for learning and teaching</b> Room: Andros A Chair(s): Marco Temperini.</p> <p><b>A Hybrid Model For An E-learning System which Develops Metacognitive Skills at Students</b> Maria Canter.</p> <p><b>Application to Help Learn the Process of Transforming Mathematical Expressions with a Focus on Study Logs</b> Takayuki Watabe, Yoshinori Miyazaki, Yoshiki Hayashi.</p> <p><b>Social Networking and Culturally Situated Design Teaching Tools: Providing a Collaborative Environment for K-12</b> Albanie Bolton, Cheryl Seals.</p> <p><b>New Potential of E-learning by Re-utilizing Open Content Online -TED NOTE: English Learning System as an Auto-assignment Generator-</b> Ai Nakajima, Kiyoshi Tomimatsu.</p> <p><b>NFC provided user friendliness for technologically advanced services</b> Anders Andersen, Randi Karlsen, Arne Munch-Ellingsen.</p>

EPCE	S146	UAHCI	S147	S148	S149
<b>Cognitive issues at work</b> <i>Room: Andros B</i> Chair(s): Hiroshi Shimoda.	<b>Empirical Insights on Operators' Procedure Following Behavior in Nuclear Power Plants</b> Huafei Liao, Michael Hildebrandt.  <b>Estimation of Operator Input and Output Workload in Complex Human-Machine-Systems for Usability Issues with iFlow</b> Stefan Pfeffer, Patrick Decker, Thomas Maier, Eric Stricker.  <b>Evaluation of Advanced Multi-Modal Command and Control Communication Management Suite</b> Victor S. Finomore, Adam Sitz, Kelly Satterfield, Courtney Castle, Elizabeth Blair.  <b>Developing Metacognitive Model for Team-based Dynamic Environment Using Fuzzy Cognitive Mapping</b> Jung Hyup Kim, Gretchen Macht, Ling Rothrock, David Nembhard.  <b>A Detection Method of Temporary Rest State while Performing Mental Works by Measuring Physiological Indices</b> Shutaro Kunitama, Kazune Miyagi, Hirotake Ishii, Hiroshi Shimoda.  <b>An Intellectual Productivity Evaluation Tool based on Work Concentration</b> Hiroshi Shimoda, Kotaro Oishi, Kazune Miyagi, Kosuke Uchiyama, Hirotake Ishii, Fumiaki Obayashi, Mikio Iwakawa.  <b>Proposal of Intellectual Productivity Model based on Work State Transition</b> Kazune Miyagi, Kotaro Oishi, Kosuke Uchiyama, Hirotake Ishii, Hiroshi Shimoda.	<b>Universal Access in Human-Computer Interaction</b>	<b>Accessibility of Documents - I</b> <i>Room: Jamaica A</i> Chair(s): Georgios Kouroupetroglou.	<b>Design Access in Interaction and Human Factors</b> <i>Room: Jamaica B</i> Chair(s): Fong-Gong Wu.	<b>Universal Access: Interaction Science - II</b> <i>Room: Antigua A</i> Chair(s): Gisela Susanne Bahr.
			<b>Design and Development of Accessible Educational and Teaching Material for Deaf Students in Greece</b> Vassilis Kourbetis.  <b>Design and Developing Methodology for 8-dot Braille Code Systems</b> Hernisa Kacorri, Georgios Kouroupetroglou.  <b>Regression Modeling of Reader's Emotions Induced by Font Based Text Signals</b> Dimitrios Tsonos, Georgios Kouroupetroglou, Despina Deligiorgi.  <b>Improving the Accessibility of Digital Documents for Blind Users: Contributions of the Textual Architecture Model</b> Laurent Sorin, Mustapha Mojahid, Nathalie Aussenac-Gilles, Julie Lemarié.  <b>Improving Communication of Visual Signals by Text-to-Speech Software</b> Robert F. Lorch, Jr, Julie Lemarié.  <b>Comparison of the Effectiveness of different Accessibility Plugins based on Important Accessibility Criteria</b> Alireza Darvishy, Hans-Peter Hutter.  <b>Towards Designing Audio Assistance for Comprehending Haptic Graphs: A Multimodal Perspective</b> Özge Alaçam, Christopher Habel, Cengiz Acartürk.	<b>Integrating the Image Identifiable Principle of Human Cognition and Computer Vision to Develop a New Pattern Recognition Design System for Smart Home</b> Pin-Chin Wang, Wan-Ting Tseng, Chun-Min Cheng, Yi-Hsuan Sung, Yi-Chun Chou, Fong-Gong Wu.  <b>The Survey of Usability Evaluation in Social Network Sites' Reply Mechanism</b> Tsung-Han Tsai, Fong-Gong Wu, Yu-Hsiu Hung.  <b>Cognitive-based Approach for Assessing Accessibility of e-Government Websites</b> Khulud Aljarallah, Robert CC Chen, Omar AlShathry.  <b>The Effects of Projector Arrangement on Children Physical Activity</b> Loan Tu Quynh Ngo, Fong-Gong Wu.  <b>A Study of Cognitive Behavior in Relation to the Elderly Visual Experiences</b> Delai Men, Xiaoping Hu, Wen Cing-Yan Nivala, Robert CC Chen.  <b>Demands and Needs of Elderly Chinese People for Garment</b> Xiaoping Hu, Xia Feng, Delai Men, Robert CC Chen.  <b>Cognitive Factors Involved in the Ability to Manipulate a Digital Camera</b> Keisuke Ishihara, Toshihisa Doi, Sou Yanagimoto, Toshiki Yamaoka.	<b>Secure, Usable Biometric Authentication Systems</b> Liam M Mayron, Yasser Hausawi, Gisela Susanne Bahr.  <b>Interviewer Agent for Cognitive Task Analysis</b> Taro Kanno, Masahiro Uetsuhara, Kazuo Furuta.  <b>The future of universal access? Merging computing, design and engineering</b> Simeon Keates, David Bradley, Andrew Sapeluk.  <b>WorkSense: an Interactive Space Design for Future Workplace</b> Hsuan-Cheng Lin, Taysheng Jeng.  <b>What is Age's Affect in Collaborative Environments</b> Kieran Jordine, Dale-Marie Wilson, Raghavi Sakpal.  <b>A Passive Brain-Computer Interface for Supporting Gaze-Based Human-Machine Interaction</b> Janna Protzak, Klas Ihme, Thorsten O. Zander.  <b>OnScreenDualScribe: A Computer Operation Tool for Users with a Neuromuscular Disease</b> Torsten Felzer, I. Scott MacKenzie, Stephan Rinderknecht.

VAMR S150	CCD S151	AC S152	S153
<p><b>Visualization Techniques for Human-Automation Interaction</b>  <i>Room: Antigua B</i>  Chair(s): Jessie YC Chen.</p> <p><b>Using a Predictive Model to Improve Operator Performance on a Supervisory Control System</b>  Gregory Trafton.</p> <p><b>Proactive Supervisory Decision Support from Trend-Based Monitoring of Autonomous and Automated Systems: a Tale of Two Domains</b>  Harvey S. Smallman, Maia B. Cook.</p> <p><b>Assessing Interfaces Supporting Situational Awareness in Multi-agent Command and Control Tasks</b>  Donald Kalar, Collin Green.</p> <p><b>Multiple Remotely Piloted Aircraft Control: Visualization and Control of Future Path</b>  Gloria Calhoun, Heath Ruff, Chad Breeden, Joshua Hamell, Mark Draper, Christopher Miller.</p> <p><b>Interactive Virtual Reality Shopping and the Impact in Luxury Brands</b>  Samar Altarteer, Vassilis Charissis, David K. Harrison, Warren Chan.</p> <p><b>The Visual, the Auditory and the Haptic - A User Study on Combining Modalities in Virtual Worlds</b>  Julia Fröhlich, Ipke Wachsmuth.</p> <p><b>GUI design solution for a monocular, see-through head-mounted display based on users' eye movement characteristics</b>  Takahiro Uchiyama, Kazuhiro Tanuma, Yusuke Fukuda, Miwa Nakanishi.</p>	<p><b>Cross-Cultural Design</b></p> <p><b>Design for urban experience and social innovation</b>  <i>Room: Trinidad A</i>  Chair(s): Zhiyong Fu.</p> <p><b>Original-Ecology Sounds of Cities' Impression</b>  Lie Zhang, Jin Huang.</p> <p><b>GeoCity Beijing: Platform of Eco-City Information Visualization and Interactive Narrative</b>  Xingjian Cui, Zhiyong Fu, Shen Li, Junjie Yu.</p> <p><b>The innovative PSS design of Urban Transportation based on Sharing Style</b>  Xin Liu, Yankai Zhao.</p> <p><b>Defining cross-culture theoretical framework of user interface</b>  Ping Liu, Chun Keung.</p> <p><b>Urban Phenomenology: Incorporating Dynamic Frames of Reference in the Design of Urban OS</b>  Christopher Grant Kirwan.</p> <p><b>Designing urban experience for Beijing in the context of smart city</b>  Zhiyong Fu.</p> <p><b>SoLoMo User Experience Study Using a Pivoted Parallel Coordinates</b>  Xiaohua Sun, Jie Qiu, Lei Zhang.</p>	<p><b>Augmented Cognition</b></p> <p><b>Augmented Cognition in High Risk Environments</b>  <i>Room: Trinidad B</i>  Chair(s): Huafei Liao.</p> <p><b>Integration of Psycognitive States to Broaden Augmented Cognition Frameworks</b>  Karmen Guevara.</p> <p><b>Adult Neurogenesis: Implications on Human and Computational Decision Making</b>  Craig Vineyard, Stephen Verzi, Thomas Caudell, Michael Bernard, James Aimone.</p> <p><b>Developing Methodology for Experimentation using a Nuclear Power Plant Simulator</b>  Lauren Reinerman-Jones, Svyatoslav Guznov, Joseph Mercado, Amy D'Agostino.</p> <p><b>Cognitive-Affective Interactions in Strategic Decision Making</b>  Yanlong Sun, Hongbin Wang.</p>	<p><b>Novel Approaches in Augmented Cognition</b>  <i>Room: Martinique A</i>  Chair(s): Gary N Garcia-Molina.</p> <p><b>The Effects of Spatial Attention on Face Processing: An ERPs Study</b>  Liang Zhang, Kan Zhang.</p> <p><b>Evaluating classifiers for Emotion Recognition using EEG</b>  Ahmad Tauseef Sohaib, Shahnawaz Qureshi, Johan Hagelbäck, Olle Hilborn, Petar Jerčić.</p> <p><b>Improvement of Sensory Stabilization and Repeatability of Vibration Interface for Distance Presentation</b>  Yuki Sampei, Takayuki Tanaka, Yuki Mori, Shun'ichi Kaneko.</p> <p><b>A Study on Application of RB-ARQ Considering Probability of Occurrence and Transition Probability for P300 Speller</b>  Eri Samizo, Tomohiro Yoshikawa, Takeshi Furuhashi.</p> <p><b>Using the EEG Error Potential to Identify Interface Design Flaws</b>  Jeff Escalante, Serena Butcher, Mark R Costa, Leanne Hirshfield.</p> <p><b>Effect of Light Priming and Encouraging Feedback on the behavioral and Neural Responses in a General Knowledge Task</b>  Andreea-loana Sburlea, Tsvetomira Tsoneva, Gary N Garcia-Molina.</p> <p><b>An Effective ERP Model for Brain Computer Interface</b>  Mariko Funada, Yoshihide Igarashi, Tadashi Funada, Miki Shibukawa.</p>

DHM	S154	DUXU	S155	S156	S157
<p><b>Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management</b></p> <p><b>New Development in the Human-Centered Design in Transportation</b> Room: Martinique B Chair(s): Eliza Y Du.</p> <p><b>Human-Centred Design of a Pre-Collision System</b> Hirofumi Aoki, Hiroyuki Takahashi, Satoshi Ueda, Toshinori Okita, Hiroyasu Ichida, Masami Aga.</p> <p><b>Proposal of Automotive 8-directional Warning System that makes use of Tactile Apparent Movement</b> Atsuo Murata, Susumu Kemori, Makoto Moriwaka, Takehito Hayami.</p> <p><b>Effectiveness of Automotive Warning System presented with Multiple Sensory Modalities</b> Atsuo Murata, Michihiro Kanbayashi, Takehito Hayami.</p> <p><b>Prediction of Drowsy Driving using Behavioral Measures of Drivers -Change of Neck Bending Angle and the Sitting Pressure Distribution-</b> Atsuo Murata, Taiga Koriyama, Takuya Endoh, Takehito Hayami.</p> <p><b>Towards Early Status Warning for Driver's Fatigue Based on Cognitive Behavior Models*</b> Yanfei Liu, Yu Zhang, Junsong Li, Jing Sun, Feng Fu, Jiangsheng Gui.</p> <p><b>Personality and attitude as predictors of risky driving behaviors: Evidence from Beijing drivers</b> Jun Kong, Kan Zhang, Xuefeng Chen.</p>	<p><b>Design, User Experience, and Usability</b></p> <p><b>Cross-Cultural UX in the Life Science Industry</b> Room: St. Croix A Chair(s): Brigitte Herrmann.</p> <p><b>Web-Portal Solution for Supporting In-country Reviews</b> Michael Oettli, Tasos Panagis.</p> <p><b>A Component-Based Evaluation Protocol for Clinical Decision Support Interfaces</b> Alessandro Febretti, Karen Dunn Lopez, Janet Stifter, Andrew Johnson, Gail Keenan, Diana Wilkie.</p> <p><b>Improving Management of Medical Equipment</b> Yu Hao, Yida Gong, Young Mi (Christina) Choi.</p> <p><b>Addressing Human Computer Interaction Issues of Electronic Health Record (EHR) in Clinical Encounters</b> Martina A Clarke, Linsey Steege, Joi Moore, Jeffery Belden, Richelle Koopman, Min Kim.</p> <p><b>Development and Evaluation of a Contradiction-oriented Method for the Treatment of Use-based and Technical Risks Exemplified by Medical Devices</b> Simon Plogmann, Armin Janss, Arne Jansen-Troy, Klaus Radermacher.</p>	<p><b>Ergonomics in Design of Information Systems - I</b> Room: St. Croix B Chair(s): Francisco Santos Rebelo.</p> <p><b>Strategy for the Development of a Walk-In-Place Interface for Virtual Reality</b> Luís Teixeira, Emilia Duarte, Elisangela Vilar, Paulo Noriega, Francisco Santos Rebelo, Fernando Moreira Da Silva.</p> <p><b>Main Usability Issues in Using Virtual Environments for Older Population Warning Studies</b> Lara Maia Reis, Emilia Duarte, Francisco Santos Rebelo.</p> <p><b>Sense of presence in a VR-based study on behavioral compliance with warnings</b> Emilia Duarte, Francisco Santos Rebelo, Luis Teixeira, Elisangela Vilar, Julia Teles, Paulo Noriega.</p> <p><b>Using Virtual Reality to Examine Hazard Perception in Package Design</b> Hande Ayanoglu, Francisco Santos Rebelo, Emilia Duarte, Paulo Noriega, Luis Teixeira.</p> <p><b>Evaluating Emotional Responses to Interior Design of Hospital Room: A Study Using Virtual Reality</b> Susana Dinis, Emilia Duarte, Paulo Noriega, Luis Teixeira, Elisangela Vilar, Francisco Santos Rebelo.</p> <p><b>Interaction and Control in Second-screen Interactive TV Scenarios</b> Alexandre Fleury, Lars Bo Larsen.</p>	<p><b>Semiotics, Language, Interaction</b> Room: Barbados A Chair(s): Jan Brejcha.</p> <p><b>Semiotics of Void and Information Representation</b> Kumiko Tanaka-Ishii.</p> <p><b>Metacommunication and Semiotic Engineering: Insights from a Study With Mediated HCI</b> Ingrid T Monteiro, Clarisse Sieckenius De Souza, Carla Leitao.</p> <p><b>Techno-imagination and Implicit Knowledge</b> Jiri Bystricky.</p> <p><b>On the Poetry of Design</b> Arash Faroughi, Roozbeh Faroughi.</p> <p><b>The Lack of Subjective Experience in Hybrid Intelligent Agents in Interactive Storytelling</b> Oliver Guy, Ronan Champagnat.</p> <p><b>Semiotic Analysis for Gestural and Emotional Human-Computer Interaction</b> Roman Danylak.</p> <p><b>Social Movement Information Design and A Curriculum of Proper Knowledge Consumption</b> Gabriel Y Schaffzin.</p>		

DUXU	S158	S159	DAPI	S160
	<p><b>Users' involvement, needs and requirements in DUXU</b>  <i>Room: Barbados B</i>  Chair(s): Sisira Adikari.</p> <p><b>Understanding the UX Designer's Role within Agile Teams</b>  Tiago Silva Da Silva, Milene S Silveira, Claudia De O. Melo, Luiz Claudio Parzianello.</p> <p><b>Keeping User Centred Design (UCD) Alive and Well in your Organisation: Taking an Agile Approach</b>  Colette Raison, Snezna Schmidt.</p> <p><b>Reframed Contexts: Design Thinking for Agile User Experience Design</b>  Sisira Adikari, Craig McDonald, John Campbell.</p> <p><b>User Involvement in Idea Brainstorming of Design Process : Finding the Effective Strategy in Social Network Service</b>  Shu-Chuan Chiu, Kiyoshi Tomimatsu.</p> <p><b>A User Centred Approach to Evaluating the Future Demand for Bandwidth from Consumers</b>  Doug L Williams, Andy Gower, Joshan Meenowa, Jon Wakeling.</p> <p><b>Prototyping with Experience Workshop</b>  Jussi V Mikkonen, Yi-Ta Hsieh.</p> <p><b>Eliciting User Requirements and Acceptance for Customizing Mobile Device System Architecture</b>  Karin Arning, Bianka Trevisan, Martina Ziefle, Eva-Maria Jakobs.</p>	<p><b>Designing Experiences for Facilitating Positive Behavior Change (II)</b>  <i>Room: Bermuda A</i>  Chair(s): Marc Fabri, Marientina Gotsis.</p> <p><b>Positive Design: New Challenges, Opportunities, and Responsibilities for Design</b>  Anna E Pohlmeier.</p> <p><b>Avatar Interfaces for Biobehavioral Feedback</b>  Tylar Murray, Delquawn Hardy, Donna Spruijt-Metz, Eric Hekler, Andrew Raji.</p> <p><b>Increasing Trust in Personal Informatics Tools</b>  Luis G Jaimes, Tylar Murray, Andrew Raji.</p> <p><b>The Innovation Machine: Mobile UX Design Combining Information and Persuasion Design to Change Behavior</b>  Aaron Marcus, Megan Chiou, Chirag Narula, Allan Yu.</p> <p><b>Setting Conditions for Learning, Mediated Play and Socio-Material Dialogue</b>  Emanuela Marchetti, Eva Petersson Brooks.</p> <p><b>Running to Behaviour Change</b>  Pip Trevor, Marc Fabri.</p>	Distributed, Ambient and Pervasive Interactions	<p><b>Smart cities, building and places</b>  <i>Room: Bermuda B</i>  Chair(s): Zhang Xiong.</p> <p><b>A Novel Taxi Dispatch System for Smart City</b>  Qingnan Zou, Guangtao Xue, Yuan Luo, Jiadi Yu, Hongzi Zhu.</p> <p><b>Marker-Free Indoor Localization and Tracking of Multiple Users in Smart Environments using a Camera-Based Approach</b>  Andreas Braun, Tim Dutz, Michael Aleksew, Philipp Schillinger, Alexander Marin.</p> <p><b>Empowering People through Mobile Devices for Smarter Places</b>  Federico Devigili, Daniele Magliocchetti, Giuseppe Conti, Raffaele De Amicis.</p> <p><b>Do Strollers in Town Needs Recommendation?: On Preferences of Recommender in Location-Based Services</b>  Kenro Aihara.</p> <p><b>VIA - Visualizing Individual Actions to Develop a Sustainable Community Culture through Cycling</b>  Benjamin Watson, David Berube, Nickolay Hristov, Carol Strohecker, Scott Betz, Louise Allen, Matthew Burczyk, Amber Howard, William Anthony McGee, Matthew Gymer, Daniel Canas, Mark Kirstner.</p>

HCI	S161	S162	S163	S164
<b>Human-Computer Interaction</b>	<p><b>Human Aspects of Enterprise Information Systems</b>  <i>Room: Montego A</i>  Chair(s): Xiaowen Fang, Fan Zhao.</p> <p><b>Semantically Integrated Business Applications for Enterprise Information Systems</b>  Patricia Kraft, Rainer Thome.</p> <p><b>Interaction between Enterprise Resource Planning Systems and Organizational Culture</b>  Carlotta P M Herberhold.</p> <p><b>Reverse Business Innovations - The Impact of ERP Software Upgrades on Organizations</b>  Stefanie Rauff, Andreas Hufgard.</p> <p><b>Repository-based Implementation of Information Pyramid: A Study Based on an ERP Case Study</b>  Hans-Jürgen Scheruhn, Daniel Ackermann, Roman Braun, Ulrich Förster.</p> <p><b>Electronic Health Records: A Case Study of an Implementation</b>  Guillaume Cusseau, Jon Grinsell, Christopher Wenzel, Fan Zhao.</p> <p><b>Continuing On-Premise or Adopt On-Demand? An Empirical Study of ERP Adoption in SMEs</b>  Fan Zhao, Elias Kirche.</p>	<p><b>HCI in critical contexts</b>  <i>Room: Montego B</i>  Chair(s): Philippe Palanque.</p> <p><b>V&amp;V of Lexical, Syntactic and Semantic Properties for Interactive Systems Through Model Checking of Formal Description of Dialog</b>  Guillaume Brat, Célia Martinie, Philippe Palanque.</p> <p><b>Characterizing Incidents Reporting Systems across Applications Domains</b>  Marco Winckler, Cédric Bach, Regina Bernhaupt.</p> <p><b>A Situation Awareness Assistant for Human Deep Space Exploration</b>  Guy Andre Boy, Donald Platt.</p> <p><b>Tuning an HCI Curriculum for Master Students to Address Interactive Critical Systems Aspects</b>  Michel Galindo, Célia Martinie, Philippe Palanque, Marco Winckler, Peter Forbrig.</p> <p><b>Linking Context to Evaluation in the Design of Safety Critical Interfaces</b>  Mike Feary, Dorrit Billman, Xiuli Chen, Andrew Howes, Richard Lewis, Lance Sherry, Satinder Singh.</p> <p><b>The Implementation of Multi-touch Table to Support the Military Decision Making through Critical Success Factors (CSFs)</b>  Norshahriah Abdul Wahab, Halimah Badioze Zaman.</p> <p><b>Design and Interface Considerations for Web-Enabled Data Management in Civil Infrastructure Health Monitoring</b>  David E Kosnik, Lawrence J. Henschen.</p>	<p><b>Learning environments</b>  <i>Room: Montego C</i>  Chair(s): To be announced</p> <p><b>Evaluation of Computer Algebra Systems Using Fuzzy AHP at the Universities of Cyprus</b>  Ilham Huseyinov, Feride S. Tabak.</p> <p><b>Refining Rules Learning Using Evolutionary PD</b>  Afdalyna Harun, Steve Benford, Claire O'Malley, Nor Laila Md. Noor.</p> <p><b>A Teacher Model to Speed Up the Process of Building Courses</b>  Carla Limongelli, Matteo Lombardi, Alessandro Marani, Filippo Sciarone.</p> <p><b>A Comparative Evaluation of Podcasting-based and Mobile-based Material Distribution Systems in Foreign Language Teaching</b>  Yuichi Ono, Manabu Ishihara, Mitsuo Yamashiro.</p> <p><b>Recommendation of Collaborative Activities in e-Learning Environments</b>  Pierpaolo Di Bitonto, Maria Laterza, Teresa Roselli, Veronica Rossano.</p> <p><b>E-learning: The Power Source of Transforming the Learning Experience in an ODL Landscape</b>  Blessing Thuthuka Mbatha, Mbali Mbatha.</p>	<p><b>Advanced mobile interaction</b>  <i>Room: Montego D</i>  Chair(s): Wonil Hwang.</p> <p><b>A Mobile Brain-computer Interface for Freely Moving Humans</b>  Yuan-Pin Lin, Yijun Wang, Chun-Shu Wei, Tzyy-Ping Jung.</p> <p><b>Undo/Redo by Trajectory</b>  Tatsuhito Oe, Buntarou Shizuki, Jiro Tanaka.</p> <p><b>Multi-User Interaction with Shadows</b>  Tomomi Gotoh, Takahiro Kida, Munehiro Takimoto, Yasushi Kambayashi.</p> <p><b>An Interaction Concept for Public Displays and Mobile Devices in Public Transport</b>  Romina Kühn, Diana Lemme, Thomas Schlegel.</p> <p><b>A Pedestrian Navigation Method for User's Safe and Easy Wayfinding</b>  Hiroshi Furukawa, Yutaka Nakamura.</p> <p><b>User Experience in Public Information Service Design for Smart Life</b>  Qiong Wu, Guanshang Wu, Xin Tong.</p> <p><b>Mobile Money Services in Uganda: Design Gaps and Recommendations</b>  Rehema Baguma.</p>

