

Table of Contents – Part III

Learning, Education and Skills Transfer

Social Networking and Culturally Situated Design Teaching Tools: Providing a Collaborative Environment for K-12	3
<i>Albanie Bolton and Cheryl D. Seals</i>	
A Hybrid Model for an E-learning System Which Develops Metacognitive Skills at Students	9
<i>Maria Canter</i>	
Enhancing Information Systems Users' Knowledge and Skills Transference through Self-regulation Techniques	16
<i>Brenda Eschenbrenner</i>	
Articulating an Experimental Model for the Study of Game-Based Learning