# Parallel Sessions

Thursday, 25 July

16:00 – 18:00



HIMI	S165	S166	S167	S168	continues...
Human Interface and the Management of Information	<b>Digital Museum</b> <i>Room: Montego E</i> Chair(s): Michitaka Hirose.	<b>Communication Enhancement</b> <i>Room: St. Thomas A</i> Chair(s): Yutaka Ishii, Tomohito Yamamoto.	<b>New perspectives on service engineering</b> <i>Room: St. Thomas B</i> Chair(s): Hirohiko Mori, Sakae Yamamoto.	<b>Information search</b> <i>Room: Andros A</i> Chair(s): To be announced	
<b>Mixed Reality Digital Museum Project</b> Tomohiro Tanikawa, Takuji Narumi, Michitaka Hirose. <b>Digital Railway Museum: An Approach to Introduction of Digital Exhibition Systems at the Railway Museum</b> Takuji Narumi, Torahiko Kasai, Takumi Honda, Kunio Aoki, Tomohiro Tanikawa, Michitaka Hirose. <b>Train Ride Simulation using Assist Strap Device</b> Takashi Sasaki, Koichi Hirota, Tomohiro Amemiya, Yasushi Ikei. <b>A Method of Viewing 3D Horror Contents for Amplifying Horror Experience</b> Nao Omori, Masato Tsutsui, Ryoko Ueoka. <b>Augmented Reality System for Measuring and Learning Tacit Artisan Skills</b> Atsushi Hiyama, Hiroyuki Onimaru, Mariko Miyashita, Eikan Ebuchi, Masazumi Seki, Michitaka Hirose. <b>Virtual Experience System for a Digital Museum</b> Yasushi Imai, Koji Abe, Yukinori Masuda, Yujirō Okuya, Tomohiro Amemiya, Koichi Hirota.	<b>Estimation of Interruptibility during Office Work based on PC Activity and Conversation</b> Satoshi Hashimoto, Takahiro Tanaka, Kazuaki Aoki, Kinya Fujita. <b>Web- and mobile-based environment for designing and presenting spatial audiovisual content</b> Mami Yamanaka, Makoto Uesaka, Yoshiteru Ito, Shigeyuki Horikawa, Hikari Shiozaki, Tomohito Yamamoto. <b>Identification of Agency through Virtual Embodied Interaction</b> Takafumi Sakamoto, Yugo Takeuchi. <b>Design Approach of Simulation Exercise with Use of Device and its Significance</b> Shigeru Wesugi. <b>Proposal of Avatar Generating Method by Composition of the Portraits Made by Friends</b> Masashi Okubo, Satoshi Nobuta. <b>Development of a Mobile Tablet PC with Gaze-Tracking Function</b> Michiya Yamamoto, Hironobu Nakagawa, Koichi Egawa, Takashi Nagamatsu. <b>A New Presence Display System Using Physical Interface Running on IP-phones</b> Takeshi Sakurada, Yoichi Hagiwara.	<b>Evaluation of System Engineers' Intellectual Productivity - Focusing on Coding Procedures in Application Development Tools -</b> Ryo Hirano, Yohei Nakamura, Miwa Nakanishi. <b>Searching blogsites with product reviews</b> Hironori Kuwata, Makoto Oka, Hirohiko Mori. <b>Modeling of Music Recommendation Methods to Promote the User's Singing Motivation -For Next-Generation Japanese Karaoke Systems</b> Satoshi Isogai, Miwa Nakanishi. <b>Challenges for incorporating "quality in use" in embedded system development</b> Naotake Hirasawa. <b>Service Evaluation Method for Managing Uncertainty</b> Koiji Kimita, Yusuke Kurita, Kentaro Watanabe, Takeshi Tateyama, Yoshiki Shimomura. <b>A Method for Service Failure Effects Analysis based on Customer Satisfaction</b> Yusuke Kurita, Koiji Kimita, Kentaro Watanabe, Yoshiki Shimomura. <b>An automatic classification of Product review Into given viewpoints</b> Yuki Tachizawa, Makoto Oka, Hirohiko Mori.	<b>Usability Guidelines for Desktop Search Engines</b> Manuel Burghardt, Tim Schneidermeier, Christian Wolff. <b>Can a Clipboard Improve User Interaction and User Experience in Web-based Image Search?</b> Leon Kastler, Ansgar Scherp. <b>Trailblazing Information: An Exploratory Search User Interface</b> Marcus Nitsche, Andreas Nürnberg. <b>Research on Website Usage Behavior Through Information Search Perspective: A Comparison of Experiential and Goal-Directed Behaviors</b> Juihsiang Lee, Manlai You. <b>A Novel Human-Computer Interface for Browsing Web Data by Leaping Up Web Pages</b> Che-Lun Hung, Cherng Chin, Chen-Chun Lai, Ho Cheung Cheung. <b>QUEST: Querying complex Information by Direct Manipulation</b> Marcus Nitsche, Andreas Nürnberg. <b>Finders, keepers, losers, seekers: A study of academics' research-related personal information collections</b> Mashaal Yacoub Al-Omar, Andrew Cox.		

►	HIMI	S169	EPCE	S170	UAHCI	S171	S172
	<b>Safety-critical applications</b> Room: Andros B Chair(s): Min-Chi Hsieh.		<b>Human Factors in Flight Operations</b> Room: Jamaica A Chair(s): Wen-Chin Li.		<b>Collective Intelligence: impact on e-inclusion</b> Room: Jamaica B Chair(s): Pier Luigi Emiliani, Laura Burzagli.		<b>Ambient Assisted Living</b> Room: Antigua A Chair(s): Stefan P Carmien.
	<p><b>Using Video Prototyping as a Means to Involve Crisis Communication Personnel in the Design Process: Innovating Crisis Management by Creating a Social Media Awareness Tool</b> Joel Brynielsson, Fredrik Johansson, Sinna Lindquist.</p> <p><b>Supporting Residents Evacuation and Safety Inquiry in case of Disaster</b> Masahiro Arima, Takuya Ueno, Michitaka Arima.</p> <p><b>The Study of Surveillance around the Ship II</b> Tadasuke Furuya, Takafumi Saito.</p> <p><b>Increasing Situational Awareness of Indoor Emergency Simulation using Multilayered Ontology-Based Floor Plan Representation</b> Chaianun Damrongrat, Hideaki Kanai, Mitsuru Ikeda.</p> <p><b>The Effect of Information Quantity on Cbp Interface in the Advanced Nuclear Power Plant</b> Min-Chi Hsieh, Sheue-Ling Hwang.</p>	<p><b>Distributed Cognition in Flight Operations</b> Don Harris.</p> <p><b>The Application of Human Factors Analysis and Classification System (HFACS) to Investigate Human Errors in Helicopter Accidents</b> Chia-Fen Chi, Shao-Yu Liu, Wen-Chin Li.</p> <p><b>The Analysis of Safety Recommendation and Human Error Prevention Strategies in Flight Operations</b> Jeng-Chung Chen, Chia-Fen Chi, Wen-Chin Li.</p> <p><b>The Investigation of Visual Attention and Workload by Experts and Novices in the Cockpit</b> Wen-Chin Li, Fa-Chung Chiu, Ying-shin Kuo, Ka-Jay Wu.</p> <p><b>The Use of Eye Tracking in the Study of Airline Cabin Safety Communication</b> Yueh-Ling Hsu, Wen-Chin Li, Ching-Hui Tang.</p> <p><b>New Technologies for FRMS</b> Min Luo, Mei Rong, Jing Li, Wen Dong Hu, Chang Hua Sun.</p> <p><b>Affective priming with subliminal auditory stimulus exposure</b> Juan Liu, Yan Ge, Xianghong Sun.</p>	<p><b>E-inclusion as the Next Challenge for Sustainable Consumption</b> Amon Rapp, Alessandro Marcengo, Marina Geymonat, Rossana Simeoni, Luca Console.</p> <p><b>Addressing Learning Disabilities in Ambient Intelligence Educational Environments</b> Stavroula Ntoa, Margherita Antona, George Margetis, Constantine Stephanidis.</p> <p><b>The Evolving Global Public Inclusive Infrastructure (GPII)</b> Gregg Vanderheiden, Jutta Treviranus, Maria Gemou, Evangelos Bekiaris, Kasper Markus, Colin Clark, Antranig Basman.</p> <p><b>A Static and Dynamic Recommendations System for Best Practice Networks</b> Pierfrancesco Bellini, Ivan Bruno, Paolo Nesi, Michela Paolucci.</p> <p><b>Collective intelligence for eInclusion</b> Laura Burzagli, Pier Luigi Emiliani.</p>	<p><b>Resource Management for multimodal and multilingual adaptation of user interfaces in Ambient Assisted Living environments</b> Carsten Stocklöw, Tjark Vandommelle, Tim Dutz, Andrej Grguric, Arjan Kuijper.</p> <p><b>Ambient Assisted Living Development in East Slovakia</b> Dusan Simsik, Alena Galajdova, Daniel Siman, Daniela Onofrejova.</p> <p><b>Can Ubiquitous Devices Utilising Reminiscence Therapy be Used to Promote Well-being in Dementia Patients? An Exploratory Study</b> Claire Ancient, Alice K Good, Clare Wilson, Tineke Fitch.</p> <p><b>User Interfaces for Older Adults</b> Christopher Mayer, Martin Morandell, Matthias Gira, Miroslav Sili, Martin Petzold, Sascha Fagel, Christian Schüler, Jan Bobeth, Susanne Schmehl.</p> <p><b>Conversational System Encouraging Communication of the Aged by Method of Reminiscence and Quantification of Active Participation</b> Tetsuaki Okada, Misato Nihei, Takuya Narita, Minoru Kamata.</p> <p><b>Back on Track: Lost and Found on Public Transport</b> Stefan P Carmien, Michael Obach.</p>			

# Parallel Sessions

Thursday, 25 July

16:00 – 18:00



## UAHCI S173

### Accessibility of Documents - II

Room: Antigua B

Chair(s): Georgios Kouroupetrogloou.

### Usability of Web Search Interfaces for Blind Users – A Review of Digital Academic Library User Interfaces

Tapio M Haanperä, Marko H.T. Nieminen.

### WebSight: The Use of the Grid-Based Interface to Convey Layout of Web-Pages in a Non-Visual Environment

Hesham M. Kamel, Halil Erhan.

### Evaluating Facial Expressions in American Sign Language Animations for Accessible Online Information

Hernisa Kacorri, Pengfei Lu, Matt Huenerfauth.

### Providing an Accessible Track Changes Feature for Persons Who Are Blind

John G Schoeberlein,

Yuanqiong Wang.

### User Perception Knowledge for Socially-aware Web Document Accessibility

Dimitris Spiliotopoulos, Pepi Stavropoulou, Georgios Kouroupetrogloou, Dimitrios Tsinos.

### Designing Accessible Visualizations: The case of designing a weather map for blind users

Dustin D Carroll, Suranjan Chakraborty, Jonathan Lazar.

## VAMR S174

### Emerging Trends in Virtual, Augmented and Mixed Reality

Room: Trinidad A

Chair(s): Stephanie Lackey, Sherry Ogreten.

### Mixed and Augmented Reality for Marine Corps Training

Richard Schaffer, Sean Cullen, Phe Meas, Kevin Dill.

### Establishing Workload Manipulations Utilizing a Simulated Environment

Julian Abich IV, Lauren Reinerman-Jones, Grant Taylor.

### Assessing Engagement in Simulation-Based Training Systems for Virtual Kinesic Cue Detection Training

Eric Ortiz, Crystal Maraj, Julie N Salcedo, Stephanie Lackey, Irwin L Hudson.,

### Effects of Visual Fidelity on Biometric Cue Detection in Virtual Combat Profiling Training

Julie N Salcedo, Crystall Maraj,

### The ART of CSI: An Augmented Reality Tool (ART) to Annotate Crime Scenes in Forensic Investigation

Jan Willem Streekerk, Mark Houben, Pjotr Van Amerongen, Frank Ter Haar, Judith Dijk.

### Design of the Mobile Guide System with Augmented Reality and the Sense of Place-The Application of Heritage Interpretation in Cultural Heritage

Yu-Lien Chang, Chao-Yang Pan, Kuo-EN Chang, H.-T. Hou.

### Embodiment and Embodied Cognition

Mark R Costa, Sung Yeun Kim, Frank Biocca.

## CCD S175

### How Industry Policy Shaping UI/UX Research

Room: Trinidad B

Chair(s): Chaoyin Chi, Sheau-Farn Max Liang.

### A Policy or a Silent Revolution: Experience Sharing on Aligning UX Process with Product Development Process

Sean Chiu, Chen-Shuang Wei.

### Use Second Screen to Enhance TV Viewing Experiences

Yu-Ling Chuang, Chia-Wei Liao, Wen-Shiuan Chen, Wen-Tsung Chang, Shao-Hua Cheng, Yi-Chong Zeng, Kai-Hsuan Chan.

### Identifying Usability Problems in a Smart TV Music Service

Sheau-Farn Max Liang, Yi-Chung Kuo, Shu-Chin Chen.

### Enhancing People's Television Experience by Capturing, Memoing, Sharing, and Mixing

Tun-Hao You, Yi-Jui Wu, Cheng-Liang Lin, Yaliang Chuang.

### Designing Government Funded Religious E-Reader by Adopting User Experience Methods

Sheng Kai Tang, Wen Kang Chen, Chih Hao Tsai, Yi Ting Chen.

### Diversity in Unity - How Industry Policy Shaping UI/UX Research

Chaoyin Chi.

### Integrating Internationalization in the User-Centred Software Development Process

José A. Macías.

## OCSC S176

### Online Communities and Social Computing in Higher Education

Room: Martinique A

Chair(s): Gabriele Meiselwitz.

### Teaching about the Impacts of Social Networks: An End of Life Perspective

James Braman, Giovanni Vincenti, Alfreda Dudley, Yuanqiong Wang, Karen Rodgers, Ursula Thomas.

### Project Awareness System -- Improving Collaboration through Visibility

Daniel Kadenbach, Carsten Kleiner.

### Readability Assessment of Policies and Procedures of Social Networking Sites

Gabriele Meiselwitz.

### Adult Learners and their use of Social Networking Sites

Yuanqiong Wang, Jessica Arfaa.

### WEB 2.0 Technologies Supporting Students and Scholars in Higher Education

Paula PM Miranda, Pedro Isaias, Carlos Costa, Sara Pifano.

### Influence of Monetary and Non-Monetary Incentives on Students' Behavior in Blended Learning Settings in Higher Education

Stefan Stieglitz, Annika Eschmeier, Michael Steiner.

### Communication and Avatar Representation during Role-Playing in Second Life Virtual World

Tugba Tokel, Esra Cevizci.

Virtual/Augmented and Mixed Reality

Cross-Cultural Design

Online Communities and Social Computing

AC S177	DHM S178	DUXU S179	S180
<p><b>Augmented Cognition</b></p> <p><b>Operational Neuroscience</b> Room: Martinique B Chair(s): Rodolphe J. Gentili.</p> <p><b>The Development and Application of a Novel Physiological Metric of Cognitive Workload</b> Jeremy Rietschel, Matthew Miller.</p> <p><b>Development of Fatigue - Associated Measurement to Determine Fitness for Duty and Monitor Driving Performance</b> Ying Ying Tan, Frederick L. K. Tey, Sheng Tong Lin.</p> <p><b>Neural Oscillatory Signature of Original Problem Solving</b> Henk Haarmann, Polly O'Rourke, Timothy George, Alexei Smaliy, Kristin Grunewald, Joseph Dien.</p> <p><b>Brain Biomarkers of Neural Efficiency during Cognitive- Motor Performance: Performing Under Pressure</b> Michelle Costanzo, Bradley D. Hatfield.</p> <p><b>Understanding Brain Connectivity Patterns during Motor Performance under Social-Evaluative Competitive Pressure</b> Hyuk Oh, Rodolphe J. Gentili, Michelle Costanzo, Ronald Goodman, Li-Chuan Lo, Jeremy Rietschel, Mark Saffer, Bradley D. Hatfield.</p> <p><b>Human-Robotic Collaborative Intelligent Control for Reaching Performance</b> Rodolphe J. Gentili, Hyuk Oh, Isabelle Shuggi, Ronald Goodman, Jeremy Rietschel, Bradley D. Hatfield, James Reggia.</p> <p><b>Controlling Attention in the Face of Threat: A Method for Quantifying Endogenous Attentional Control</b> Bartlett Russell, Bradley D. Hatfield.</p>	<p><b>Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management</b></p> <p><b>DHM in Aviation and Space</b> Room: St. Croix A Chair(s): Shan Fu, Vincent Duffy.</p> <p><b>Attentional Biases During Steering Behavior</b> Hans-Joachim Bieg, Heinrich Büthhoff, Lewis L Chuang.</p> <p><b>Predicating the Safety of Airport Approaches Using a Cognitive Pilot Model</b> Changpeng Yang, Tangwen Yin, Shan Fu.</p> <p><b>Optimization for Lunar Mission Training Scheme Based on Anybody</b> Jing Zhang, Rong Zhou, Jingwen Li, Li Ding, Li Wang.</p> <p><b>Pilot Performance Models</b> Xiaoyan Zhang, Hongjun Xue.</p> <p><b>Simulation of Pushing the Push-pull Rod Action based on Human Body Dynamics</b> Zheng Yang, Yiyuan Zheng, Shan Fu.</p>	<p><b>Design, User Experience, and Usability</b></p> <p><b>Enterprise Software Product UI Design</b> Room: St. Croix B Chair(s): Esin Kiris.</p> <p><b>A User Experience Study of Airline Websites</b> Mahmut Ekşioğlu, Esin Kiris, Tuğba Çakır, Merve Güvendik, Efsane Koyutürk, Merve Yılmaz.</p> <p><b>Looking beyond the Single Pane of Glass: Visualization and Perspective in Enterprise Network</b> Maria C Velez-Rojas, Serge Mankovskii, Michael Roberts, Steven Greenspan, Esin Kiris.</p> <p><b>User-Centered Soft Innovation in Established Business Fields</b> Henning Breuer, Zeno Wolze, Elisabeth Umbach.</p> <p><b>The Adoption of Mobile Internet: Industry and Users Experiences</b> Manuel José Damásio, Inês Teixeira-Botelho, Sara Henriques, Patrícia Dias.</p> <p><b>Online Advertising as a New Story: Effects of User-driven Photo Advertisement in Social Media</b> Min Shin, Da Young Ju.</p> <p><b>A Study on Time Differences Between Actual Advertisement Viewing and Retrospective Perception Using Differing Design Layouts</b> Miao-Hsien Chuang, Chiwu Huang.</p>	<p><b>Beyond Flat Screens: Bringing Design Thinking to Life</b> Room: Barbados A Chair(s): Martin Osen, Roby Attisano.</p> <p><b>Merging Two Worlds Together</b> Alex Schieder.</p> <p><b>SustainDesign. A project with Young Creative People</b> Roby Attisano.</p> <p><b>Humor Illustration Design, a Summary of Illustrations, Designs, and Projects</b> Jochen Gasser.</p> <p><b>Minimal Yet Integral – Designing a Gestural Interface</b> Martin Osen.</p> <p><b>Interactive Visualization of Evolving Force-Directed Graphs</b> Walter Rafelsberger.</p> <p><b>An Individual Differences Approach to Design Fixation: Comparing Laboratory and Field Research</b> Brooke G. Bellows, Robert J Youmans, Jordan Higgins.</p> <p><b>How to Create a User Experience Story</b> Ioanna Michailidou, Constantin Von Saucken, Udo Lindemann.</p>

# Parallel Sessions

Thursday, 25 July 16:00 – 18:00

DUXU	S181	DAPI	S182	HAS	S183
	<p><b>Ergonomics in Design of Information Systems - II</b>  <i>Room: Barbados B</i>  Chair(s): Francisco Santos Rebelo.</p> <p><b>User Experience Starts At The Keystroke Level: The Model of User Experience (MUX)</b>  Stefan Brandenburg, Marlene Vogel, Uwe Drewitz.</p> <p><b>Assessing Designs of Interactive Voice Response Systems for Better Usability</b>  Siddhartha Asthana, Pushpendra Singh, Amarjeet Singh.</p> <p><b>Ergonomics Aspects in Operators of the Electric Power Control and Operation Centers</b>  Miguel Otávio Melo, Francisco Santos Rebelo, Luiz Bueno Silva, Ana Almeida.</p> <p><b>Virtual environment to treat social anxiety</b>  Ana Paula Cláudio, Maria Beatriz Carmo, Tânia Pinheiro, Francisco Esteves, Eder Lopes.</p> <p><b>Are Emergency Egress Signs Strong Enough to Overlap the Influence of the Environmental Variables?</b>  Elisangela Vilar, Francisco Santos Rebelo, Paulo Noriega, Luís Teixeira, Emilia Duarte, Ernesto Vilar Filgueiras.</p>	<p><b>Distributed, Ambient and Pervasive Interactions</b></p>	<p><b>Pervasive Systems for Assistive Environments</b>  <i>Room: Bermuda A</i>  Chair(s): Ilias Maglogiannis.</p> <p><b>The role of emotion and mood in elderly's independent living</b>  Panos D Bamidis.</p> <p><b>Fusion of Color and Depth Video for Human Behavior Recognition in an Assistive Environment</b>  Dimitrios Kosmopoulos, Paul Doliotis, Vassilis Athitsos, Ilias Maglogiannis.</p> <p><b>Design and Evaluation of a Nonverbal Communication Platform Between Assistive Robots and their Users</b>  Anthony Threatt, Keith Evan Green, Johnell O. Brooks, Jessica Merino, Ian D. Walker, Paul Yanik.</p> <p><b>SmartAssist: Open Infrastructure and Platform for AAL Services</b>  Peter Rothenpieler, Darren Carlson, Andreas Schrader.</p> <p><b>Design Considerations for Leveraging Over-familiar Items for Elderly Health Monitors</b>  Edward Wang, Samantha Ipser, Patrick Little, Noah Duncan, Benjamin Liu, Shinsaku Nakamura.</p> <p><b>Multi-person Identification and Localization for Ambient Assistive Living</b>  Georgios Galatas, Shahina Ferdous, Filia Makedon.</p>	<p><b>Human Aspects of Information Security, Privacy and Trust</b></p>	<p><b>Security Behaviour</b>  <i>Room: Bermuda B</i>  Chair(s): Kerry-Lynn Thomson.</p> <p><b>A Study using TAM on the Recognition of Individuals' Privacy and the Acceptance of Risk - The Case of Japanese Internet users -</b>  Ayako Komatsu.</p> <p><b>Health is Silver, Beauty is Golden? How the Usage Context Influences the Acceptance of an Invasive Technology</b>  Johanna Kluge, Martina Ziefle.</p> <p><b>An Influence of Self-evaluated Gender Role on the Privacy Management Behavior in Online Social Networks</b>  Kijung Lee, Il-Yeol Song.</p> <p><b>Perception of Risky Security Behaviour by Users: Survey of Current Approaches</b>  Lynsay Shepherd, Jacqueline Archibald, Ian Ferguson.</p> <p><b>"Click me if you can!" – When do users follow a call to action in an online message?</b>  Thomas Pfeiffer, Heike Theuerling, Michaela Kauer.</p> <p><b>Studying the Effect of Human Cognition on Text and Image Recognition CAPTCHA Mechanisms</b>  Marios Belk, Panagiotis Germanakos, Christos Fidas, George Spanoudis, George Samaras.</p>
					<p>THURSDAY 16:00 - 18:00</p>

HCI	S184	S185	S186	S187
Human-Computer Interaction	<p><b>Intelligent User Interfaces for Privacy-respecting, Personal Information Management across the Social Web</b>  <i>Room: Montego A</i>  Chair(s): Dieter Spath, Fabian Hermann.</p> <p><b>Trust and Privacy in the di.me Userware</b>  Marcel Heupel, Mohamed Bourimi, Dogan Kesdogan.</p> <p><b>SOCIETY: A Social Reading Application to Join Education and Social Network Experience</b>  Elena Guercio, Fabio Luciano Mondin, Maurizio Bellutti, Lucia Longo.</p> <p><b>A Self-Evaluation Tool for Quantitative User Research Within the digital.me Project</b>  Andreas Schuller, Rafael Gimenez, Fabian Hermann.</p> <p><b>Interacting with a Context-Aware Personal Information Sharing System</b>  Simon Scerri, Andreas Schuller, Ismael Rivera, Judie Attard, Jeremy Debattista, Massimo Valla, Fabian Hermann, Siegfried Handschuh.</p> <p><b>Trustworthy and Inclusive Identity Management for Applications in Social Media</b>  Till Halbach Røssvoll, Lothar Fritsch.</p> <p><b>The di.me User Interface: Concepts for Sharing Personal Information via Multiple Identities in a Decentralized Social Network</b>  Fabian Hermann, Andreas Schuller, Simon Thiel, Christian Knecht, Simon Scerri.</p> <p><b>Identity Management through «Profiles» - Prototyping an Online Information Segregation Service</b>  Julio Angulo, Erik Wästlund.</p>	<p><b>Speech and Dialogue Systems</b>  <i>Room: Montego B</i>  Chair(s): Ing-Marie Jonsson.</p> <p><b>Evaluation of WikiTalk – User Studies of Human-Robot Interaction</b>  Dimitra Anastasiou, Kristiina Jokinen, Graham Wilcock.</p> <p><b>Situated Multiparty Interaction between Humans and Agents</b>  Aasish Pappu, Ming Sun, Seshadri Sridharan, Alexander I Rudnicky.</p> <p><b>In-Car Information Systems: Matching and Mismatching Personality of Driver with Personality of Car Voice</b>  Ing-Marie Jonsson, Nils Dahlbäck.</p> <p><b>Emotion and Emotion Regulation Considerations for Speech-Based In-Vehicle Interfaces</b>  Helen Harris.</p> <p><b>A Knowledge Elicitation Study for Collaborative Dialogue Strategies Used to Handle Uncertainties in Speech Communication While Using GIS</b>  Hongmei Wang, Ava Gailliot, Douglas Hyden, Ryan Lietzenmayer.</p> <p><b>Investigating the Impact of Combining Speech and Earcons to Communicate Information in e-Government Interfaces</b>  Badr Mohammed Almutairi, Dimitrios Rigas.</p>	<p><b>UX Engineering and UX Design</b>  <i>Room: Montego C</i>  Chair(s): Masaaki Kurosu.</p> <p><b>The Conceptual Model of Experience Engineering (XE)</b>  Masaaki Kurosu.</p> <p><b>Usability in RFP's: The Current Practice and Outline for The Future</b>  Timo Jokela, Juha Laine, Marko H.T. Nieminen.</p> <p><b>Decision Space Visualization: Lessons Learned and Design Principles</b>  Jill Drury, Mark Pfaff, Gary Klein, Yikun Liu.</p> <p><b>Understanding User Experience and Artifact Development through Qualitative Investigation: Ethnographic Approach for Human-Centered Design</b>  Ayako Hashizume, Masaaki Kurosu.</p> <p><b>Human-Machine Interaction Evaluation Framework</b>  Hans Jander, Jens Alfredson.</p>	<p><b>Driving and interacting</b>  <i>Room: Montego D</i>  Chair(s): Jaka Sodnik.</p> <p><b>Auditory and Head-up Displays in Vehicles</b>  Christina Dicke, Grega Jakus, Jaka Sodnik.</p> <p><b>Anti-Bump: A Bump/Pothole Monitoring and Broadcasting System for Driver Awareness</b>  Mohamed Ramadan Fekry, Aya Hamdy, Ayman M. Ezzat Atia.</p> <p><b>Proposal for Driver Distraction Indexes Using Biological Signals Including Eye Tracking</b>  Nobumichi Takahashi, Satoshi Inoue, Hironori Seki, Shuhei Ushio, Yukou Saito, Koyo Hasegawa, Michiko Ohkura.</p> <p><b>Ergonomics Design on Expert Convenience of Voice-based Interface for Vehicle's AV Systems</b>  Pei-Ying Ku, Sheue-Ling Hwang, Hsin-Chang Chang, Jian-Yung Hung, Chih-Chung Kuo.</p> <p><b>WheelSense: Enabling Tangible Gestures on the Steering Wheel for In-Car Natural Interaction</b>  Leonardo Angelini, Maurizio Caon, Francesco Carrino, Stefano Carrino, Denis Lalanne, Omar Abou Khaled, Elena Mugellini.</p> <p><b>Single-Handed Driving System with Kinect</b>  Jae Pyo Son, Arcot Sowmya.</p>

HIMI	S188	S189	EPCE	S190	S191
<b>Human Interface and the Management of Information</b> <p><b>Customer value by human interface</b> Room: Montego E Chair(s): Shin'ichi Fukuzumi.</p> <p><b>Effective practice of HCD by Usability Modeling and Standardization</b> Hideo Zempo.</p> <p><b>Environment-Centered Approach to ICT Service Design</b> Takehiko Ohno, Momoko Nakatani, Yurika Katagiri.</p> <p><b>Physiological Responses and Kansei Evaluation of Awareness</b> Keiko Kasamatsu, Hiroaki Kiso, Misako Yamagishi, Hideo Jingū, Shin'ichi Fukuzumi.</p> <p><b>Collaborative User Experience Design Methods for Enterprise System</b> Hiroko Yasu, Naoko Iwata, Izumi Kohno.</p> <p><b>Generalized Algorithm for Obtaining a Family of Evaluating Attributes' Sets Representing Customer's Preference</b> Takuya Mogawa, Fumiaki Saitoh, Syohei Ishizu.</p> <p><b>Towards An Ontological Interpretation on the i* Modeling Language Extended With Security Concepts: a Bunge-Wand-Weber Model Perspective</b> Gen-Yih Liao, Po-Jui Liang, Li-Ting Huang.</p>		<p><b>Automotive and Aviation</b> Room: St. Thomas A Chair(s): To be announced</p> <p><b>Lifecycle Support of Automotive Manufacturing Systems through a Next-Generation Operator Interface Implementation</b> Vishal Barot, Robert Harrison.</p> <p><b>What, Where, and When? Intelligent Presentation Management for Automotive Human Machine Interfaces and its Application</b> Sandro Castronovo, Angela Mahr, Christian Müller.</p> <p><b>Improving the Flexibility of In-Vehicle Infotainment Systems by the Smart Management of GUI-Application Binding related Information</b> Ran Zhang, Tobias Altmüller.</p> <p><b>Embedded systems: HMI concepts transferability between the aviation, automotive and maritime sectors</b> Stella I. Nikolaou, Sara Silvagni, Cristina Martinez Gomez, Iraklis Lazakis, Tineke Bosma.</p> <p><b>A Semiotic Based Method for Evaluating Automated Cockpit Interfaces</b> Waldomiro S Moreira, Rodrigo Bonacin.</p> <p><b>Migration Tolerant Human Computer Interaction for Air Traffic Controllers</b> Oliver Ohneiser, Hejar Gürlük.</p>	<p><b>Engineering Psychology and Cognitive Ergonomics</b></p> <p><b>Human Factors and road safety</b> Room: St. Thomas B Chair(s): Paul Salmon.</p> <p><b>Actualising a safe transport system through a human factors systems approach</b> Michael Lenné, Paul Salmon, Neville A. Stanton, Elizabeth Grey.</p> <p><b>The Safe System Approach - A Road Safety Strategy Based on Human Factors Principles</b> Peter Larsson, Claes Tingvall.</p> <p><b>Awesome Foursome? The Compatibility of Driver, Cyclist, Motorcyclist, and Pedestrian Situation Awareness at Intersections</b> Paul Salmon, Michael Lenné, Guy Walker, Ashleigh Filtness.</p> <p><b>Development of a Systems-based Human Factors Design Approach for Road Safety Applications</b> Gemma J. M. Read, Paul Salmon, Michael Lenné.</p> <p><b>An Evaluation of the Interior Design of the Stockholm Bypass Tunnel – A Driving Simulator Study</b> Ruggero L. Ceci, Christopher Patten, Selina Mardh.</p> <p><b>Combined Effect on Accident Risk of a Dual Task and Higher Driving Speed: A Simulator Study</b> Evangelia Portouli, Vassilis Papakostopoulos, Dimitris Nathanael.</p> <p><b>An Evaluation of Cognitive Design Features of Traffic Signs in Turkey</b> Mahmut Ekşioğlu, Onur Yıldırım, Yonca Kumsar, Doğukan İşk.</p>	<p><b>Human-Automation Integration Issues in Highly Automated Unmanned Vehicles</b> Room: Andros A Chair(s): Axel Schulte.</p> <p><b>Effects of Individual Differences on Human-Agent Teaming for Multi-Robot Control</b> Jessie YC Chen, Stephanie Quinn, Julia Wright, Michael Barnes.</p> <p><b>"Person to Purpose" Manpower Architecture Applied to A Highly Autonomous UAS Cloud</b> Jon T Platts, Scott Findlay, Andrew Berry, Helen Keirl.</p> <p><b>An Overview of Humans in Autonomy for Military Environments: Safety, Types of Autonomy, Agents, and User Interfaces</b> Michael Barnes, Jessie YC Chen, Florian G Jentsch, Elizabeth Redden, Kenneth Light.</p> <p><b>Single-Seat Cockpit-based Management of Multiple UCAVs Using On-Board Cognitive Agents for Coordination in Manned-Unmanned Fighter Missions</b> Stefan Gangl, Benjamin Lettl, Axel Schulte.</p> <p><b>Design of a guided missile operator assistant system for high-tempo intervention support</b> Tobias Kloss, Axel Schulte.</p> <p><b>Enabling Dynamic Delegation Interactions with Multiple Unmanned Vehicles; Flexibility from Top to Bottom</b> Christopher Miller, Mark Draper, Joshua Hamell, Gloria Calhoun, Timothy Barry, Heath Ruff.</p> <p><b>The Impact of Type and Level of Automation on Situation Awareness and Performance in Human-Robot Interaction</b> David Schuster, Florian G Jentsch, Thomas Fincannon, Scott Ososky.</p>	
					FRIDAY 8:00 - 10:00

UAHCI	S192	S193	S194	VAMR	S195
Universal Access in Human-Computer Interaction	<p><b>Multi-Modal, Multi-Party, and Multi-Brain Brain-Computer Interfacing</b>  <i>Room: Andros B</i>  Chair(s): Anton Nijholt, Brendan Z Allison.</p> <p><b>Investigation into a Mixed Hybrid using SSVEP and Eye Gaze for Optimising User Interaction within a Virtual Environment</b>  Paul McCullagh, Leo Galway, Gaye Lightbody.</p> <p><b>Effortless Passive BCIs for Healthy Users</b>  Anne-Marie Brouwer, Jan Van Erp, Dirk Heylen, Ole Jensen, Mannes Poel.</p> <p><b>Multi-modal Computer Interaction for Communication and Control Using EEG, EMG, EOG and Motion Sensors</b>  Günter Edlinger, Christoph Kapeller, Arnau Espinosa, Sergi Torrellas, Felip Miralles, Christoph Guger.</p> <p><b>A Collaborative Brain-Computer Interface for Accelerating Human Decision Making</b>  Peng Yuan, Yijun Wang, Xiaorong Gao, Tzyy-Ping Jung, Shangkai Gao.</p> <p><b>Brain-computer Interfacing for Users with Cerebral Palsy: Challenges and Opportunities</b>  Ian Daly, Martin Billinger, Reinhold Scherer, Gernot Müller-Putz.</p> <p><b>Towards Implicit Control through Steady-State Somatosensory Evoked Potentials</b>  Thorsten O. Zander, Jonas Broenstrup, Elisa Klose, Robert Sonnenberg, Wouter Vos, Marc Grootjen.</p> <p><b>Multi-Brain Games: Cooperation and Competition</b>  Anton Nijholt, Hayrettin Gurkok.</p>	<p><b>Design Access in Human Communication and Interaction</b>  <i>Room: Jamaica A</i>  Chair(s): Fong-Gong Wu.</p> <p><b>Motion Sensing Technology on Rehabilitation for Children with Physical Disabilities</b>  Chien-Yu Lin, Ming-Chi Lin, Shu-Hua Chen.</p> <p><b>Exploring psychophysical factors influencing visibility of virtual image display</b>  Shys-Fan Yang-Mao, Ming-Hui Lin, Yu-Ting Lin, Wen-Jun Zeng, Yueh-Yi Lai.</p> <p><b>Evaluation of Guideline System and Sign Design of Public Space in Taiwan Emergency Department</b>  Wan-Ting Tseng, Jin-Han Tseng, Hsin-Hsi Lai, Fong-Gong Wu.</p> <p><b>Gesture-based Interaction for Cultural Exhibitions - The Effect of Discrete Visual Feedback on the Usability of Gesture-based User Interfaces</b>  Tin-Kai Chen, Robert CC Chen, Fong-Gong Wu.</p> <p><b>Pupils' Satisfaction in Using Netbook</b>  Fong-Gong Wu, Chii-Zen Yu, Chi-Min Yen.</p> <p><b>Design Research of Augmented Reality Plant to Depressurize on Office Ladies</b>  Jei-Chen Hsieh, Chang-Chan Huang, Hwa-San Kwan.</p> <p><b>A Method To Evaluate Disabled User Interaction: A Case Study With Down Syndrome Children</b>  Isys Macedo, Daniela G Trevisan.</p>	<p><b>Accessibility and Software Design for All</b>  <i>Room: Jamaica B</i>  Chair(s): Hugo Paredes, Manuel Pérez-Cota.</p> <p><b>Using Mediating Metacommunication to Improve Accessibility to Deaf in Corporate Information Systems on the Web</b>  Aline S Alves, Simone B. Leal Ferreira, Viviane Santos de Oliveira Veiga, Ingrid T Monteiro, Denis Silva Da Silveira.</p> <p><b>Web Accessibility – From the Evaluation and Analysis to the Implementation – the anoGov/PEPPOL Case</b>  Ramiro Gonçalves, Jose L.B. Martins, Frederico Branco, João Barroso.</p> <p><b>Usability in a New DCS Interface - New Model of Viewing in Operator Displays</b>  Manuel Pérez-Cota, Miguel Ramón González-Castro.</p> <p><b>Supporting Accessibility in Higher Education Information Systems</b>  Arsénio Reis, João Barroso, Ramiro Gonçalves.</p> <p><b>Early Accessibility Evaluation in Web Application Development</b>  Helmut Vieritz, Daniel Schilberg, Sabina Jeschke.</p> <p><b>One-Handed Gesture Design for Browsing on Touch Phone</b>  Fong-Gong Wu, Jo-Yu Kuo.</p> <p><b>User Centered Design and Human Factors for Tablet PC</b>  Anneliese Peitz.</p>	Virtual, Augmented and Mixed Reality	<p><b>Virtual and Augmented Reality HCI in Medicine</b>  <i>Room: Antigua A</i>  Chair(s): Vassilis Charissis.</p> <p><b>Gait Analysis Management and Diagnosis in a Prototype Virtual Reality Environment</b>  Salsabeel AlFalah, David K. Harrison, Vassilis Charissis.</p> <p><b>The Design Considerations of a Virtual Reality Application for Heart Anatomy and Pathology Education</b>  Victor Nyamse, Vassilis Charissis, David Moore, Caroline Parker, Soheeb Khan, Warren Chan.</p> <p><b>The Characterisation of a Virtual Reality System to Improve the Quality and to Reduce the Gap between Information Technology and Medical Education</b>  Jannat Falah, David K. Harrison, Vassilis Charissis, Bruce Wood.</p> <p><b>Asynchronous Telemedicine Diagnosis of Musculoskeletal Injuries through a Prototype Interface in Virtual Reality Environment</b>  Soheeb Khan, Vassilis Charissis, David K. Harrison, Sophia Sakellariou, Warren Chan.</p> <p><b>Developing A Theory-Informed Interactive Animation to Increase Physical Activity Among Young People With Asthma</b>  Jennifer Murray, Brian Williams, Gaylor Hoskins, John McGhee, Dylan Gauld, Gordon Brown.</p> <p><b>Spatial Augmented Reality on Person: Exploring the Most Personal Medium</b>  Adrian Johnson, Yu Sun.</p>

VAMR	S196	CCD	S197	S198	DUXU	S199	continues...
	<p><b>Computational Aspects of Mental Models of Human-Robot Teamwork</b>  <i>Room: Antigua B</i>  Chair(s): Christian Lebriere, Florian G Jentsch.</p> <p><b>What will you do next? A Cognitive Model for Understanding Others' Intentions based on Shared Representations</b>  Haris Dindo, Antonio Chella.  <b>Human Considerations in the Application of Cognitive Decision Models for HRI</b>  Scott Ososky, Florian G Jentsch, Elizabeth Phillips.  <b>Toward Task-Based Mental Models of Human-Robot Teaming: A Bayesian Approach</b>  Michael Goodrich, Daqing Yi.  <b>Cognitive Models of Decision Making Processes for Human-Robot Interaction</b>  Christian Lebriere, Florian G Jentsch, Scott Ososky.  <b>Computational Mechanisms for Mental Models in Human-Robot Interaction</b>  Matthias Scheutz.</p>	<p><b>Cross-Cultural Design</b></p>	<p><b>Product &amp; Service Innovation based on New Developments in Human Factors</b>  <i>Room: Trinidad A</i>  Chair(s): Binbin Li.</p> <p><b>Service Design Research about Redesign Sedentary Office Guided by New Ergonomics Theory</b>  Yingxue Zhao, Craig Vogel, Gerald Michaud, Steven Doebler.  <b>The Study of Modern Emergency Products under the Direction of New Ergonomics</b>  Jianxin Cheng, Meiyu Zhou, Junnan Ye.  <b>An Empirical Research on Experience Evaluation and Image Promotion of Wuxi Fruit Brand: the Case of the Brand Package of Yangshan Shuimi Peaches</b>  Wei Xiong, Liang Yin, Xinli Lin, Shengli Lu.  <b>Human Factors Design Research with Persona for Kids Furniture in Shanghai Middle-Class Family</b>  Linong Dai, Boming Xu.</p> <p><b>An Empirical Research on Designing and Promoting the Brand Logo of Yangshan Shuimi Peaches Based on the Theory of Brand Experience</b>  Liang Yin, Junmiao Wang, Ying Shan, Yi Jin, Zilin Sun, Weifeng Huang, Binbin Li.</p> <p><b>Service Based Design Solutions— A Case of Migrant Workers' Affective Links with their Families in Rural Areas of China</b>  Jikun Liu, Qing Liu, Chenyu Zhao.</p> <p><b>Interaction Design Research of Home Integrated Ceiling Based on Neo-Ergonomics</b>  Qing Ge, Yin Wang.</p>	<p><b>Globally Distributed Work- the Interplay between the Social and the Technical</b>  <i>Room: Trinidad B</i>  Chair(s): Ye Li, Alexander Mädche.</p>	<p><b>Design, User Experience, and Usability</b></p>	<p><b>Energy Feedback Design and Information Visualization</b>  <i>Room: Martinique A</i>  Chair(s): Janelle LaMarche, Brian Y Lim.</p> <p><b>The Usability Perception Scale (UPscale): A Measure for Evaluating Feedback Displays</b>  Beth Karlin, Rebecca Ford.  <b>Graphical Displays in Eco-Feedback: A Cognitive Approach</b>  Rebecca Ford, Beth Karlin.  <b>Design Matters: Mid-Term Results from a Multi-Design Fuel Economy Feedback Experiment</b>  Tai Stillwater, Kenneth Kurani.  <b>Classifying Energy-related Events Using Electromagnetic Field Signatures</b>  Anand Kulkarni, Karla Conn Welch.</p> <p><b>The Driving Machine: Mobile UX Design that Combines Information Design with Persuasion Design</b>  Aaron Marcus, Scott Abromowitz.</p>	
							<p><b>FRIDAY 8:00 - 10:00</b></p>



DUXU

S200

S201

S202

S203

**Industrial Software User Experience**

*Room:* Martinique B

Chair(s): Sanjay Tripathi.

**User Experience for Mobile Business Applications**

*Room:* St. Croix A

Chair(s): Marcus Trapp.

**Cross-Cultural Interface Design**

*Room:* St. Croix B

Chair(s): Nouf Khashman,  
Emilie Gould.

**Interaction design in daily activity**

*Room:* Barbados A

Chair(s): Yoichi Motomura.

**Pragmatic Approach to Cost Benefit Analysis of User Centered Design**

Izumi Kohno, Hiroko Yasu,  
Satoshi Sugawara,  
Masahiro Nishikawa.

**A User Centred Approach to Determining the Impact of Faster Broadband on Small and Medium Sized Enterprises**

Doug L Williams, Andy Gower,  
Joshan Meenowa, Jon Wakeling.

**SysML-based Approach for Automation Software Development – Explorative Usability Evaluation of the Provided Notation**

Daniel Schütz, Martin Obermeier,  
Birgit Vogel-Heuser.

**Emotional Experience and Interactive Design in the Workplace**

Kuo-Pin Chen, Wen-Huei Chou.

**How to Design Experiences: Macro UX versus Micro UX Approach**

Constantin Von Saucken,  
Ioanna Michailidou,  
Udo Lindemann.

**'Measure and improve' UX in supervisory control systems business**

Sanjay Tripathi, Mikko J Rissanen.

**User Interaction Forensics – Detecting and Interpreting the User's Footprints during Touch Interaction**

Kai Breiner.

**Addressing Animated Transitions already in Mobile App Storyboards**

Marcus Trapp, René Yasmin.

**Novel Method of Evaluating GUI Design from the Viewpoint of Worker Experience -Central control systems for social infrastructure-**

Daiki Hama, Mai Kurioka,  
Mariko Kato, Ken Imamura,  
Miwa Nakanishi.

**9/11 Memorial App: A Case Study of Serious Smart Phone UX Design**

Tobias Komischke.

**Two Solitudes Revisited: A Cross-cultural Exploration of Online Image Searchers' Behaviours**

Elaine Ménard, Nouf Khashman,  
Jonathan Dorey.

**Intercultural User Interface Design – Culture-Centered HCI Design – Cross-Cultural User Interface Design: Different Terminology or Different Approaches?**

Rüdiger Heimgärtner.

**Exploring Offline Browsing Patterns to Enhance the Online Environment**

Xiaopeng Guo, Jie Gao,  
Yujing Zeng, Zhenghua Zhang.

**Tracing Technology Diffusion of Social Media with Culturally Localized User Experience Approach**

Huatong Sun.

**Banner Evaluation Predicted by Eye Tracking Performance and the Median Thinking Style**

Man Ying Wang, Da-Lung Tang,  
Chih Tung Kao, Vincent C. Sun.

**Observation Analysis Method for Culture Centered Design - Proposal of KH method -**

Kaho Asano, Kazuhiko Yamazaki.

**CHARM Pad: Ontology-based Tool for Learning Systematic Knowledge about Nursing**

Munehiko Sasajima,  
Satoshi Nishimura,  
Yoshinobu Kitamura,  
Akemi Hirao, Kanetoshi Hattori,  
Akemi Nakamura, Hiroe Takahashi,  
Yoshiyuki Takaoka,  
Riichiro Mizoguchi.

**Community Participation Support using an ICF-based Community Map**

Satoru Kitamura, Koji Kitamura,  
Yoshifumi Nishida,  
Kenichiro Sakae, Junko Yasuda,  
Hiroshi Mizoguchi.

**Interactive Rock Climbing Playground Equipment: Modeling through Service**

Mikiko Oono, Koji Kitamura,

Yoshifumi Nishida,

Yoichi Motomura.

**Co-creation of the nursing assist system with nurses in practice by a workflow evaluation method**

Junji Ohyama,  
Takehiro Matsumoto,  
Mizuho Okada, Yoichi Motomura,  
Hiroshi Sato.

**Interaction Design using a Child Behavior-Geometry Database**

Hiroyuki Kakara,  
Yoshifumi Nishida,  
Hiroshi Mizoguchi.

**Capturing Nursing Interactions from Mobile Sensor Data and In-room Sensors**

Sozo Inoue, Kousuke Hayashida,  
Masato Nakamura,  
Yasunobu Nohara,  
Naoki Nakashima.

**Participatory Interaction Design for the Healthcare Service Field**

Takuichi Nishimura,  
M. Kobayakawa, M. Nakajima,  
K.C. Yamada, T. Fukuhara,  
M. Hamasaki, H. Miwa,  
Kentaro Watanabe, Y. Sakamoto,  
T. Sunaga, Yoichi Motomura.

DAPI S204	
<b>Interaction for Ubiquitous Virtual Reality - I</b>	
<i>Room:</i> Barbados B	
Chair(s): Woontack Woo.	
<b>An approach to the content-to-content interactivity in performing arts over networks</b> Boncheol Goo.	
<b>SemanticRadar: AR-based Pervasive Interaction Support via Semantic Communications</b> Heesuk Son, Byoungoh Kim, Taehun Kim, Dongman Lee, SoonJoo Hyun.	
<b>The New Communication Interface to Determine the Lifespan of Digital Information</b> Sooyeon Maeng, Bong Gwan Jun.	
<b>Long-range Hand Gesture Interaction Based on Spatio-temporal Encoding</b> Jaewon Kim, Gyuchull Han, Ig-Jae Kim, Hyounggon Kim, Sang Chul Ahn.	
<b>Intelligent Machine Space for Interacting with Human in Ubiquitous Virtual Reality</b> Youngho Lee, Young J. Ryoo, Jongmyong Choi, Sungtae Moon.	



HCI	S205	S206	S207	S208
Human-Computer Interaction	<p><b>Design and evaluation techniques and methods for medical and rehabilitation devices</b>  <i>Room: Montego A</i>  Chair(s): Simone Borsci.</p> <p><b>Environmental Evaluation of a Rehabilitation Aid Interaction under the Framework of the Ideal Model of Assistive Technology Assessment Process</b>  Stefano Federici, Simone Borsci, Maria Laura Mele.</p> <p><b>User Requirements for the Development of Smartphone Self-Reporting Applications in Healthcare</b>  Michael P Craven, Kirusnapillai Selvarajah, Robert Miles, Holger Schnädelbach, Adam Massey, Kavita Vedhara, Nicholas Raine-Fenning, John Crowe.</p> <p><b>A Grounded Procedure for Managing Data and Estimating the Sample Size of a Home Medical Device Assessment</b>  Simone Borsci, Jennifer Martin, Julie Barnett.</p> <p><b>Native Apps versus Web Apps: Which is Best for Healthcare Applications?</b>  Kirusnapillai Selvarajah, Michael P Craven, Adam Massey, John Crowe, Kavita Vedhara, Nicholas Raine-Fenning.</p> <p><b>Evaluation of Hip Impingement Kinematics on Range of Motion</b>  Mahshid YazdiFar, Mohammadreza YazdiFar, Pooyan RahmaniVahid, Saba Eshraghi, Ibrahim Esat, Mahmoud Chizari.</p> <p><b>Study on Relationship Between Foot Pressure Pattern and Hallux Valgus Progression</b>  Saba Eshraghi, Ibrahim Esat, Pooyan RahmaniVahid, Mahshid YazdiFar, Mona Esharghi, Amir Mohagheghi, Sara Horne.</p> <p><b>Web Searching for Health Information: An Observational Study to Explore Users' Emotions</b>  Pallavi Rao Gadahad, Yin-Leng Theng, Joanna Sin Sei Ching, Natalie Pang.</p>	<p><b>User interface design</b>  <i>Room: Montego B</i>  Chair(s): Sheue-Ling Hwang.</p> <p><b>Human Factor Research of User Interface for 3D Display</b>  Chih-Hung Ting, Teng-Yao Tsai, Yi-Pai Huang, Wen-Jun Zeng, Ming-Hui Lin.</p> <p><b>Evaluation of Mono/ Binocular Depth Perception Using Virtual Image Display</b>  Shys-Fan Yang-Mao, Yu-Ting Lin, Ming-Hui Lin, Wen-Jun Zeng, Yao-lien Wang.</p> <p><b>Establishing a Cognitive Map of Public Place for Blind and Visual Impaired by Using IVEO Hands-On Learning System</b>  Qing-Wen Lin, Sheue-Ling Hwang, Jan-Li Wang.</p> <p><b>Ergonomics Design with Novice Elicitation on an Auditory-Only In-Vehicle Speech System</b>  Ming-Hsuan Wei, Sheue-Ling Hwang, Hsin-Chang Chang, Jian-Yung Hung, Chih-Chung Kuo.</p> <p><b>Towards a Design Guideline of Visual Cryptography on Stereoscopic Displays</b>  Shih-Lung Tsai, Chao-Hua Wen.</p> <p><b>The Development of an Innovative Design Process for Eco-efficient Green Products</b>  Shiaw-Tsyu Uang, Cheng-Li Liu.</p> <p><b>Towards Ergonomic User Interface Composition: A Study about Information Density Criterion</b>  Yoann Gabillon, Sophie Lepreux, Káthia Marçal De Oliveira.</p>	<p><b>Gesture-based interaction</b>  <i>Room: Montego C</i>  Chair(s): George Margetis.</p> <p><b>Functional Gestures for Human-Environment Interaction</b>  Stefano Carrino, Maurizio Caon, Omar Abou Khaled, Rolf Ingold, Elena Mugellini.</p> <p><b>Finger Controller : Natural User Interaction using Finger Gestures</b>  Unseok Lee, Jiro Tanaka.</p> <p><b>Computational Cognitive Modeling of Touch and Gesture on Mobile Multitouch Devices: Applications and Challenges for Existing Theory</b>  Kristen K. Greene, Franklin P. Tamborello, Ross Micheals.</p> <p><b>A Method for Single Hand Fist Gesture Input to Enhance Human Computer Interaction</b>  Tao Ma, William Wee, Chia Yung Han, Xuefu Zhou.</p> <p><b>MOBAJES: Multi-User Gesture Interaction System with Wearable Mobile Device</b>  Enkhbat Davaasuren, Jiro Tanaka.</p> <p><b>The Language of Motion: A Taxonomy for Interface</b>  Elaine Froehlich, Brian Lucid, Heather Shaw.</p> <p><b>Study of Interaction Concepts in 3D Virtual Environment</b>  Vera Oblaender, Maximilian Eibl.</p>	<p><b>Recognizing Emotions</b>  <i>Room: Montego D</i>  Chair(s): To be announced</p> <p><b>Personality and Emotion as Determinants of the Learning Experience: How Affective Behavior Interacts with Various Components of the Learning Process</b>  Zacharias Lekkas, Panagiotis Germanakos, Nikos Tsianos, Constantinos Mourlas, George Samaras.</p> <p><b>Evaluating Engagement Physiologically and Knowledge Retention Subjectively through Two Different Learning Techniques</b>  Marvin Andujar, Josh Ekandem, Juan Gilbert, Patricia A Morreale.</p> <p><b>A New E-learning System Focusing on Emotional Aspect Using Biological Signals</b>  Saromporn Charoenpit, Michiko Ohkura.</p> <p><b>Evaluating Emotional State during 3DTV Viewing Using Psychophysiological Measurements</b>  Kiyomi Sakamoto, Seiji Sakashita, Kuniko Yamashita, Akira Okada.</p> <p><b>The Impact of Gender and Sexual Hormones on Automated Psychobiological Emotion Classification</b>  Stefanie Rukavina, Sascha Gruss, Junwen Tan, David Hrabal, Steffen Walter, Harald Traue, Lucia Jerg-Bretzke.</p> <p><b>Comparison of Kansei Information between Joyful and Happy Expressions in Dance</b>  Nao Shikanai, Kozaburo Hachimura.</p>

HCI	S209	HIMI	S210	S211	EPCE	S212
		<b>Human Interface and the Management of Information</b>			<b>Engineering Psychology and Cognitive Ergonomics</b>	
	<p><b>Human - Robot Interaction</b>  <i>Room: Montego E</i>  Chair(s): Hiroyuki Umemuro.</p> <p><b>Ergonomic Rating of Interaction Technologies for A Mobile Robot System</b>  Uwe Herbst, Steffen Rühl, Andreas Hermann, Zhixing Xue, Klaus Bengler.</p> <p><b>Exploring Children's Attitudes towards Static and Moving Humanoid Robots</b>  Fang-Wu Tung, Tsen-Yao Chang.</p> <p><b>Interface Design for Minimizing Loss of Context in In-situ Remote Robot Control</b>  Jong-gil Ahn, Gerard Jounghyun Kim.</p> <p><b>Generation of Facial Expression Emphasized with Cartoon Techniques Using a Cellular-phone-type Teleoperated Robot with a Mobile Projector</b>  Yu Tsuruda, Maiya Hori, Hiroki Yoshimura, Yoshio Iwai.</p> <p><b>Developing Sophisticated Robot Reactions by Long-term Human Interaction</b>  Hiromi Nagano, Masataka Tokumaru, Miho Harata.</p>	<p><b>Application in physiological and behavioral research for HCI related field</b>  <i>Room: St. Thomas A</i>  Chair(s): Kentaro Kotani.</p> <p><b>Assessing Mental Workload of In-Vehicle Information Systems by Using Physiological Metrics</b>  Susumu Enokida, Kentaro Kotani, Satoshi Suzuki, Takafumi Asao, Takahiro Ishikawa, Kenji Ishida.</p> <p><b>Changes in Posture of the Upper Extremity Through the Use of Various Sizes of Tablets and Characters</b>  Hiroki Maniwa, Kentaro Kotani, Satoshi Suzuki, Takafumi Asao.</p> <p><b>Non-contact Measurement of Biological Signals Using Microwave Radar</b>  Hiroki Morodome, Satoshi Suzuki, Takafumi Asao, Kentaro Kotani.</p> <p><b>Development of Screening Visual Field Test Application that Use Eye Movement</b>  Makoto Mizutani, Kentaro Kotani, Satoshi Suzuki, Takafumi Asao, Tetsuya Sugiyama, Mari Ueki, Shota Kojima, Maho Shibata, Tsunehiko Ikeda.</p> <p><b>Estimation of Driver's Steering Intention by Using Mechanical Impedance</b>  Takafumi Asao, Satoshi Suzuki, Kentaro Kotani.</p> <p><b>Optimization of GUI on Touchscreen Smartphones Based on Physiological Evaluation Feasibility of Small Button Size and Spacing for Graphical Objects</b>  Shohei Komine, Miwa Nakanishi.</p>	<p><b>Personalised information spaces</b>  <i>Room: St. Thomas B</i>  Chair(s): Marko H.T. Nieminen.</p> <p><b>Integrating the Anchoring Process with Preference Stability for Interactive Movie Recommendations</b>  I-Chin Wu, Yun-Fang Niu.</p> <p><b>The right level of complexity in a banner ad – Roles of construal level and fluency</b>  Chih Tung Kao, Man Ying Wang.</p> <p><b>TAGZILLA: Tag-based File Storage and Retrieval</b>  Vikram Nair, Vijayanand Banahatti, Niranjan Pedanekar.</p> <p><b>A Study of Customization for Online Business</b>  Vincent Cho, Candy Lau.</p> <p><b>Similar or Not Similar: This Is a Parameter Question</b>  Andrey A Masiero, Flavio Tonidandel, Plinio Thomaz Aquino Junior.</p> <p><b>I See, Please Tell Me More - Exploring Virtual Agents as Interactive Storytellers</b>  David Lindholm, Eva Petersson Brooks, Tom Nauerby.</p> <p><b>Supporting Group and Personal Memory in an Interactive Space for Collaborative Work</b>  Mari Tyllinen, Marko H.T. Nieminen.</p>	<p><b>Situated Cognitive Engineering for Citizen's Well-Being</b>  <i>Room: Andros A</i>  Chair(s): Mark A. Neerincx.</p> <p><b>Inclusive design: bridging theory and practice</b>  Anita Cremers, Mark A. Neerincx, Jacomien De Jong.</p> <p><b>User requirement analysis of social conventions learning applications for non-natives and low-literates</b>  Dylan G.M. Schouten, Nanja Smets, Marianne Driessens, Marieke Hanekamp, Mark A. Neerincx, Anita Cremers.</p> <p><b>Usability an Important Goal for the Design of Therapeutic Games for Older Adults</b>  Anne McLaughlin, Michelle Bryant, John Sprufera, Jason Allaire, Maribeth Gandy.</p> <p><b>Aged People's Emotion Elicited by Touching Materials of Armrests</b>  Tyan-Yu Wu, Chia-Ying Peng.</p> <p><b>Online single EEG channel based automatic sleep staging</b>  Gary N Garcia-Molina, Michele Bellesi, Sander Pastoor, Stefan Pfundtner, Brady Riedner, Giulio Tononi.</p> <p><b>Cognitive Engineering and Emergency Management</b>  Denis A Coelho.</p> <p><b>When stereotypes meet robots: The effect of gender stereotypes on people's acceptance of a security robot</b>  Benedict Tiong Chee Tay, Taezoon Park, Younbo Jung, Yeow Kee Tan, Alvin Hong Yee Wong.</p>		



UAHCI	S213	S214	S215	S216
<b>Universal Access in Human-Computer Interaction</b>	<p><b>Design Access in Ergonomics and Interaction</b>  <i>Room: Andros B</i>  Chair(s): Fong-Gong Wu.</p> <p><b>Universal Conceptual Design Solution for Built-in Orthopaedic Rocker-bar Device</b>  Robert CC Chen.</p> <p><b>Design Guidelines for an Integrated PHR System: An Approach for UI Designers to Break Down Individual-Level Barriers to PHR Adoption</b>  Shu-Wen Tzeng, Yuan Zhou.</p> <p><b>Evaluating User Interface Design using Hierarchical Requirements Extraction Method (REM)</b>  Toshiki Yamaoka.</p> <p><b>Exploration of Picture E-Book Design for App Web</b>  Cheih-Ying Chen, Hung-Chieh Chang.</p> <p><b>The Discussion of Innovative Concept for Icon Display on Elevator's Indicator</b>  Ming-Tang Wang.</p> <p><b>GreenSense: Developing Persuasive Service Technology by Integrating Mobile Devices and Social Interaction for Sustainable and Healthy Behavior</b>  Po-Chun Chen, Taysheng Jeng, Yi-Shin Deng, Sheng-Fen Chien.</p> <p><b>Developing Story Performing System for Children</b>  Chien-Hsu Chen, Shao Yu Wang, Yi Chia Nina Lee.</p>	<p><b>Technologies for Enhancing Universal Access</b>  <i>Room: Jamaica A</i>  Chair(s): João Barroso, Leontios Hadjileontiadis.</p> <p><b>A Biological and Real-time Framework for Hand Gestures and Head Poses</b>  Mario Saleiro, Miguel Farrajota, Kasim Terzic, João Rodrigues, Hans Du Buf.</p> <p><b>Social Media as Online Mentoring Tools for STEM Students with and without Disabilities</b>  Robert Todd.</p> <p><b>An Error Tolerant Memory Aid for Reduced Cognitive Load in Number Copying Tasks</b>  Frode Eika Sandnes.</p> <p><b>Symbiosis: An innovative human-computer interaction environment for Alzheimer's support</b>  Dimitris Mandiliotis, Kostas Toumpas, Katerina Kyrioti, Kiki Kaza, João Barroso, Leontios Hadjileontiadis.</p> <p><b>Network For All: A Proposal for an Accessible Social Media Aggregator Solution</b>  Mário Correia, Gonçalo Cruz, Ricardo Rodrigues Nunes, Jose L.B. Martins, Ramiro Gonçalves, Hugo Paredes, Paulo Martins.</p> <p><b>Automatically Generating Online Social Network Messages to Combat Social Isolation of People with Disabilities</b>  John J Magee, Margit Betke.</p> <p><b>Interaction Design for Robotic Avatars - Does Avatar's Aging Cue Affect the User's Impressions of a Robot?</b>  Angie Lorena Marin, Sukhan Lee.</p>	<p><b>Cutting Edge in Information Display: Recent Advances in Ergonomic Research for the Use of E-papers</b>  <i>Room: Jamaica B</i>  Chair(s): Masaru Miyao, Hiromu Ishio.</p> <p><b>Effects of Long-Time 3D Viewing on the Eye Function of Accommodation and Convergence</b>  Hiromu Ishio, Takehito Kojima, Takumi Oohashi, Yuki Okada, Hiroki Takada, Masaru Miyao.</p> <p><b>Multi-Evaluation Method of Visual Fatigue and Motion Sickness while Viewing 2D/3D Video Clips on A Liquid Crystal Display</b>  Hiroki Takada, Kazuhiro Fujikake, Yasuyuki Matsuura, Masaru Miyao.</p> <p><b>Effects of Environmental Illuminance on the Readability of E-books</b>  Tatsuya Koizuka, Takehito Kojima, Shunta Sano, Nobuhiro Ishio, Masaru Miyao.</p> <p><b>Verification of the Minimum Illuminance for Comfortable Reading of an E-paper</b>  Takehito Kojima, Shunta Sano, Nobuhiro Ishio, Tatsuya Koizuka, Masaru Miyao.</p> <p><b>Aging effects on the readability of characters on e-book terminals</b>  Ranson Paul Lege, Satoshi Hasegawa, Akira Hasegawa, Takehito Kojima, Masaru Miyao.</p> <p><b>Effect of Accommodation Training in Foreign Labor</b>  Masumi Takada, Masaru Miyao, Hiroki Takada, Yasuyuki Matsuura.</p> <p><b>An Evaluation of the iPod Touch as an Alternative Low-Vision Magnifier for People with Low Vision</b>  Seunghyun «Tina» Lee, Jon Sanford.</p>	<p><b>Inclusive education</b>  <i>Room: Antigua A</i>  Chair(s): Karla Conn Welch.</p> <p><b>Read-Aid – An Assistive Reading Tool for Children with Dyslexia</b>  Suvarna Rekha, Sai Gollapudi, Harini Sampath, Bipin Indurkhy.</p> <p><b>Universal Design and Accessibility Standards in Online Learning Objects</b>  Cláudia Mara Scudelari De Macedo, Vania Ribas Ulbricht.</p> <p><b>Introducing an Information System for successful support of selective attention in online courses</b>  Martin Ebner, Josef Wachtler, Andreas Holzinger.</p> <p><b>Challenges for Inclusive Affective Detection in Educational Scenarios</b>  Olga C. Santos, Alejandro Rodriguez-Ascaso, Jesus Boticario, Sergio Salmeron-Majadas, Pilar Quiros, Raul Cabestrero.</p> <p><b>Towards an Affective Computing Feedback System to Benefit Underserved Individuals: An Example Teaching Social Media Skills</b>  Mohammad Nasser Saadatzi, Karla Conn Welch, Robert Pennington, James Graham.</p> <p><b>Handling Structural Models Composed of Objects and Their Mutual Relations in the Spatial Cognition Experiments</b>  Nobuhito Yamamoto, Shoko Shiroma, Tomoyuki Nishioka.</p>

VAMR S217	CCD S218	OCSC S219	AC S220
<p><b>VR and Ultra Reality</b>  <i>Room: Antigua B</i>  Chair(s): Yasushi Ikeyi.</p> <p><b>Tactile Apparent Motion Presented from Seat Pan Facilitates Racing Experience</b>  Tomohiro Amemiya, Koichi Hirota, Yasushi Ikeyi.</p> <p><b>Human Adaptation, Plasticity and Learning for A New Sensory-Motor World in Virtual Reality</b>  Michiteru Kitazaki.</p> <p><b>Virtual body in the Ultra Reality presentation</b>  Yasushi Ikeyi, Koji Abe, Yujiro Okuya, Yukinori Masuda, Ryo Tanaka, Banri Oda, Tomohiro Amemiya, Koichi Hirota.</p> <p><b>Affecting Our Perception of Satiety by Changing The Size of Virtual Dishes Projected with a Tabletop Display</b>  Sho Sakurai, Takuji Narumi, Yuki Ban, Tomohiro Tanikawa, Michitaka Hirose.</p> <p><b>Presentation of Odor in Multi-sensory Theater</b>  Koichi Hirota, Yoko Ito, Tomohiro Amemiya, Yasushi Ikeyi.</p> <p><b>High Presence Communication between the Earth and International Space Station</b>  Tetsuro Ogi, Yoshisuke Tateyama, Yosuke Kubota.</p>	<p><b>Design for Individual Differences</b>  <i>Room: Trinidad A</i>  Chair(s): Jia Zhou.</p> <p><b>Modality-Independent Interaction Framework for Cross-Disability Accessibility</b>  J. Bern Jordan, Gregg Vanderheiden.</p> <p><b>Feature Extraction of Individual Differences for Identification Recognition Based on Resting EEG</b>  Rui Xu, Dong Ming, Yanru Bai, Jing Liu, Hongzhi Qi, Qiang Xu, Peng Zhou, Lixin Zhang, Baikun Wan.</p> <p><b>The Application of Consistent User Interface in Common Use Self Service (CUSS)</b>  Horng-Yi Yu, T. K. Philip Hwang, Jisook Han, Tsung-Hsian Wang.</p> <p><b>A Qualitative Study of Older Adults' Acceptance of New Functions On Smart Phones and Tablets</b>  Jia Zhou, P. L. Patrick Rau, Gavriel Salvendy.</p> <p><b>Reception of Space: Inspiring Design without a Designer</b>  Yihua Huang, Kin Wai Michael Siu.</p> <p><b>A Comparison of Eye Movements between Americans and Koreans when Searching Information on Web Pages</b>  Changwoo Yang.</p>	<p><b>eSociety 2.0 - I</b>  <i>Room: Trinidad B</i>  Chair(s): Sergio Zepeda-Hernandez.</p> <p><b>Group Recommender Systems as a Voting Problem</b>  George Popescu.</p> <p><b>The Influence of Social Networking Sites on Participation in the 2012 Presidential Election</b>  Rachel Adler, William Adler.</p> <p><b>Supporting Social Deliberative Skills Online: the Effects of Reflective Scaffolding Tools</b>  Tom Murray, A Lynn Stephens, Beverly Woolf, Leah Wing, Xiaoxi Xu, Natasha Shrikant.</p> <p><b>User Generated Content: an Analysis of User Behavior by Mining Political Tweets</b>  Rocio Abascal-Mena, Erick Lopez-Ornelas, J. Sergio Zepeda-Hernandez.</p> <p><b>City 2.0 and Tourism Development</b>  Karim Fraoua, Christian Bourret.</p> <p><b>Untangling the Web of e-Health: Multiple Sclerosis Patients' Perceptions of Online Health Information, Information Literacy, and the Impact on Treatment Decision Making Decision Making.</b>  Anna Langhorne, Patrick Thomas, Laura Kolaczkowski.</p> <p><b>Well-being's Predictive Value: A Gamified Approach to Managing Smart Communities</b>  Margeret Hall, Simon Caton, Christof Weinhardt.</p>	<p><b>Applications of Optical Brain Imaging</b>  <i>Room: Martinique A</i>  Chair(s): Banu Onaral.</p> <p><b>Differential Prefrontal Response During Natural and Synthetic Speech Perception: An fNIR Based Neuroergonomics Study</b>  Hasan Ayaz, Paul Crawford, Adrian Curtin, Mashaal Syed, Banu Onaral, Willem Beltman, Patricia Shewokis.</p> <p><b>Functional Near-Infrared Spectroscopy in Addiction Treatment: Preliminary Evidence as a Biomarker of Treatment Response</b>  Scott Bunce, Jonathan Harris, Kurtulus Izzetoglu, Hasan Ayaz, Meltem Izzetoglu, Kambiz Pourrezaei, Banu Onaral.</p> <p><b>Human Performance Assessment Study in Aviation Using Functional Near Infrared Spectroscopy</b>  Joshua Harrison, Kurtulus Izzetoglu, Hasan Ayaz, Ben Willems, Sehchang Hah, Hyun Woo, Patricia Shewokis, Scott Bunce, Banu Onaral.</p> <p><b>Towards a hybrid P300-based BCI using simultaneous fNIR and EEG</b>  Yichuan Liu, Hasan Ayaz, Adrian Curtin, Banu Onaral, Patricia Shewokis.</p> <p><b>Brain in the Loop Learning using Functional Near Infrared Spectroscopy</b>  Patricia Shewokis, Hasan Ayaz, Adrian Curtin, Kurtulus Izzetoglu, Banu Onaral.</p> <p><b>Relationship Analysis between Subjective Evaluation and NIRS-based Index on Video Content</b>  Shinsuke Mitsui, Atsushi Maki, Toshikazu Kato.</p>
<p><b>Virtual, Augmented and Mixed Reality</b></p>	<p><b>Cross-Cultural Design</b></p>	<p><b>Online Communities and Social Computing</b></p>	<p><b>Augmented Cognition</b></p>

# Parallel Sessions

Friday, 26 July

10:30 - 12:30



DHM	S221	S222	DUXU	S223	S224
<b>Models and Simulations in Complex Human Environments</b> <i>Room: Martinique B</i> Chair(s): Vincent Duffy.	<b>Working with Computers: Ergonomics, Safety and Health Considerations</b> <i>Room: St. Croix A</i> Chair(s): Michelle Robertson.	<b>Usability Methods and Tools</b> <i>Room: St. Croix B</i> Chair(s): Jennifer McGinn.	<b>Design, Ergonomics, and Usability - IV</b> <i>Room: Barbados A</i> Chair(s): Marcelo Soares, Julie Waldron.		
<b>Combining Motion Capture and Digital Human Modeling for Creating Instructions in Industrial Settings</b> Ulrike Schmuntzsch, Ulas Yilmaz, Matthias Rötting.  <b>Investigation of an Agent-Based Modeling on Crowd Evacuation and its Application to Real Buildings</b> Fujio Yamamoto.  <b>Numerical Reconstruction of the Real-Life Fatal Accident at Work: a Case Study</b> Marcin Milanowicz, Paweł Budziszewski.  <b>Bayesian Affordance-Based Agent Model for Wayfinding Behaviors in Evacuation Problems</b> Moise Busogi, Namhun Kim, Dongmin Shin, Hokyung Ryu, Arm Yoo, Dongchul Kim.  <b>Simulating a Walk of Digital Human Model directly in Massive 3D Laser-scanned Point Cloud of Indoor Environments</b> Tsubasa Maruyama, Satoshi Kanai, Hiroaki Date.	<b>Telework: Experiences of knowledge workers</b> Michelle Robertson.  <b>Temporal Dependence of Trapezius Muscle Activation during Sustained Eye-lens Accommodation at Near</b> Hans Richter, Camilla Zetterberg, Mikael Forsman.  <b>A Knowledge Transfer Process: Establishing Training in New Technology for an Ageing Workforce</b> Conne Bazley, Denise Brooks.  <b>The Effectiveness of Alternative Keyboards at Reducing Musculoskeletal Symptoms at Work: A Review</b> Nancy A. Baker.  <b>Evaluating Ergonomics Risks for Digital Radiologists</b> Alan Hedge.  <b>Hand and Arm Support for Computer Workstation</b> Ghi-Hwei Kao, T. K. Philip Hwang.	<b>Usability Testing Medical Devices: A Practical Guide to Minimizing Risk and Maximizing Success</b> Chris Hass, Dan Berlin.  <b>Merging Methodologies: Combining Individual and Group Card Sorting</b> Robert Thomas, Ian Johnson.  <b>Customer Recruitment: Ethical, Legal &amp; Practical Issues</b> Kristyn Greenwood, Angela Johnston.  <b>Beyond Satisfaction Questionnaires: «Hacking» the Online Survey</b> Andrea L. Evans.  <b>Assessing Perceived Experience with Magnitude Estimation</b> Mick McGee, Misha Vaughan, Joe Dumas.	<b>The Design in the Development of Exergames: A New Game for the Contribute to Control Childhood Obesity</b> Marina Barros, Andre Neves, Walter Correia, Marcelo Soares, Fabio Campos.  <b>Participatory Design for Mobile Application for Academic Management in a Brazilian University</b> José Guilherme Da Silva Santa Rosa, Andrei Gurgel, Marcel De Oliveira Passos.  <b>Design Methodology for Body Tracking Based Applications - A Kinect Case Study</b> Felipe B Breyer, Bernardo Reis, Luis A Vasconcelos, Aline Cavalcanti, João Marcelo Teixeira, Judith Kelner.  <b>Luz, Câmera, Libras!: How a Mobile Game Can Improve the Learning of Sign Languages</b> Guilherme Moura, Luis A Vasconcelos, Aline Cavalcanti, Felipe B Breyer, Dalton da Silva, João Marcelo Teixeira, Crystian Leão, Judith Kelner.		
				<b>Design and usability: A Case Study on Selecting Exhibitors for the National Fair of Craftwork - FENEARTE - Recife, PE, Brazil</b> Tibério Tabosa, Virginia Cavalcanti, Ana Andrade, Erimar Cordeiro, Germannya D'Garcia.  <b>Calculation of Areas of Permanence in Public Spaces, According to Solar Radiation Simulated Conditions</b> Julie Waldron, Jorge Salazar.  <b>Interactive Shopping Experience through Immersive Store Environments</b> Kunal Mankodiya, Rolando Martins, Jonathan Francis, Elmer Garduno, Rajeev Gandhi, Priya Narasimhan.	

DAPI	S225
<b>Distributed, Ambient and Pervasive Interactions</b>	
	<b>Interaction for Ubiquitous Virtual Reality - II</b> <i>Room: Barbados B</i> Chair(s): Woontack Woo.
	<b>Experimental Study on Display of Energy-related Information in Smart Homes Using Virtual Reality</b> Kodai Ito, Michiko Ohkura. <b>Context-of-Interest driven Trans-Space Convergence for Spatial Co-Presence</b> Hyeongmook Lee, Taejin Ha, Seungtak Noh, Woontack Woo.
	<b>The Association of In-World Avatar Investment With Expectations of Behavioral Change</b> Jacquelyn Morie, Sin-Hwa Kang, Eric Chance. <b>Web based Me-centric Resource Management System for Pervasive Environment</b> Daeil Seo, Sangchul Ahn, Heedong Ko.
	<b>An Efficient Motion Graph Searching Algorithm for Augmented Reality Characters</b> Sukwon Lee, Sung-Hee Lee. <b>Application of bio-inspired metaheuristics to guillotined cutting processes optimize in an glass industry</b> Flavio Moreira Da Costa, Tiago Vieira Carvalho, Renato Jose Sassi.

HCI	S226	S227	S228	S229
<p><b>Inclusive Design for HCI</b>  <i>Room: Montego A</i>  Chair(s): Yong Gu Ji.</p> <p><b>Preliminary Design of Haptic Icons from Users</b>  Wonil Hwang, Dongsoo Kim.</p> <p><b>Conditions of Applications, Situations and Functions Applicable to Gesture Interface</b>  Taebeum Ryu, Jaehong Lee, Myung Hwan Yun, Ji Hyoun Lim.</p> <p><b>Introducing Emotional Interfaces to Healthcare Systems</b>  Rangarajan Parthasarathy, Xiaowen Fang.</p> <p><b>User Centered Inclusive Design Process: A 'situationally-induced impairments and disabilities' perspective</b>  Hyung Jun Oh, Hyo Chang Kim, Hwan Hwangbo, Yong Gu Ji.</p> <p><b>Search Engine Accessibility for Low-Literate Users</b>  Debora M Modesto, Simone B. Leal Ferreira, Aline S Alves.</p> <p><b>The Evaluation of a Voting Web Based Application</b>  Linda Harley, Keith Kline, Jerry B. Ray, Carrie Bell, Andrew Baranak, Chandler Price, Matthew Hung, Brad Fain.</p> <p><b>Do All People Enjoy the Benefits from Technology Innovation?</b>  Yoon Jeon Koh, Jaeheon Park, Byung Do Chung.</p>	<p><b>Haptics: Towards interacting with the world via touch</b>  <i>Room: Montego B</i>  Chair(s): Chang S. Nam.</p> <p><b>Comparison of Enhanced Visual and Haptic Features in a Virtual Reality-Based Haptic Simulation</b>  Michael Clamann, Wenqi Ma, David Kaber.</p> <p><b>Influence of Haptic Feedback on a Pointing Task in a Haptically Enhanced 3D Virtual Environment</b>  Brendan Corbett, Takehiko Yamaguchi, Shijing Liu, Lixiao Huang, Sangwoo Bahn, Chang S. Nam.</p> <p><b>Assessing the Effectiveness of Vibrotactile Feedback on a 2D Navigation Task</b>  Woo Jeon, Yueqing Li, Sangwoo Bahn, Chang S. Nam.</p> <p><b>Behavioral Characteristics of Users with Visual Impairment in Haptically Enhanced Virtual Environments</b>  Shijing Liu, Sangwoo Bahn, Heesun Choi, Chang S. Nam.</p> <p><b>Use of Reference Frame in Haptic Virtual Environments: Implications for Users with Visual Impairments</b>  Ja Young Lee, Sangwoo Bahn, Chang S. Nam.</p> <p><b>Magnetic Field Based Near Surface Haptic and Pointing Interface</b>  Kasun Thejitha Karunanayaka, Sanath Siriwardana, Chamari Edirisinghe, Ryohei Nakatsu, Ponnalam Gopalkrishnakone.</p> <p><b>Mapping Texture Phase Diagram of Artificial Haptic Stimuli Generated By Vibrotactile Actuators</b>  Anak Agung Gede Dharma, Kiyoshi Tomimatsu.</p>	<p><b>UI Prototyping methods and tools</b>  <i>Room: Montego C</i>  Chair(s): Heidi Krömker.</p> <p><b>An Interface Prototyper Supporting Free Design Components Specification</b>  Pedro Teixeira-Faria, Javier Rodeiro Iglesias.</p> <p><b>Multi-level Communicability Evaluation of a Prototyping Tool</b>  Vinicius Segura, Fabiana P Simões, Gabriel L Sotero, Simone Barbosa.</p> <p><b>Established and Innovative Facets of Interactive Prototypes – a Case Study</b>  Sebastian C. Scholz, Dieter Wallach.</p> <p><b>EMIL: A Rapid Prototyping Authoring Environment for the Design of Interactive Surface Applications</b>  Johannes Lüderschmidt, Nadia Haubner, Simon Lehmann, Ralf Dörner.</p> <p><b>An Empirical Study on Immersive Prototyping Dimensions</b>  Samuel Moreira, Rui José, José Creissac Campos.</p>	<p><b>Motion, Gesture and Expression recognition - II</b>  <i>Room: Montego D</i>  Chair(s): Christian Viard-Gaudin.</p> <p><b>Gesture vs. Gesticulation: A Test Protocol</b>  Francesco Carrino, Antonio Ridi, Rolf Ingold, Omar Abou Khaled, Elena Mugellini.</p> <p><b>The Influence of Context Knowledge for Multi-modal Affective Annotation</b>  Ingo Siegert, Ronald Böck, Andreas Wendemuth.</p> <p><b>Multimodal Mathematical Expressions Recognition: Case of Speech and Handwriting</b>  Sofiane Medjkoune, Harold Mouchere, Simon Petitrenaud, Christian Viard-Gaudin.</p> <p><b>Recognition of Multi-Touch Drawn Sketches</b>  Michael Schmidt, Gerhard Weber.</p> <p><b>Depth Camera based Real-time Fingertip Detection using Multi-view Projection</b>  Weixin Yang, Zhengyang Zhong, Xin Zhang, Lianwen Jin, Chenlin Xiong, Pengwei Wang.</p> <p><b>Keyboard Clawing: Input Method by Clawing Key Tops</b>  Toshifumi Kurosawa, Buntarou Shizuki, Jiro Tanaka.</p> <p><b>Impact of gesture repetition in recognizing real human in animated hand motion</b>  Manoj Kumar Rajagopal.</p>	
<b>Human-Computer Interaction</b>				

HIMI	S230	S231	S232	UAHCI	S233
Human Interface and the Management of Information	<p><b>Service engineering and interaction</b> Room: Montego E Chair(s): Sakae Yamamoto, Koji Kimita.</p> <p><b>Role of assigned persona for computer supported cooperative work in remote control environment</b> Yuzo Takahashi.</p> <p><b>Interpersonal Service Support Based on Employee's Activity Model</b> Kentaro Watanabe, Takuichi Nishimura.</p> <p><b>Managing HMI quality in embedded system development</b> Haruhiko Urokohara, Naotake Hirasawa.</p> <p><b>A Study on Selection Ability in the 3D Space by theFinger</b> Junpei Fukaya, Yutaro Ooba, Hidetaka Kuriwa, Ryuta Yamada, Makoto Oka, Hirohiko Mori.</p> <p><b>An Improvement of Disaster Information System for Local Residents</b> Yuichi Takahashi, Sakae Yamamoto.</p> <p><b>Framework for Quantitatively Evaluating the Quality Requirements of Software System</b> Yuki Terawaki.</p> <p><b>Quality of Service Ontology Languages for Web Services Discovery: An overview and Limitations</b> Furkh Zeshan, Radziah Mohamad, Mohammad Nazir Ahmad.</p>	<p><b>Human-centered Information Systems and Applications</b> Room: St. Thomas A Chair(s): Hiroshi Tsuji, Ryosuke Saga.</p> <p><b>Basic Investigation into Hand Shape Recognition using Colored Gloves Taking Account of the Peripheral Environment</b> Takahiro Sugaya, Takayuki Suzuki, Hiromitsu Nishimura, Hiroshi Tanaka.</p> <p><b>Window Manager Designed For Cloud Services</b> Shizuki Yoshino, Tetsuo Tanaka, Kazunori Matsumoto.</p> <p><b>Transparent Digital Contents Sharing for Science Teachers</b> Thongchai Kaewkiriya, Ryosuke Saga, Hiroshi Tsuji.</p> <p><b>Word Classification for Sentiment Polarity Estimation Using Neural Network</b> Hidekazu Yanagimoto, Mika Shimada, Akane Yoshimura.</p> <p><b>ArchMatrix: Knowledge Management and Visual Analytics for Archaeologists</b> Stefano Valtolina, Barbara R Barricelli, Giovanna Bagnasco Gianni, Susanna Bortolotto.</p> <p><b>Pros and Cons of Various ICT Tools in Global Collaboration – A Cross-Case Study</b> Matti A. Virtainen, Olli Jähkola.</p>	<p><b>Designing complex environments</b> Room: St. Thomas B Chair(s): Farid Shirazi.</p> <p><b>Task Analysis of Soft Control Operations using Simulation Data in Nuclear Power Plants</b> Seung Jun Lee, Wondea Jung.</p> <p><b>Effects of Stimulus Orientation, Grouping and Alignment on Spatial S-R Compatibility</b> Ngai Hung Tsang, Ken Chan, Alan Chan.</p> <p><b>User Interface of Interactive Media Art in Stereoscopic Environment</b> Youngeun Kim, Migyung Lee, Sanghun Nam, Jinwan Park.</p> <p><b>Quantifying the Impact of Standards when Hosting Robotic Simulations in the Cloud</b> Sekou L Remy.</p> <p><b>An Intelligent Interactive Home Care System: An MPLS-Based Community Cloud</b> Farid Shirazi.</p> <p><b>Intuitive Gestures On Multi-Touch Displays for Reading Radiological Images</b> Susanne Bay, Philipp Brauner, Thomas Gossler, Martina Ziefle.</p>	Universal Access in Human-Computer Interaction	<p><b>Robots in everyday life</b> Room: Andros A Chair(s): Hirotada Ueda.</p> <p><b>Characteristics of Robots and Virtual Agents as a Persuasive Talker</b> Kaoru Sumi, Mizue Nagata.</p> <p><b>How Does Unintentional Eye Contact with a Robot Affect Users' Emotional Attachment to it?: Investigation on the Effects of Eye Contact and Joint Attention on Users' Emotional Attachment to a Robot</b> Takanori Komatsu, Haruka Takahashi.</p> <p><b>How Do We Feel When Babyloid Starts Crying Suddenly?</b> Felix Jimenez, Masayoshi Kanoh, Masato Goto.</p> <p><b>Home Robots, Learn by Themselves</b> Osamu Hasegawa, Daiki Kimura.</p> <p><b>Talking-Ally: Toward Persuasive Communication in Everyday Life</b> Yuki Odahara, Naoki Ohshima, Ravindra S De Silva, Michio Okada.</p> <p><b>A Map Guidance System by Multiple Dialog Robots Cooperation</b> Ken Yonezawa, Yu Suzuki, Hirotada Ueda.</p> <p><b>AwareCover: Interactive Cover of the Smartphone for Awareness Sharing</b> Ayumi Fukuchi, Koji Tsukada, Itiro Siio.</p>
					continues...

► UAHCI	S234	S235	S236	VAMR	S237
	<p><b>Senior Workforce</b>  <i>Room: Andros B</i>  Chair(s): Hironobu Takagi, Chieko Asakawa.</p> <p><b>Development and Field Trial of a Social TV System for Elderly People</b>  Masaru Miyazaki, Masanori Sano, Shigeaki Mitsuya, Hideki Sumiyoshi, Masahide Naemura, Arisa Fujii.</p> <p><b>Age-based Task Specialization for Crowdsourced Proofreading</b>  Masatomo Kobayashi, Tatsuya Ishihara, Toshinari Itoko, Hironobu Takagi, Chieko Asakawa.</p> <p><b>How Unfamiliar Words in Smartphone Manuals Affect Senior Citizens</b>  Tatsuya Ishihara, Masatomo Kobayashi, Hironobu Takagi, Chieko Asakawa.</p> <p><b>Towards Mobile Embodied 3D Avatar as Telepresence Vehicle</b>  Yutaka Tokuda, Atsushi Hiyama, Takahiro Miura, Tomohiro Tanikawa, Michitaka Hirose.</p> <p><b>Time-mosaic Formation of Senior Workforces for Complex Irregular Work in Cooperative Farms</b>  Takahiro Miura, Masato Nakayama, Atsushi Hiyama, Naomi Yatomi, Michitaka Hirose.</p> <p><b>A Framework of Affordance and Usability of Mobile User Interface for Older Adults</b>  Chui Yin Wong.</p> <p><b>Breaking Psychological Barrier toward Changes: Two Experiences</b>  Bruno Merlin.</p>	<p><b>Interaction and Education for the Deaf</b>  <i>Room: Jamaica A</i>  Chair(s): To be announced</p> <p><b>Using Mediated Communication to Teach Vocational Concepts to Deaf Users</b>  Ingrid T Monteiro, Aline S Alves, Clarisse Sieckenius De Souza.</p> <p><b>Development of The Hearing Communication System in An Individual and The Classroom</b>  Manabu Ishihara, Shin-nosukei Suzuki, Jun Shirataki.</p> <p><b>Visual Perception of Deaf Children to Inform Interaction of Tools for Literacy</b>  Juliana Bueno, Cayley Guimarães, André De Mendonça, Laura Sánchez García, Rubens Massayuki Sugimoto.</p> <p><b>Deaf students and comic hypermedia: proposal of accessible learning object</b>  Raul Busarello, Vania Ribas Ulbricht, Patricia Bieging, Vilma Villarouco.</p> <p><b>Innovation in Learning - the Use of Avatar for Sign Language</b>  Tania Cristina Lima, Mario Sandro F. Da Rocha, Thebano Almeida Santos, Angelo Benetti, Evandro Soares, Helvecio Siqueira De Oliveira.</p> <p><b>Analyzing Barriers for People with Hearing Loss on the Web: a Semiotic Study</b>  Marta Angélica Montiel Ferreira, Rodrigo Bonacini.</p> <p><b>Subunit Modeling for Japanese Sign Language Recognition Based on Phonetically Depend Multi-stream Hidden Markov Models</b>  Shinji Sako, Tadashi Kitamura.</p>	<p><b>Non visual smart environments</b>  <i>Room: Jamaica B</i>  Chair(s): Jaime Sanchez.</p> <p><b>Using Sonification and Haptics to Represent Overlapping Spatial Objects: Effects on Accuracy</b>  Junlei Yu, Kris Lohmann, Christopher Habel.</p> <p><b>Multimodal Kinect-supported Interaction for Visually Impaired Users</b>  Richard Gross, Bockholt Ulrich, Ernst Biersack, Arjan Kuijper.</p> <p><b>Audio Transportation System for Blind People</b>  Jaime Sanchez, Marcia de Borba Campos.</p> <p><b>Enriching Graphic Maps to Enable Multimodal Interaction by Blind People</b>  Caterina Senette, Maria Claudia Buzzi, Marina Buzzi, Barbara Leporini, Loredana Martusciello.</p> <p><b>An Integration Framework for Motion and Visually Impaired Virtual Humans in Interactive Immersive Environments</b>  Frank Sulzmann, Roland Blach, Manfred Dangelmaier.</p> <p><b>Image Quality Assessment for the Visually Impaired</b>  Tatiana Koshkina, Eric Dinet, Hubert Konik.</p>	<p><b>The Role of Virtual, Augmented and Mixed Reality in STEAM Education for the 21st Century</b>  <i>Room: Antigua A</i>  Chair(s): Stephen M Fiore.</p> <p><b>Picking Up STEAM: Educational Implications for Teaching with an Augmented Reality Guitar Learning System</b>  Joseph Keebler, Travis Wiltshire, Dustin Smith, Stephen M Fiore.</p> <p><b>Virtual Reality Data Visualization for Team-Based STEAM Education: Tools, Methods, and Lessons Learned</b>  Daniel Keefe, David Laidlaw.</p> <p><b>ChronoLeap: The Great World's Fair Adventure</b>  Lori C. Walters, Darin E Hughes, Manuel Gértrudix Barrio, Charles E Hughes.</p> <p><b>Mixed Reality Space Travel for Physics Learning</b>  Darin E Hughes, Shabnam Sabbagh, Robb Lindgren, J. Michael Moshell, Charles E Hughes.</p> <p><b>Using Motion Sensing for Learning: A Serious, Mixed Reality Nutrition Game</b>  Mina Johnson.</p> <p><b>Mission: LEAP - Teaching Innovation Competencies by Mixing Realities</b>  Christopher Stapleton, Atsushi "2C" Hirumi, Dana S. Mott.</p>	
FRIDAY 13:30 - 15:30				Virtual, Augmented and Mixed Reality	

CCD	S238	S239	AC	S240	DHM	S241	continues...
Cross-Cultural Design	<p><b>Knowledge Sharing</b> Room: Antigua B Chair(s): Hua Qin.</p> <p><b>The Research on Knowledge Diffusion based on Small World Network</b> Xinxin Feng, Baojiang Chen, Huanzhi Zhu.</p> <p><b>Constructing Interaction Scenarios of High-building Interior in Fire</b> Hua Qin, Linghua Ran, Shaohong Cai.</p> <p><b>Study on Aggressive Driving Activities at Crossroads in Beijing</b> Hua Qin, Huanzhi Zhu, Renwen W Huang.</p> <p><b>The Effects of Age, Viewing Distance and Font Type on the Legibility of Chinese Characters</b> Linghua Ran, Xin Zhang, Xiaoyuan Ren, Huimin Hu.</p> <p><b>Research Facing Interface Design of Android System Industrial Control System</b> Songfeng Gao, Guixue Yang, Linlin Zhao.</p> <p><b>Incorporating Culture in Website Design: A Comparison of Taiwanese and Australian Website Characteristics</b> Hsiu Ching Laura Hsieh, Chi-Hsiung Chen, Sin Dai Hong.</p>	<p><b>Human-computer interaction and human errors in complex systems</b> Room: Trinidad A Chair(s): Qin Gao, Zhizhong Li.</p> <p><b>Secondary Task Method for Workload Measurement in Alarm Monitoring and Identification Tasks</b> Xiaojun Wu, Zhizhong Li.</p> <p><b>Evaluation of Human-System Interfaces with Different Information Organization Using an Eye Tracker</b> Kejin Chen, Zhizhong Li.</p> <p><b>Cultural Diversity - New Challenge to Medical Device Use Safety for International Markets</b> Long Liu, Uvo Hoelscher, Ziying Yao.</p> <p><b>Introducing Human Performance Modeling in Digital Nuclear Power Industry</b> Xiang Jiang, Qin Gao, Zhizhong Li.</p> <p><b>Effects of Sleep Deprivation on Pilot's Cognitive Behavior in Flight Simulation</b> Zhongqi Liu, Fang Xie, Qianxiang Zhou.</p> <p><b>Effects of Spaceflight Operation Complexity and Training on Operation Error</b> Meng Wang, Yijing Zhang, Bin Wu, Pengjie Li, Shuguang Chen, Jinwu Zhang, Min Liu.</p> <p><b>Changes in Heart Rate Variability during Manual Controlled Rendezvous and Docking with Task Complexity</b> Pengjie Li, Bin Wu, Yijing Zhang, Zhi Yao, Weifen Huang, Xiang Zhang.</p>	Augmented Cognition	<p><b>Using Augmented Cognition for Gamification</b> Room: Trinidad B Chair(s): Martha E. Crosby.</p> <p><b>Combining Augmented Cognition and Gamification</b> Curtis Ikebara, Martha E. Crosby, Paula Alexandra Silva.</p> <p><b>So Fun it Hurts - Gamifying an Engineering Course</b> Gabriel Barata, Sandra Gama, Joaquim Jorge, Daniel Gonçalves.</p> <p><b>Measuring Engagement to Stimulate Critical Thinking</b> Patricia Donohue, Tawnya Gray, Dominic Lamboy.</p> <p><b>Behavioral Biometric Identification on Mobile Devices</b> Matt B Wolff.</p> <p><b>Issues in Implementing Augmented Cognition and Gamification on a Mobile Platform</b> Curtis Ikebara, Jiecai He, Martha E. Crosby.</p> <p><b>Using the Smartphone Accelerometer to Monitor Fall Risk while Playing a Game: the Design and Usability Evaluation of Dance! Don't Fall</b> Paula Alexandra Silva, Francisco Nunes, Ana Vasconcelos, Maureen Kerwin, Ricardo Moutinho, Pedro Teixeira.</p> <p><b>Gamification for Measuring Cyber Security Situational Awareness</b> Barbara Endicott-Popovsky, Glenn Fink, Daniel Best, David Manz, Viatcheslav Popovsky.</p>	Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management	<p><b>AmI-Technology at Work – A Sociological Perspective Covering Aspects of Occupational Safety And Health (OSH)</b> Michael Bretschneider-Hagemes.</p> <p><b>Safety and Health at Work through Persuasive Assistance Systems</b> Matthias Hartwig, Armin Windel.</p> <p><b>Evaluating comfort levels of a workstation with an individually controlled heating and lighting system</b> Elisabeth M. De Korte, Lottie Kuijt-Evers, Marleen Spiekman, Linda Hoes-Van Oeffelen, Bianca Van der Zande, Gilles Vissenberg, Gerard Huiskes.</p> <p><b>Serious Gaming used as Management Intervention to Prevent Work-related Stress and Raise Work-engagement among Workers</b> Noortje M. Wiezer, Maartje Bakhuys Roozeboom, Esther Oprins.</p> <p><b>Chair based measurements of sitting behaviour – a field study of sitting postures and sitting time in office workers</b> Matthijs Netten, Bas Van der Doelen, Richard Goossens.</p> <p><b>Validation of an Integrated Biomechanical Modeling Approach to the Ergonomic Evaluation of Drywall Installation</b> Lu Yuan.</p> <p><b>The Effect of Dynamic Workstations on The Performance of Various Computer and Office-based Tasks</b> Eva-Maria Burford, Julianne Botter, Dianne Commissaris, Reinier Koenemann, Suzanne Hiemstra-van Mastrigt, Rolf Peter Ellegast.</p>	

► DHM	S242	DUXU	S243	S244	S245
	<p><b>Automation design and human systems integration: modeling, validation and certification issues</b>  <i>Room: Martinique B</i>  Chair(s): Didier Fass, Brian F. Gore.</p> <p><b>Putting in Perspective Human-machine System Theory and Modeling: from Theoretical Biology to Artifacts Integrative Design and Organization.</b>  Didier Fass.</p> <p><b>A Validation Approach for Complex NextGen Air Traffic Control Human Performance Models</b>  Brian F. Gore, Paul Milgram.</p> <p><b>Ideal Mode Selection of a Cardiac Pacing System</b>  Dominique Méry, Neeraj Kumar Singh.</p> <p><b>Simulating the Impact of Mental Models on Human Automation Interaction in Aviation</b>  Sebastien Mamessier, Karen Feigh.</p> <p><b>Causal Attribution and Control: between Consciousness and Psychical Half-Shadow. Application to Flight Operations</b>  Bruno Berberian, Jean-Christophe Sarrazin, Laurent Chaudron.</p> <p><b>Cognitive Behavior Modeling of Manual Rendezvous and Docking Based on the ACT-R Cognitive Architecture</b>  Chunhui Wang, Yu Tian, Yanfei Liu, Shanguang Chen, Zhiqiang Tian, Junsong Li.</p> <p><b>Evaluation of Drivers Interaction with Assistant Systems using Criticality Driven Guided Simulation</b>  Stefan Puch, Bertram Wortelen, Martin Fränzle, Thomas Peikenkamp.</p>	<p><b>Inclusive and open design</b>  <i>Room: St. Croix A</i>  Chair(s): Hua Dong.</p>	<p><b>Mobile Web &amp; Mobile App Design and Usage</b>  <i>Room: St. Croix B</i>  Chair(s): Stephan Böhm.</p>	<p><b>Design, Ergonomics, and Usability - V</b>  <i>Room: Barbados A</i>  Chair(s): Marcelo Soares, Claudia Renata Mont'Alvão.</p>	
FRIDAY 13:30 - 15:30	<p><b>User-Mobile Phone Interactions: a Postphenomenology Analysis</b>  Bin Zhang, Hua Dong.</p> <p><b>Designing technology for older people - The role of technical self-confidence in usability of an inclusive heating control</b>  Nicola Combe, David Harrison, Hua Dong.</p> <p><b>Open design: non-professional user-designers creating products for citizen science, a case study of beekeepers.</b>  Robert Daniel Phillips, Yelena Ford, Karl Sadler, Sarah Silve, Sharon Baurley.</p> <p><b>How to categorize users from a design point of view?</b>  Lena Lorentzen.</p> <p><b>A Pilot Study of the Intuitiveness of Smartphone Camera Interface for Elderly Users</b>  HyunJu Shin, DaeSung Ahn, Junghyun Han.</p>	<p><b>End-User Development of Mobile Mashups</b>  Cinzia Cappiello, Maristella Matera, Matteo Picozzi.</p> <p><b>Towards Medical Cyber-Physical Systems: Multimodal Augmented Reality for Doctors and Knowledge Discovery about Patients</b>  Daniel Sonntag, Sonja Zillner, Christian Schulz, Markus Weber, Takumi Toyama.</p> <p><b>Smart Metering with Smartphones: User-centered Design of a Mobile Application in the Context of Energy Efficiency</b>  Stephan Böhm, Lee Szwee.</p> <p><b>A mobile prototype for clinical emergency calls</b>  Cornelius Wille, Thomas Marx, Adam Maciak.</p> <p><b>Feature Evaluation for Mobile Applications: A Design Science Approach Based on Evolutionary Software Prototypes</b>  Bodo Igler.</p> <p><b>User-Originated Innovation of Mobile Financial Services</b>  Päivi Heikkilä, Heli M. Järventie-Ahonen, Sirpa Riihiaho.</p>	<p><b>Usability Assessment in The Multicultural Approach</b>  Maria Lucia L. R. Okimoto, Cristina Olaverri Monreal, Klaus Bengler.</p> <p><b>Branding "for All": Toward the Definition of Inclusive Toolkits of Analysis and Visual Communication for Brand Identities</b>  Giuseppe Di Buccianico, Stefania Camplone, Stefano Picciani.</p> <p><b>Participatory Design and Usability: A Behavioural Approach of Workers' attitudes in the Work Environment</b>  Dierci Marcio Cunha Da Silveira.</p> <p><b>Breaking Technological Paradigms - Sustainable Design in Air Transport Multi-Mission</b>  Edgard Thomas Martins, Isnard Thomas Martins, Marcelo Soares.</p> <p><b>Information Accessibility in Museums with a Focus on Technology and Cognitive Process</b>  Laura Martins, Felipe P. T. Gabriele.</p> <p><b>Usability Testing of Mobile Applications Store: Purchase, Search and Reviews</b>  Wilson S Prata, Claudia Renata Mont'Alvão, Manuela Quaresma.</p>		

HAS S246

**Encouraging an Information Security Culture by addressing Human Behavior**

Room: Barbados B

Chair(s): Kerry-Lynn Thomson.

**Essential Lessons Still not Learned? Examining the Password Practices of End-users and Service Providers**

Nina Bär, Steven Furnell.

**Personality's Influence on Facebook's Privacy Settings: A Case of College Students in Taiwan**

Tingya Kuo, Hung-Lian Tang.

**A Taxonomy of Cyber Situation Awareness Questions for the User-Centered Design of Cyber Situation Awareness**

Celeste Lyn Paul, Kirsten Whitley.

**Understanding People's Preferences for Disclosing Contextual Information to Smartphone Apps**

Fuming Shih, Julia Boortz.

**A Comparison of American and German Folk Models of Home Computer Security**

Michaela Kauer, Melanie Volkamer, Sebastian Günther, Daniel Storck.

**Relationships between Password Choices, Perceptions of Risk and Security Expertise**

Sadie Creese, Duncan D Hodges, Sue Jamison-Powell, Monica Whitty.

# HCI 2014 International

16<sup>th</sup> International Conference on Human - Computer Interaction*thematic areas:*

Human-Computer Interaction

Human Interface and the Management of Information

*affiliated conferences:*11<sup>th</sup> International Conference on Engineering Psychology and Cognitive Ergonomics8<sup>th</sup> International Conference on Universal Access in Human-Computer Interaction6<sup>th</sup> International Conference on Virtual, Augmented and Mixed Reality6<sup>th</sup> International Conference on Cross-Cultural Design6<sup>th</sup> International Conference on Social Computing and Social Media8<sup>th</sup> International Conference on Augmented Cognition5<sup>th</sup> International Conference on Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management3<sup>rd</sup> International Conference on Design, User Experience and Usability2<sup>nd</sup> International Conference on Distributed, Ambient and Pervasive Interactions2<sup>nd</sup> International Conference on Human Aspects of Information Security, Privacy and Trust1<sup>st</sup> International Conference on HCI in Business1<sup>st</sup> International Conference on Learning and Collaboration Technologies**BECOMING ANNUAL**

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HCI	S247	S248	S249	HIMI	S250
Human-Computer Interaction	<p><b>UX Design Processes &amp; Evaluation Methods</b>  <i>Room: Montego A</i>  Chair(s): Esther Jun, Kyungdoh Kim.</p> <p><b>Remote Usability Evaluation of Mobile Web Applications</b>  Fabio Paternó, Paolo Burzacca.</p> <p><b>An Application of the Ballistic Movement Method for Evaluating Computer Mice</b>  Ray F. Lin, Ching-Wen Chung, Yi-Chien Tsai, Chi-Yu Huang.</p> <p><b>Priming Categorization in a Card Sort</b>  Camie Steinhoff, Jeremiah Still.</p> <p><b>Analyzing Face and Speech Recognition to Create Automatic Information for Usability Evaluation</b>  Thiago A Coleti, Marcelo Morandini, Fatima de Lourdes dos Santos Nunes.</p> <p><b>Ease of Icon Processing Can Predict Icon Appeal</b>  Sine J P McDougall, Irene Reppa.</p> <p><b>Design and Usability Analysis of Gesture-based Control for Common Desktop Tasks</b>  Farzin Farhadi-Niaki, S. Ali Etemad, Ali Arya.</p> <p><b>Search Strategies in Hypermedia Navigation and Spatial Abilities: A Comparison with Physical Navigation</b>  Aurelie Brouwers.</p>	<p><b>Emerging Issues in HCI</b>  <i>Room: Montego B</i>  Chair(s): Toshiki Yamaoka.</p> <p><b>Semiotics of Interaction: Towards a UI Alphabet</b>  Jan Brejcha, Aaron Marcus.</p> <p><b>HCI Education in Brazil: Challenges and Opportunities</b>  Clodis Boscaroli, Silvia A Bim, Milene S Silveira, Raquel Prates, Simone Barbosa.</p> <p><b>Confabulation in the Time of Transdisciplinarity: Reflection on HCI Education and a Call for Conversation.</b>  Nicholas W True, Jeroen PA Peeters, Daniel Fallman.</p> <p><b>Internet Anxiety: Myth or Reality?</b>  Santosh Kumar Kalwar, Kari Heikkinen, Jari Porras.</p> <p><b>Toward a New Design Philosophy of HCI: Knowledge of Collaborative Action of "We" Human-and-Technology</b>  HyunKyung Cho, Joonsung Yoon.</p>	<p><b>Interacting with the web - II</b>  <i>Room: Montego C</i>  Chair(s): Jurek Kirakowski.</p> <p><b>A Web-based Interface for a System that Designs Sensor Networks</b>  Lawrence J. Henschen, Julia C. Lee.</p> <p><b>'Realness' in Chatbots: Establishing Quantifiable Criteria</b>  Kellie Morrissey, Jurek Kirakowski.</p> <p><b>A Color Schemer for Webpage Design Using Interactive Mood Board</b>  Zhen Yu Gu, Zhanwei Wu, Jiamin Yu, Jian Lou.</p> <p><b>A Page Navigation Technique for Overlooking Content in a Digital Magazine</b>  Yuichiro Kinoshita, Masayuki Sugiyama, Kentaro Go.</p> <p><b>Sound to Sight: The Effects of Self-Generated Visualization on Music Sight-Singing as an Alternate Learning Interface for Music Education within a Web-Based Environment</b>  Yu-Ting Huang, Chi-Nung Chu.</p> <p><b>A Method for Discussing Musical Expression between Music Ensemble Players using A Web-Based System</b>  Takehiko Sakamoto, Shin Takahashi, Jiro Tanaka.</p>	Human Interface and the Management of Information	<p><b>Management of interaction</b>  <i>Room: Montego D</i>  Chair(s): Hirohiko Mori, Sakae Yamamoto.</p> <p><b>Kanji Characters in Japan – Remaining Challenges</b>  Toshihiro Enami.</p> <p><b>The Relationships between Kansei Scale for Uniqueness on Products and Purchase Motivation</b>  Yusuke Ohta, Keiko Kasamatsu.</p> <p><b>Influence of the Safety Margin on Behavior that Violates Rules</b>  Mitsuhiko Karashima, Hiromi Nishiguchi.</p> <p><b>Transferring tacit skills of WADAIKO</b>  Makoto Oka, Asahi Mizukoshi, Hirohiko Mori.</p> <p><b>Cognitive analysis of drivers behavior with seamless display of back monitor and side view mirror</b>  Naoyuki Susuki, Kenta Takiguchi, Makoto Oka, Hirohiko Mori.</p> <p><b>Leaning Origami Using 3D Mixed Reality Technique</b>  Atsushi Nakano, Makoto Oka, Hirohiko Mori.</p> <p><b>The Proposition of a Framework to Support the Design of Ecological Systems for the Web</b>  Marcelo Morandini, Tharsis M Novaes, Thiago A Coleti, Pedro Correa.</p>

# Parallel Sessions

Friday, 26 July

16:00 – 18:00



HIMI	S251	UAHCI	S252	S253	S254
	<p><b>Creating social media</b>  <i>Room: Montego E</i>  Chair(s): Carina Ihlström Eriksson.</p> <p><b>Responsibilities and Challenges of Social Media Managers</b>  Christian Meske, Stefan Stieglitz.</p> <p><b>EventLens: An Automatic Magazine Generating System for Social Media</b>  Hao Chen, Han Tang, Zhiyu Wang, Peng Cui, Yingqing Xu, Shiqiang Yang.</p> <p><b>A User Driven Design Approach to Creating UGC Services – Challenging the Newspaper Industry</b>  Esbjörn Ebbesson, Carina Ihlström Eriksson.</p> <p><b>Placebooks: participation, community, design, and ubiquitous data aggregation ‘in the wild’</b>  Alan Chamberlain, Andy Crabtree, Mark Davies, Kevin Glover, Stuart Reeves, Peter Tolmie, Matt Jones.</p> <p><b>Semantically structured VDL-based iconic tags system</b>  Xiaoyue Ma, Jean-Pierre Cahier.</p> <p><b>Mo-Buzz: Socially-Mediated Collaborative Platform for Ubiquitous Location Based Service</b>  Owen Noel Newto Fernando, Vajira Sampath Rathnayake, Santosh Vijaykumar, May O. Lwin, Schubert Foo.</p> <p><b>A Support Framework for Automated Video and Multimedia Workflows for Production and Archive</b>  Robert Manthey, Robert Herms, Marc Ritter, Michael Storz, Maximilian Eibl.</p>	<p><b>Universal Access in Human-Computer Interaction</b></p> <p><b>Smart Products and Services</b>  <i>Room: St. Thomas A</i>  Chair(s): Kevin Tseng.</p> <p><b>Universal Access to Participatory Musical Experiences for People with Disabilities</b>  Nizan Friedman, David Reinkensmeyer, Mark Bachman.</p> <p><b>Development of Smart Device-Based Thermostatic Control System Applying on Cooling Vests</b>  Jing-Jing Fang, Tai-Hong Kuo, Cheng-Ying Wu.</p> <p><b>Single Tap Hierarchy-Structured Zoom as Interface for Interactive Indoor Wayfinding Map for Elderly Users</b>  Chun-Wen Chen, Kevin Tseng, Yun-Fong Kao.</p> <p><b>User Acceptance of a Community-based Healthcare Information System Preserving User Privacy</b>  Chien-Lung Hsu, Ming-Ren Lee.</p> <p><b>Effectiveness of Learning Chinese Character Using Tablet Technology</b>  Chao-Yang Yang, Ting-Yi Chiu-Huang, Yu-Ting Wu.</p> <p><b>Modified Control-response Ratio for Move and Rotation Operations on a Large Multi-touch Interface</b>  WenZhi Chen, Chun-Wen Chen, Kuan-Hung Chen.</p> <p><b>Content Analysis of Specialist Interviews in the Development of the Music Therapy Activity System</b>  Kevin Tseng, Chieh-Yun Liu.</p>	<p><b>Cutting Edge in Information Display: Recent Advances in Ergonomic Research for the Use of 3D</b>  <i>Room: St. Thomas B</i>  Chair(s): Hiroki Takada, Sina Fateh.</p> <p><b>Measurement of Lens Accommodation and Convergence during the Viewing of 3D Images</b>  Takumi Oohashi, Hiromu Ishio, Yuki Okada, Tomohiko Yanase, Takehito Kojima, Masaru Miyao.</p> <p><b>Evaluating the Legibility of Stereoscopic Game Consoles</b>  Yuki Okada, Takehito Kojima, Takumi Oohashi, Masaru Miyao.</p> <p><b>A Surgery Planning System by Visualizing 3D Profile of the Knee during Motion for Anterior Cruciate Ligament Reconstruction</b>  Kouki Nagamune, Yuichiro Nishizawa, Daisuke Araki, Koji Nishimoto, Yuichi Hoshino, Ryosuke Kuroda, Masahiro Kurosaka.</p> <p><b>Effect of Display Size on Body Sway in Seated Posture while Viewing an Hour-long Stereoscopic Film</b>  Kazuki Yoshikawa, Hiroki Takada, Masaru Miyao.</p> <p><b>Form in Potential Functions while Maintaining Upright Postures during Exposure to Stereoscopic Video Clips</b>  Yasuyuki Matsuura, Masaru Miyao, Hiroki Takada.</p> <p><b>A Study of Accommodation Training by Stereoscopic Film Presentation</b>  Masumi Takada, Akihiro Sugiura, Yasuyuki Matsuura, Masaru Miyao, Hiroki Takada.</p> <p><b>Effective Usage of Stereoscopic Visualization for the Learning of a Motional Mechanism</b>  Shu Matsuura.</p>	<p><b>Innovative technologies for children with ASD</b>  <i>Room: Andros A</i>  Chair(s): Zachary E Warren.</p> <p><b>A Novel Virtual Reality Driving Environment for Autism Intervention</b>  Dayi Bian, Joshua Wade, Lian Zhang, Esubalew T Bekele, Amy Swanson, Julie Crittendon, Medha S Sarkar, Zachary E Warren, Nilanjana Sarkar.</p> <p><b>A Step towards Adaptive Multimodal Virtual Social Interaction Platform for Children with Autism</b>  Esubalew T Bekele, Mary Young, Zhi Zheng, Lian Zhang, Amy Swanson, Rebecca Johnston, Zachary E Warren, Nilanjana Sarkar, Julie Davidson.</p> <p><b>Virtual Reality-based Facial Expressions Understanding for Teenagers with Autism</b>  Esubalew T Bekele, Zhi Zheng, Amy Swanson, Julie Davidson, Zachary E Warren, Nilanjana Sarkar.</p> <p><b>Project Communicate: Empowering Children with Autism and their Caregivers in India</b>  Ruchir Hajela, Prasanta Bhattacharya, Rahul Banerjee.</p> <p><b>A Usability Study on Natural Interaction Devices with ASD Children</b>  Ravi Agarwal, Harini Alagarai Sampath, Bipin Indurkha.</p> <p><b>A Proposed ASD-Centric Framework: The Case of ASDAPT</b>  Panagiotis Germanakos, Maria Claudia Buzzi, Marina Buzzi.</p> <p><b>Design and Evaluation of Applying Robots to Assisting and Inducing Children with Autism in Social Interaction</b>  Tzu Chi Yin, Fang-Wu Tung.</p>	

VAMR	S255	S256	CCD	S257	OCSC	S258	
Virtual, Augmented and Mixed Reality	<p><b>Exploring complexity through simulation and immersion</b>  <i>Room: Andros B</i>  Chair(s): Denis Laurendeau.</p>	<p><b>Human robot interaction and haptics</b>  <i>Room: Jamaica A</i>  Chair(s): Scott Ososky.</p>	Cross-Cultural Design	<p><b>User-centered Design for Life Technology</b>  <i>Room: Jamaica B</i>  Chair(s): Hsiu-Ping Yueh.</p>	Online Communities and Social Computing	<p><b>eSociety 2.0 - II</b>  <i>Room: Antigua A</i>  Chair(s): To be announced</p>	
	<p><b>Making Sense of Large Datasets in the Context of Complex Situation Understanding</b>  Marielle Mokhtari, Eric Boivin, Denis Laurendeau.</p> <p><b>An Asymmetric Bimanual Gestural Interface for Immersive Virtual Environments</b>  Julien-Charles Lévesque, Denis Laurendeau, Marielle Mokhtari.</p> <p><b>Virtual Reality based Interactive Conceptual Simulations: Combining Post-Processing and Linear Static Simulations</b>  Holger Graf, André Stork.</p> <p><b>Information Management for Multiple Entities in a Remote Sensor Environment</b>  Peter Venero, Allen Rowe, Thomas Carretta, James Boyer.</p> <p><b>VWSocialLab: Prototype Virtual World (VW) Toolkit for Social and Behavioral Science Experimental Setup and Control</b>  Lana Jaff, Austen Hayes, Amy Banic.</p> <p><b>Controlling and Filtering Information Density with Spatial Interaction Techniques via Handheld Augmented Reality</b>  Jens Keil, Michael Zoellner, Timo Engelke, Folker Wientapper, Michael Schmitt.</p> <p><b>Painting Alive: Handheld Augmented Reality System for Large Targets</b>  Jae-In Hwang, Min-Hyuk Sung, Ig-Jae Kim, Sang Chul Ahn, Hyounggon Kim, Heedong Ko.</p>	<p><b>Increasing Robot Autonomy Effectively Using the Science of Teams</b>  David Schuster, Florian G Jentsch.</p> <p><b>Cybernetic Teams: Towards the Implementation of Team Heuristics in HRI</b>  Travis Wiltshire, Dustin Smith, Joseph Keebler.</p> <p><b>Visual, Vibrotactile, and Force Feedback of Collisions in Virtual Environments: Effects on Performance, Mental Workload and Spatial Orientation</b>  Bernhard M. Weber, Mikel Sagardia, Thomas Hulin, Carsten Preusche.</p> <p><b>Development of Knife-shaped Interaction Device Providing Virtual Tactile Sensation</b>  Azusa Toda, Kazuki Tanaka, Asako Kimura, Fumihsisa Shibata, Hideyuki Tamura.</p> <p><b>Optimal Design of a Haptic device for a particular task in a Virtual Environment</b>  Jose San Martin, Loic Corenthy, Luis Pastor, Marcos Garcia.</p> <p><b>The Electric Bow Interface</b>  Masasuke Yasumoto, Takashi Ohta.</p>		<p><b>The Impact of Workplace Gossip on Organizational Cynicism: Insights from the Employment Relationship Perspective</b>  Chien-Chih Kuo, Chiu-Yi Lu, Ting-Kuei Kuo.</p> <p><b>Exploring Consumers' Responses to Delayed Introduction of a New Mobile Phone</b>  Hsuan-Hsuan Ku.</p> <p><b>On Class Design using Multi-mouse Quiz by Elementary Schoolteachers</b>  Juan Zhou, Mikihiko Mori, Hajime Kita.</p> <p><b>The interaction between human and home service robots on a daily life cycle</b>  Hsiu-Ping Yueh, Weijane Lin.</p> <p><b>Discovering the Use of a Home Smart Telephone: A Persona Approach</b>  Weijane Lin, Chih-Lo Chen, Chien-Ting Yang, Hsiu-Ping Yueh.</p> <p><b>Smart Mobile Devices in Lifestyles under Transformation: A Comparative Study of Smart Communication among Youth in Hong Kong and Beijing</b>  Xin Chen, Kin Wai Michael Siu.</p> <p><b>Moderating Effect of Culture on IT and Health Standard: A Country-Level Analysis</b>  Supunmali Ahangama, Danny Poo.</p>		<p><b>A comparative review of research literature on Microblogging use and risk in organizational and educational Settings</b>  Soureh Latif Shabgahi, Nordiana Ahmad Kharman Shah, Andrew Cox.</p> <p><b>The Role of the Community in a Technical Support Community: A Case Study</b>  Don Allen, Thomas Schneider.</p> <p><b>Effects of Sharing Farmers' Information using Content Management System</b>  Tomoko Kashima, Shimpei Matsumoto, Tatsuo Matsutomi.</p> <p><b>Social Media: An Ill-defined Phenomenon</b>  James White, King-wa Fu, Braeden Benson.</p> <p><b>A High-School Home-Schooling Education Model Based on Cloud Computing</b>  Jordan Valdespino, William Zuhlke, June Wei.</p> <p><b>The Effect of Leaderboard Rankings on Players' Perception of Gaming Fun</b>  Charles A Butler.</p> <p><b>Metaheuristic Entry Points for Harnessing Human Computation in Mainstream Games</b>  Peter Jamieson, Lindsay D. Grace, Jack Hall, Aditya Wibowo.</p>	

# Parallel Sessions

Friday, 26 July

16:00 – 18:00



AC	S259	DHM	S260	DUXU	S261	S262	continues...
Augmented Cognition	<b>Modeling the Complex Dynamics of Teamwork</b> <i>Room: Antigua B</i> Chair(s): Ronald Stevens.	Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management	<b>Biomechanics in Product and Process Design</b> <i>Room: Trinidad A</i> Chair(s): Vincent Duffy.	Design, User Experience, and Usability	<b>Design at the Frontier of User-Experience Development</b> <i>Room: Trinidad B</i> Chair(s): Zelda Harrison.	<b>Service innovation and creativity management</b> <i>Room: Martinique A</i> Chair(s): Ding-Bang Luh.	
	<b>The Geometry of Behavioral and Brain Dynamics in Team Coordination</b> Silke M Dodel, Emmanuelne Tognoli, Scott Kelso. <b>Neurophysiological Estimation of Team Psychological Metrics</b> Maja Stikic, Chris Berka, David Waldman, Pierre Balthazard, Nicola Pless, Thomas Maak. <b>Analysis of Semantic Content and its Relation to Team Neurophysiology during Submarine Crew Training</b> Jamie Gorman, Melanie Martin, Terri Dunbar, Ronald Stevens, Trysha Galloway. <b>How Long is the Coastline of Teamwork? A neurodynamic model for group and team operation and evolution</b> John Kolm, Ronald Stevens, Trysha Galloway. <b>Physio-behavioral Coupling as an Index of Team Processes and Performance: Overview, Measurement, and Empirical Application</b> Adam Strang, Gregory Funke, Sheldon Russell, Robin Thomas. <b>Modeling Complex Tactical Team Dynamics in Observed Submarine Operations</b> Tara Smallidge, Eric M Jones, Jerry Lamb, Rachel Feyre, Ronald Steed, Abigail Caras. <b>Ecological Momentary Storytelling: Bringing down Organizational Stress through Qualifying Work Life Stories</b> Lisbeth H. Kappelgaard, Katja Lund.		<b>Constructing Ergonomic Safety Modelling for Evaluating New Designs of Child Car Seats</b> Che-Yu Lu, Hsin-Hsi Lai. <b>The Biomechanical and Physiological Effect of Two Dynamic Workstations</b> Juliane Botter, Eva-Maria Burford, Dianne Commissaris, Reinier Koenemann, Suzanne Hiemstra-van Mastrigt, Rolf Peter Ellegast. <b>Digital Human Modeling for Physiological Factors Evaluation in Work System Design</b> Lingyan Wang, Henry Lau. <b>Visualizing design problems and solutions of workstations on ships</b> Monica M Lundh, Mikael Blomé, Steven Mallam, Joanna Paraïso. <b>Markerless Motion Capture Integrated with Human Modeling for Virtual Ergonomics</b> Giorgio Colombo, Daniele Regazzoni, Caterina Rizzi. <b>Human Pose Estimation from Depth Image Using Visibility Estimation and Key Points</b> Sungjin Huh, Gyeonghwan Kim.		<b>Ultrabooks™ and Windows 8: a touchy UX story</b> Daria Loi. <b>Interactive Design and the Human Experience: What Can Industrial Design Teach Us</b> Neil Matthiessen. <b>The Dimensions of Positive and Negative User Experiences with Interactive Products</b> Gabrielle Provost, Jean-Marc Robert. <b>Design Thinking Methodology for the Design of Interactive Real-Time Applications</b> Diego Sandino, Luis M. Matey, Gorka Vélez. <b>A Dependency-Sharing Tool for Global Software Engineering</b> Douglas Lee, Allen E Milewski, Daniela Rosca. <b>Designing for resonance by evocative objects: An experiential interaction design method</b> Chih-Sheng Su, Rung-Huei Liang.	<b>Design Process and Knowledge Searching Model based on User Creativity</b> Chia-Ling Chang, Ding-Bang Luh. <b>Satisfying Consumers' Needs through Systematic Empathic Design Model</b> Ming-Hsuan Hsieh, Ding-Bang Luh, Cheng-Yong Huang, Chia-Hsiang Ma. <b>Innovative Behavioral Intention and Creativity Achievement in Design: Test of an Integrated Model</b> Chia-Chen Lu, Ding-Bang Luh. <b>A Design Process for New Concept Development</b> Ding-Bang Luh, Frank Ming-Hung Chen, Vincent (I-Hsun) Ku. <b>Conception Pyramid Method for Cultural Product Form Development</b> Tsai-Lin Yang, Ming-Chyuan Ho. <b>The Relationship between Preference and Stare Duration on Bicycle</b> Jin-Han Tseng, Ding-Bang Luh, Zhi-Hong Liang. <b>Management of Individual and Organizational Design Knowledge</b> Tz-Ying Lin, Ding-Bang Luh.	

# Parallel Sessions

Friday, 26 July

16:00 – 18:00



DUXU S263

**Usability studies**

Room: Martinique B

Chair(s): Isabel L. Nunes

**Usability Evaluation of Two Chinese Segmentation Methods in Subtitles to Scaffold Chinese Novice**  
Chih-Kai Chang.

**A usability testing of Chinese character writing system for foreign learners**  
Manlai You, Yu-Jie Xu.

**Trial of diagnostic to find preferable job using the visual image information interaction - Prototype development and evaluation in global human resources matching site-**  
Akira Kondo, Naoko Kondo.

**SINGRAR Usability Study**  
Isabel L. Nunes, Mario Simoes-Marques.

**Determining the Effect of Menu Element Size on Usability of Mobile Applications**  
Shelly K Welch, Si-Jung Kim.

**Using Eye-tracking to Test and Improve Website Design**  
Anna Prisacari, Thomas Holme.

DAPI

S264

Distributed, Ambient and Pervasive Interactions

**User monitoring in Ambient Intelligence**

Room: St. Croix A

Chair(s): Dimitris Grammenos.

**Understanding Privacy and Trust Issues in a Classroom Affective Computing System Deployment**

Shaundra B Daily, Dante Meyers, Shelby Darnell, Tania Roy, Melva James.

**Detecting Emotion from Dialogs and Creating Personal Ambient in a Context Aware System**

Lun-Wei Ku, Cheng-Wei Sun.

**Architecture for Organizing Context-Aware Data in Smart Home for Activity Recognition System**

Konlakorn Wongpatikaseree, Junssoo Kim, Yoshiki Makino, Azman Osman Lim, Yasuo Tan.

**Unobtrusive Recognition of Working Situations**

Tobias Grosse-Puppeldahl, Sebastian Benchea, Felix Kamieth, Andreas Braun, Christian Schuster.

**Creating Rule Sets for Smart Environments through Behavior Recording**

Alexander Marin, Tim Dutz, Felix Kamieth, Maxim Djakow, Pia Weiss.

**PhotoLoop: Implicit Approach for Creating Video Narration for Slideshow**

Keita Watanabe, Koji Tsukada, Michiaki Yasumura.





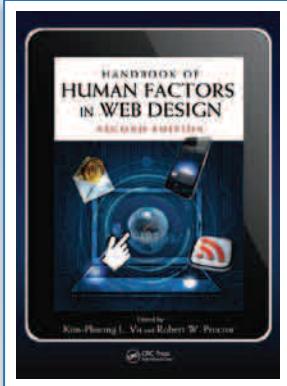
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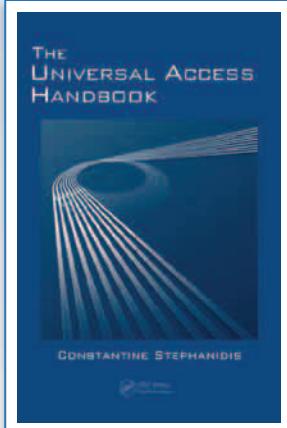
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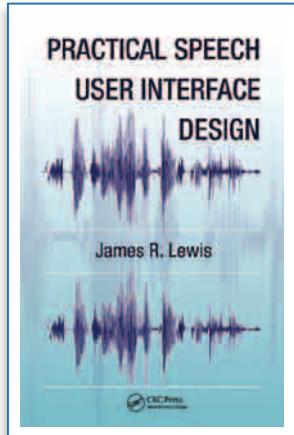


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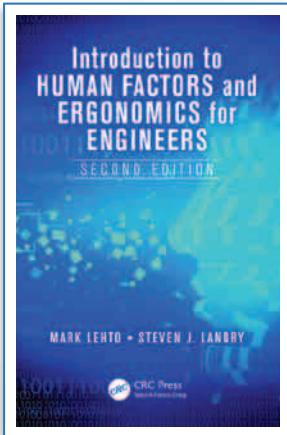


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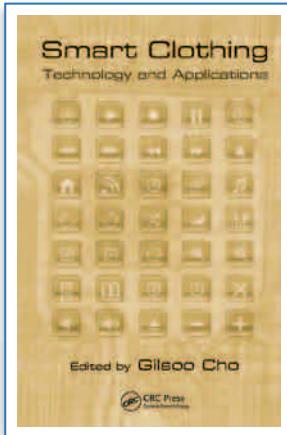
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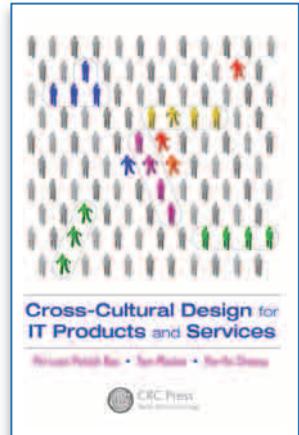
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Gerald Bieber, Nicole Fernholz, Mirko Gaerber.
- 019. Applying an approach to develop web applications considering accessibility practices using Design Rationale**  
Thiago Jabur Bittar, Leandro Agostini do Amaral, Luanna Lobato, Renata Pontin de Mattos Fortes.
- 020. Usability and User Acceptance of University Web Portal Interfaces: A Case of South African Universities**  
Vathiswa M Booij, George Dista.
- 021. Integrating Production Workers into User Interface Design for Diagnosis Devices in Automotive Production Environments: Field Experiences and Lessons Learned**  
Nikolaj Borisov, Annette Kluge, Wolfram Luther, Benjamin Weyers.
- 022. Empirical Review of Challenge Design in Video Game Design**  
Michael Brandse, Kiyoshi Tomimatsu.
- 023. Pilot's interaction with a glass cockpit navigation system**  
Ondrej Bruna, Tomas Levora, Pavel Paces.
- 024. An Accessible Chat Prototype for Screen Reader Users in Mobile Devices**  
Rocío Calvo, Ana Iglesias, Lourdes Moreno.
- 025. Improve of Business Intelligence Usage in Brazilian Chemical Industry in the Global Crisis of 2008, 2009 and 2010**  
Tiago Vieira Carvalho, Renato Jose Sassi.
- 026. A HCI/AI Tool for Astronomy**  
Jerry D Cavin.
- 027. Calculating Website's Usability Metrics Using Log File Information**  
Marcus Vinicius Cerrato, Marcelo Morandini.
- 028. A Study on the Relationships between Drivers' Emotions and Brain Signals**  
Songyi Chae.
- 029. Participate: Pervasive Computing for Environmental Campaigns**  
Alan Chamberlain, Dominic Price, Kevin Glover, Martin Flintham, Chris Greenhalgh, Steve Benford, Andy Gower, Amanda Gower.
- 030. Service-Learning Model of Cultural and Creative Talent Cultivation for the Bamboo Industry Cluster**  
Tsen-Yao Chang, Kuo-Li Huang.
- 031. The Slip-resistance Effect Assessment of the Anti-slip Strip on Different Contaminated Floors**  
Ching-Chung Chen, Hui Chun Chen.

- 032. Developing an Interactive Game System for Upper Limb Stroke Rehabilitation**  
Chun-Ching Chen.
- 033. Gesture-based Human-machine Interface: A Case Study Comparing the Realism of Furniture Products in e-Commerce**  
Kuen-Meau Chen.
- 034. Eye Gaze and Mouse Cursor Relationship in a Debugging Task**  
Monchu Chen, Veraneka Lim.
- 035. An Approach to Design with People who have Special Needs**  
Selene Chew.
- 036. Estimation of User's State During a Dialog Turn with Sequential Multi-modal Features**  
Yuya Chiba, Masashi Ito, Akinori Ito.
- 037. The Question Concerning Technology as Art**  
HyunKyoung Cho, Chang-Soo Park.
- 038. CamouLED: Real-time Generation of Pixel Pattern for Camouflage**  
Woon Jung Cho, Hye-Kyoung Seo, Hannah Kim, Jiyeun Lee, Dong-Hyun Kang, Min-Ki Kim, Kwang-Hee Han.
- 039. Affective Service Design Considered Informational Assimilation of Layout Factors**  
Youngil Cho, Sukyoung Kim.
- 040. Analysis of Perceived Discomfort and Electromyography for Touch Locations of a Soft Keyboard**  
Bori Choi, Sukbong Park, Kihyo Jung.
- 041. Emotion-Cognition Interaction of Decision Making in the Social Context**  
Chongwook Chung, Jeounghoon Kim, Chung-Kon Shi.
- 042. A Sensor Glove System for Rehabilitation in Instrumental Activities of Daily Living**  
Aodhan L. Coffey, Tomas E Ward.
- 043. Apps for Rapid Epidemiological Analysis (AREA)**  
Joseph V. Cohn, Brennan Cox, David J. Combs, Brian Johnson, Stephen Eggan, Kirsten Carlson, Antonio Anglero Jr., David Rozovski, Elizabeth O'Neill, Gershon Weltman, Amos Freedy, Timur Chabuk.
- 044. Dense Array, Low Field Magnetic Resonance Imaging Devices for Combat Casualty Care**  
Joseph V. Cohn, Stephen Eggan, David J. Combs, Antonio Anglero Jr., Brian Johnson, David Rozovski, Brennan Cox, Kirsten Carlson, Elizabeth O'Neill, Masoud Radparvar.
- 045. Medical Modeling and Simulation Based Training Return on Investment Decision Model**  
Joseph V. Cohn, Kirsten Carlson, David J. Combs, Antonio Anglero Jr., Brian Johnson, David Rozovski, Stephen Eggan, Brennan Cox, Elizabeth O'Neill, Meredith B Carroll.

- 046. Stress Resilience Training System (SRTS)**  
Joseph V. Cohn, Theodore Morrison, Donald Chartrand, Gershon Weltman, Brian Johnson, David Rozovski, Kirsten Carlson, Stephen Eggan, Brennan Cox, Antonio Anglero Jr., David J. Combs, Elizabeth O'Neill, Rollin McCratty.
- 047. An App a Day Keeps the Doctor...Informed: User Evaluation of a Patient Mobile Health Application and Clinician Dashboard**  
Sarah L Cook, Rita Sembajwe, Barbara Massoudi, Amanda Recker.
- 048. Servo-actuated stylus for post stroke arm, and fore arm rehabilitation.**  
Mario Covarrubias, Monica Bordegoni, Umberto Cugini.
- 049. The Role of Knowledge Management in Agile Software Development**  
Broderick Crawford, Claudio León De la Barra, Ricardo Soto, Mario Dorochesi, Eric Monfroy.
- 050. Ants Can Schedule Software Projects**  
Broderick Crawford, Ricardo Soto, Franklin Johnson, Eric Monfroy.
- 051. Constructing an Embodied Interaction For Concept Mapping**  
Andreea Danilescu, Caroline Savio-Ramos, John P Sadauskas.
- 052. Inclusive Websites for the Elderly: User Friendly Guidelines for Designers and Managers of Websites and Applications**  
Alireza Darvishi, Alice K Good.
- 053. Issues and Understandings for Rural HCI Systems Development: agile approaches "in the wild"**  
Mark Davies, Alan Chamberlain, Andy Crabtree.
- 054. My Music Mosaic**  
Jaylyn Dawson, Molly C Satterfield, Joshua Vargas, Amanda McIntyre, Vesna Dragojlov, Ryan Meuth.
- 055. New Perspectives on Interactivity in Project Management Tools**  
Mirko De Almeida Madeira Clemente, Axel Berndt, Hannes Leitner, Mandy Keck, Ricardo Gaertner, Rainer Groh.
- 056. Modeling the Portfolio Selection Problem with Constraint Programming**  
Claudio León De la Barra, Ricardo Soto, Broderick Crawford, Camila Allendes, Hans Berendsen, Eric Monfroy.
- 057. Adaptive and Multilevel Approach for Constraint Solving**  
Claudio León De la Barra, Broderick Crawford, Ricardo Soto, Eric Monfroy.
- 058. The Design and Usability Testing of a Mobile Application to Aid in Child-to-Adult-Care Transition**  
Jeremy A Dixon, Josh Dehlinger, Shannan DeLany Dixon.

- 059. Your Own Facial Parameter Generation for a 3D Avatar Interface Using an MRI Medical Image**  
Hiroshi Dohi, Hitoshi Iba, Mitsuru Ishizuka.
- 060. Relationship between Weight of Our Developed White Cane and Muscle Load on the Upper Limbs during Swinging Action of the Cane**  
Kouki Doi, Atsushi Sugama, Takahiro Nishimura, Akihiko Seo, Shuichi Ino, Kiyohiko Nunokawa, Kazuhiko Kosuge, Akito Miyazaki, Masaaki Sugiyama, Yoshihiro Tanaka, Mayumi Sawada, Ken Kaneko, Susumu Ouchi, Katsuhiro Kanamori.
- 061. Verification of the Questionnaire for the Level of Mental Models Building**  
Toshihisa Doi, Keisuke Ishihara, Toshiki Yamaoka.
- 062. MAGIC: Developing a Multimedia Gallery Supporting mid-Air Gesture-based Interaction and Control**  
Giannis Drossis, Dimitris Grammenos, Chryssi Birliraki, Constantine Stephanidis.
- 063. A Shadow Touching Technique for Interactive Projector Devices**  
Lan-Rong Dung, Ren-Yu Huang.
- 064. Pupil Detection using Stereo-Matching Method and a Constant Interpupillary Distance Condition for a Solution of Glasses Reflection Problem in the Video-Based Gaze Detection System**  
Yoshinobu Ebisawa, Kiyotaka Fukumoto, Hiroki Yamakawa.
- 065. Proposal of PC Input Method by Combination of Gaze Detection and Head Movement Detection**  
Yoshinobu Ebisawa, Hayato Hakamada, Kiyotaka Fukumoto.
- 066. A Study on the Prototype of Focusing on the Operability for Requirement Acquisition**  
Yusuke Emori, Yusuke Kishiyama, Tsutomu Konosu.
- 067. Modeling the Types of Interaction with Ambient Environment**  
DongJin Eun, Hark-Joon Kim, ChoonKyoung Moon, Pilseung Yang, Seonghoon Kang.
- 068. DualMouse: Permitting Fast, Precise and User-Friendly Keyboard-Based Mouse Control**  
Torsten Felzer, Stephan Rinderknecht.
- 069. Rules of Engagement: Brain-Computer Interfaces for Military Training**  
Cali M. Fidopiastis, Tami Griffith.
- 070. An Augmented Tourist Guide of a World Heritage City**  
Eulalia Rodriguez Fino, Jorge Martin-Gutierrez, David Perez Lopez, M. Dolores Meneses Fernandez, Vicente M. Zapata Hernández, Felipe Monzón Penate.
- 071. Interface Model for Accessible Forums for Blind, Deaf and Non-disabled People**  
Carla da Silva Flor, Ronnie Fagundes De Brito, Douglas Kaminski, Vania Ribas Ulbricht, Tarcísio Vanzin.
- 072. Employing Creative Practice as a Research Method in the Field of Wearable and Interactive Technologies**  
Tania Raune Frankjaer, Patricia J. Flanagan, Daniel Gilgen.
- 073. Changing Interactions to Reduce Energy Consumption: Specification of a Context-Aware System Centered on the Home Occupants' Concerns**  
Myriam Fréjus, Michele Dominici, Frederic Weis, Germain Poizat, Julien Guibourdenche, Bastien Pietropaoli.
- 074. Interpret Human Gestures with a Time of Flight Camera using Standard Image Processing Algorithms on a Distributed System**  
Bjoern Froemmer, Nils Roeder, Elke Hergenroether.
- 075. Evaluation of Subjective and EEG-Based Measures of Mental Workload**  
Gregory Funke, Benjamin Knott, Vincent F Mancuso, Adam Strang, Justin Estepp, Lauren Menke, Rebecca Brown, Allen Dukes, Brent Miller.
- 076. Designing of Face Image Processing Technique for Sorting out Japanese Raccoons from Racoons**  
Tadasuke Furuya, Yayoi Kaneko, Hiroaki Ishii, Takafumi Saito.
- 077. Use of Assistive Technology Resources for Low Vision Students**  
Maria Elisabete R. Freire Gasparetto, Marilia Ferroni.
- 078. Intelligent Student-Bot for an Interactive Question and Answer User Interface**  
Emmanuel Günther, Bettina Harriehausen-Mühlbauer.
- 079. Road Accident Auto-Dialer via Pressure Sensor**  
Kim Nee Goh, Yoke Yie Chen, Davindren Arumugam.
- 080. Personal risk management**  
Hanna Golas.
- 081. Self soothng by Looking Back on Favorite Memories: An Exploration of Mobile Application Prototypes That Facilitate Positive Wellbeing Via Reminiscing**  
Alice K Good, Claire Ancient, Georgiana Postolache, Alex Socianu, Adam Afghan.
- 082. Application of SMART criteria in planning improvements to the operating conditions of machinery**  
Adam Gorny, Beata M. Mrugalska.
- 083. Infoscope: A Mobile Device Supporting Exploratory and Playful Knowledge Discovery in Physical Environments**  
Dimitris Grammenos.
- 084. A Computational Model of Graded Cueing: Robots Encouraging Behavior Change**  
Jillian Greczek, Amin Atrash, Maja Mataric.
- 085. Giving Form to the Voices of Lay-Citizens: Monumental-IT, an Intelligent, Robotic, Civic Monument**  
Keith Evan Green, Tarek Mokhtar, Ian D. Walker.
- 086. Audio-Only Augmented Reality System for Social Interaction**  
Tom Gurion, Nori Jacoby.
- 087. A Novel Approach for Adaptive EEG Artefact Rejection and EOG Gaze Estimation**  
Mohammad Reza Haji Samadi, Neil Cooke.

# Posters

Wednesday 24 - Thursday 25, 09:00 - 17:00

Friday 26, 09:00 - 16:30

088. **The Importance of Choice Design for Low Literate User Experience**  
Lisa D. Harper, Melissa McMacken, Lianne Appelt, Kathryn Summers.
089. **The Problem of Implicature in "Do Not Track" Choice Design**  
Lisa D. Harper, Deborah Kohl, Kathryn Summers.
090. **Towards Usable and Secure Natural Language Processing Systems**  
Yasser Hausawi, Liam M Mayron.
091. **Narratarium: An Immersive Storytelling Environment**  
Kasia Hayden, Dan Novy, Catherine Havasi, Michael Bove, Santiago Alfaro, Rob Speer.
092. **Variables of Usability**  
James N Helfrich.
093. **Point-and-click Interface Based on Parameter-free Eye Tracking Technique Using a Single Camera**  
Shinichi Hikita, Yasuhiro Seto.
094. **Developing Visualisation Techniques of Tasks in Air Traffic Control Work**  
Hajime Hirako, Toshiya Sasaki, Kazuhiko Yamazaki, Hisae Aoyama, Satoru Inoue, Yutaka Fukuda.
095. **The Site-specific Learning Model on Mobile Phones Using Zeigarnik Effect**  
Yuko Hiramatsu, Atsushi Ito, Fumihiro Sato.
096. **The Effects of Online Multiuser Virtual Environments on Creative Motivation in Collaborative Design Studios**  
SeungWan Hong, Yun Gil Lee, Yehuda Kalay.
097. **Comparisons of computer exposure and forearm musculoskeletal symptoms among three computer groups - The application of an external logger**  
Wei-Hsien Hong, Hsieh-Ching Chen, Ya-Hsiu Hsu, Hsin-Chieh Wu.
098. **The Convergence of Security and Usability: Defining a Combined Framework of Design Principles for Mobile Devices**  
Ann-Marie Horcher, Guivrender Tejaj.
099. **How Genders Differ in Taiwanese College Students' Multiple Intelligences and English Learning**  
Yi-an Hou.
100. **Designing a Service Innovation Measurement of SMEs**  
Yen-Hao Hsieh.
101. **Automatic Sleep Stage Classification GUI with a Portable EEG Device**  
Chih-Sheng Huang, Chun-Ling Lin, Li-Wei Ko, Yu-Kai Wang, Jyun-Wei Liang, Chin-Teng Lin.
102. **An Exploration of Figures and Text in Visual Narration: Visual Flow and Preference Factors**  
Chiwu Huang, Miao-Hsien Chuang.
103. **Task-oriented M-Commerce Interface Design**  
Eugenia Y. Huang, Yu-Ju Lin, Travis K. Huang.
104. **To Decipher the Capital's Cultural Image Based on the New Generations' Perspectives on Action figure Design**  
Kuo-Li Huang, Tsen-Yao Chang, Ting-Chun Tung.
105. **Segmenting Instrumented Activities of Daily Living (IADL) Using Kinematic and Sensor Technology for the Assessment of Limb Apraxia**  
Charmayne ML Hughes, Manish Parekh, Joachim Hermsdörfer.
106. **Supporting User's Continued Effort for Health by Estimating Mental Loads of Actions**  
Hitoshi Ikeda, Toshikazu Kato.
107. **Computer-Based Character Creation in Storytelling: Prototyping and Testing of Random Character Creator**  
HoKyong Im, YiKyung Kim, Bong Gwan Jun.
108. **A Support System for Healthy Eating Habits: Optimization of Recipe Retrieval**  
Yuma Inagawa, Junki Hakamta, Masataka Tokumaru.
109. **Fundamental Study for New Evaluation Method Based on Physical and Psychological Load in Human Movement**  
Hiroaki Inoue, Shunji Shimizu.
110. **Collaborative Design Support System Based on Interactive Genetic Algorithm(IGA)**  
Yasufumi Inoue, Takashi Inoue, Masataka Tokumaru.
111. **Cloth Handling in Virtual Space**  
Shigeru Inui, Yuko Mesuda, Yosuke Horiba.
112. **Mapping Peace Ideas around the Table**  
Andri Ioannou, Panayiotis Zaphiris, Fernando Loizides, Christina Vasiliou.
113. **Calibrating Screen Coordinates of Tabletop Display Using Shadow-Cursor**  
Makio Ishihara, Yukio Ishihara.
114. **Laser Pointer Interaction and Its Properties in Pointing Performance**  
Makio Ishihara, Takuya Nakashima.
115. **Towards Exploring Web Interface Sign Ontology: A User Study**  
Muhammad Nazrul Islam.
116. **Developing a Mobile Application for Language Disabled Children with User Centered Design**  
Lizeth Islas, Victor M. Gonzalez, Marcelo Mejia.
117. **Adaptive Control Elements for Navigation Systems**  
Benedikt Janny, Johann Winterholler, Aleko Petrov, Thomas Maier.
118. **Performance Analysis of Naïve Bayesian Methods for Paragraph Level Text Classification in the Kannada Language**  
R. Jayashree, K. Srikanta Murthy, Basavaraj S. Anami.
119. **Visualizing Software Ecosystems as Living Cities**  
Clinton L Jeffery.

120. **Emotional Speech Conversion using Pitch-Synchronous Harmonic and Non-harmonic Modeling of Speech**  
Kwang Myung Jeon, Nam In Park.
121. **Designing Interactive Sonification for Live Aquarium Exhibits**  
Myoungsoon Jeon, Riley Winton, Ashley Henry, Sanghun Oh, Carrie M. Bruce, Bruce Walker.
122. **Lyricons (Lyrics + Earcons): Designing a New Auditory Cue Combining Speech and Sounds**  
Myoungsoon Jeon.
123. **Differences Between a Young and Older Computer users' Recognition Rate of Tactons**  
Ricardo Jimenez.
124. **A Two-Step Click Interaction for Mobile Internet on Smartphone**  
Kihyo Jung, Jinah Jang.
125. **Development of Brand Selection Model Considering Customer Service**  
Hiroki Kageyama, Fumiaki Saitoh, Syohei Ishizu.
126. **Interactive Color Perspective for 3D Graphics Applications: Enhancing Depth Perception and the Understanding of Object Relations**  
Dietrich Kammer, Jan Wojdziak, Rainer Groh.
127. **A Museum Guide Application for Deployment on User-Owned Mobile Devices**  
George Kapnas, Asterios Leonidis, Maria Korozi, Stavroula Ntoa, George Margetis, Constantine Stephanidis.
128. **Social Networking Using Mobile Devices**  
Dima Kassab, Xiaojun Yuan, Jami L. Cotler.
129. **Making it Everyone's Finna – Cross-sector Collaboration and User Experience Design in a Digital Library**  
Heli Kautonen.
130. **Seamless Mobility: Individual Mobility Profiles for a Better Usability of Shared Vehicles**  
Moritz Kümmeling, Christian Heilmann.
131. **Wearable Health Monitoring System**  
Ali Mehmood Khan.
132. **When Does "Facebooking" Make Us Avoid Risks? The Effect of Social Networking Orientation on Risk Preference**  
Hakkyun Kim, Kyoungmi Lee, Kiwan Park.
133. **Genre Visualization based on Words Used in Text**  
Hyoyoung Kim, Jinwan Park.
134. **Quantitative Analysis of Artists' Characteristic Styles through Biologically-motivated Image Processing Techniques: Uncovering a Mentor to Johannes Vermeer**  
Minseo Kim, Jeounghoon Kim.
135. **R&D Strategy of HCI technology for ageing population**  
Sangil Kim.
136. **New Service Design for Female-Twenties with Movie Enjoyment**  
Kazuhiro Kimura, Kazuhiko Yamazaki.
137. **Analysis on Drug Dosage Form Name Based on N-gram Technique and Network Analysis**  
Masaomi Kimura, Fumito Tsuchiya.
138. **Designing for Culturally Diverse Audiences: Can Automated Attention Analysis Substitute Eye-tracking in Website Development?**  
Tomas Kincl, Michal Novák, Michal Charvát.
139. **Spot-Light: Multimodal Projection Mapping on Food**  
Yui Kita, Jun Rekimoto.
140. **A Hierarchy of Needs for Developing Interactive Artworks, Systems and Products**  
Jeffrey Koh, Kening Zhu, Roshan Lalitha Peiris, Mili Tharakan, Ryohei Nakatsu.
141. **Integrating Potential Users into the Development of a Medical Wrist Watch in four Steps**  
Sylvia Kowalewski, Johanna Kluge, Martina Ziefler.
142. **The Role of Spatial Immersion for Tasks Based on the Use of Egocentric Frames of Reference**  
Michael Kozhevnikov, Dana Hayes, Maria Kozhevnikov.
143. **Influence of Repeated Experience on Unsignalized Intersection Crossing Behavior of Drivers without Right-of-way**  
Toru Kumagai, Akihiko Takahashi.
144. **SpeechProtector: A Speech Protection System for Preventing Reporting Bias**  
Kazutaka Kurihara, Koji Tsukada.
145. **How Do Users Solve Software Problems?**  
Helmut Lang, Tanja Dolpp, Florian Nothdurft.
146. **Older adults' experiences with technology: Learning from their voices**  
Chaiwoo Lee, Richard Myrick, Lisa D'Ambrosio, Joseph Coughlin, Olivier De Weck.
147. **Digital Media Art Applying Physical Game Technology Using Gesture Recognition**  
Hae Young Lee, Han Moi Sim, Won-Hyung Lee.
148. **Reflection on Reflection: Daily Review of Lifelog Photos and the Usability of Wearable Digital Camera**  
Hyowon Lee, Nazlena Mohamad Ali, Cathal Gurrin.
149. **A Media Art Study Using Multi-Sensory Elements**  
Jaejoong Lee, Jinwan Park.
150. **The Difference of the Emotional Communication by Movement on the Digital Contents**  
Jieun Lee, Hayashi Mitsuko.
151. **A Study on the Interaction Between Human and Smart Devices Based on Emotion Recognition**  
Jong Sik Lee, Dong-Hee Shin.
152. **A Study for Web Site Color Guideline for Universal Access for Color Vision deficiencies: Focusing on the Best General Hospitals in Korea and in the United States**  
Migyung Lee, Youngeun Kim, Jinwan Park.
153. **Secure and Usable PIN-Entry Method with Shoulder-Surfing Resistance**  
Mun-Kyu Lee, Hyeonjin Nam.

154. **A Study of Properties and Services of a Smart Home for the Elderly**  
Sun Jung Lee, Hyo Chang Kim, Sangmin Ko, Yong Gu Ji.
155. **Developing a Human Figured Agent Interacting to Architectural Context for the Advanced Simulation of Human Behavior in the Built Environment**  
Yun Gil Lee, Changhoon Park.
156. **A Study on the Usability Testing of Gesture Tracking-based Natural User Interface**  
C. J. Lim, Y. G. Jung.
157. **Application of Kinect Technology in the Design of Interactive Products for Chinese Senior Citizens**  
Chor-Kheng Lim.
158. **Mobile In-App Advertising for Tourism: A Case Study**  
Tek Yong Lim, Teck Lun Tan, Geoffrey Emeka Jnr Nwonwu.
159. **A Novel Layer-Scanning Method for Improving Real-Time People Counting**  
Daw-Tung Lin, Dong-Han Jhuang.
160. **The Effects of Information Format and Reading Task on Mobile User's Reading Behavior: A Cognitive Fit Perspective**  
Yuting Lin, Tse-Ming Tsai, Shih-Chun Chou, Bo-Fu Liu.
161. **What does the HUD Tell us? The Heads up Display as a Meta-communication in Videogames**  
Stein C. Llanos.
162. **Balloting: Speeding up the Voting Process**  
Pascal T Lola, Wanda Eugene, Phillip Hall, Juan Gilbert.
163. **Exploring the Impact of School Culture on School's Internet Safety Policy Development**  
Birgy Lorenz, Kaido Kikkas, Mart Laanpere.
164. **Motivation Effects and Member Loyalty in Virtual Photo Sharing Communities of Mobile Devices: An exploratory of Instagram**  
Che-Yu Lu, Yu-Hsiu Hung, Shao Yu Wang.
165. **Experiments on how Type A and Type B Behavior Pattern Affect Decision-making**  
Yichun Luan, Hongjun Xue, Liwei Ding.
166. **Factors Affecting Physician-Patient Communication in the Medical Exam Room**  
Jennifer M Lyons, Ram Dixit, Colleen Emmenegger, Linda Hill, Nadir Weibel, James Hollan.
167. **Factors and cues impacting user information selection and processing performance in kiosk touch screen interfaces**  
Yanfei Ma, Wanli Xing, Cathryn Friel.
168. **Studying Distributed Collaborations using the Resource Allocation Negotiation Task (RANT)**  
Vincent F Mancuso, Victor S. Finomore, Gregory Funke, Benjamin Knott.
169. **TeamNETS: Scaled World Simulation for Distributed Cyber Teams**  
Vincent F Mancuso, Michael McNeese.
170. **iEat: An Interactive Table for Restaurant Customers' Experience Enhancement**  
George Margetis, Dimitris Grammenos, Xenophon Zabulis, Constantine Stephanidis.
171. **Automa-Persona: A process to extract knowledge automatic for improving personas**  
Andrey A Masiero, Ricardo de Carvalho Destro, Otávio Alberto Curioni, Plínio Thomaz Aquino Junior.
172. **The Error Prevention Mechanisms of Pointing: Eye Focusing and/or Memory Enhancing?**  
Takayuki Masuda, Masayoshi Shigemori, Yasuhiro Kitamura, Naohiro Akiu.
173. **Application of Fuzzy Index to Qualitative and Quantitative Evaluation of the Quality Level of Working Conditions**  
Anna Mazur.
174. **Choosing and Using a Common Book in an HCI Undergraduate Research Experience**  
Scott McCrickard, Woodrow Winchester, Marlow Lemons, Robert Beaton.
175. **Effects of Plane Mapping on Sound Localization in a Virtual Auditory Environment**  
Kyla A McMullen, Gregory Wakefield.
176. **Diagnostic System Simulator of Honker Vehicle**  
Pawel Mikolajczak, Arkadiusz Rychlik, Piotr Szczęglak, Jarosław T Szuszkiewicz.
177. **The GUI design for the products of business use by using the Business User Model**  
Toru Mizumoto, Toshiki Yamaoka.
178. **Mobile Technologies and its Advantages with Promoting Healthy Habits Amongst Children**  
Monika P Monk, Scott McCrickard, Adil Kadir, Brandon Dockery, Kacie Allen.
179. **Automating the Mentor in a Serious Game: a Discourse Analysis using Finite State Machines**  
Brent Morgan, Fazel Kehtkar, Art Graesser, David Shaffer.
180. **A Novel Approach to Cognitive Engineering: Manipulating Access Cost**  
Phillip L Morgan, Victoria Smy, Helen Seeby, John Patrick.
181. **Interactive Stereoscopic Authoring in MR-Based Pre-Visualization for 3D Filmmaking**  
Shohei Mori, Fumihsisa Shibata, Asako Kimura, Hideyuki Tamura.
182. **How Humans Search Varying-Knowledge Environments: Solving Imperfect Information Mazes**  
Apimuk - Muangkasem, Atsuo Yoshitaka, Kristain Spoerer, Hiroyuki Iida.
183. **Impression Management Support System for Teachers in Computer-Mediated Communication**  
Tamotsu Mukaiyachi, Toshikazu Kato.
184. **Role of Metacognition in Basic Electric Circuit Problem Solving Process**  
Atsuo Murata, Yukio Ohta, Takehito Hayami.

185. **Automatic Facial Expression Recognition Using Modified Wavelet-Based Salient Points and Gabor\_Wavelet Filters**  
Nooshin Nabizadeh, Nigel John.
186. **Optimized Anonymity for Intergenerational Communication Based on the Concept of Crowdsourcing**  
Yuki Nagai, Atsushi Hiyama, Takahiro Miura, Masaru Miyazaki, Michitaka Hirose.
187. **Drug Name Similarity Index for Sound-Alikeness**  
Tomoyuki Nagata, Masaomi Kimura, Michiko Ohkura, Fumito Tsuchiya.
188. **Terminal Tablet as Electric Textbook for Nursing Practicum**  
Yumiko Nakamura, Yukie Majima, Kaori Fukayama.
189. **Relationship between Surface Property and Operability of Tablet Terminal with Touch-Sensitive Screen**  
Takahiro Nishimura, Kouki Doi, Hiroshi Fujimoto.
190. **Development of a Usability Evaluation Method Based on Finger Movement**  
Nobuyuki Nishiuchi, Yutaka Takahashi, Ayako Hashizume.
191. **Exploring Technical Documents – A Prototype Study**  
Marcus Nitsche, Stefan Haun, Andreas Nürnberg.
192. **Modeling Relationship between Visual Impression of Products and Their Graphical Features**  
Shimon Niwa, Toshikazu Kato.
193. **A Method of Team Communication Analysis Based on a Team Cognition Model and Task Analysis**  
Kohei Nonose, Taro Kanno, Kazuo Furuta.
194. **Vibration of the White Cane Causing a Hardness Sense of an Object**  
Kiyohiko Nunokawa, Shuichi Ino, Kouki Doi.
195. **Providing Access to Social Networking Services for Elderly People**  
Andrea Nutsi, Martin Burkhard, Michael Koch.
196. **Evaluating the Attention Devoted to Memory Storage using Simultaneous Measurement of the Brain Activity and Eye Movements**  
Akiko N. Obata, Takusige Katura, Hirokazu Atsumori, Masashi Kiguchi.
197. **Interactive Art in the Age of Digital Reproduction**  
Jeho Oh, Chung-Kon Shi.
198. **Estimation of Dominant Attributes of Product for Each Customer through Behavior Observation of Shopping**  
Mika Okuzawa, Toshikazu Kato.
199. **Document Analysis (DA) as a Sociotechnical Design Framework for HCI: a Novel Tele-Psychiatric Service as a Case Study**  
Bernt Ivar Olsen, Peter M. Yellowlees, Alberto Odor, Niels Windfeld Lund, Gunnar Hartvigsen.
200. **AR Dental Surgical Simulator using Haptic Feedback**  
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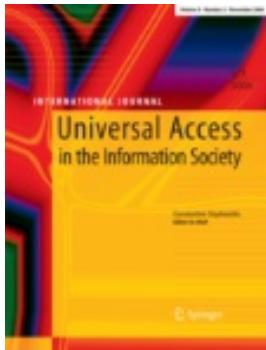
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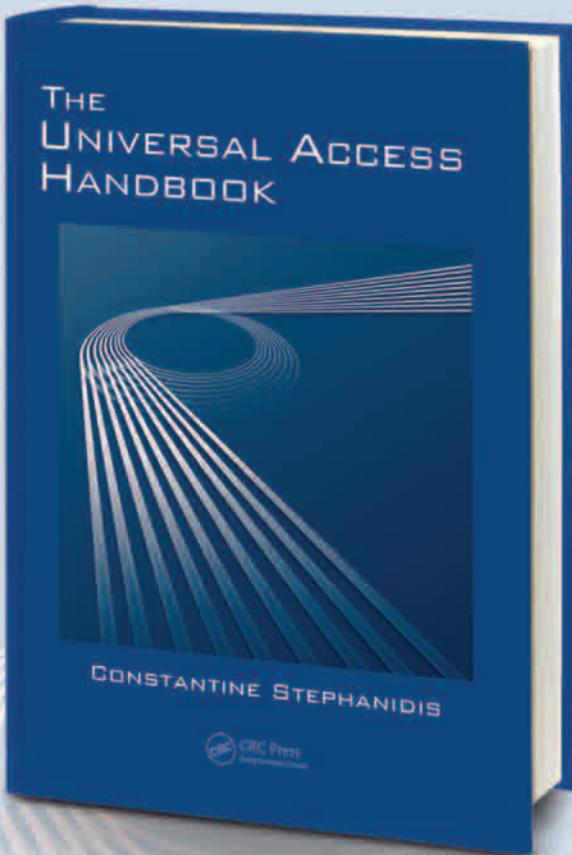
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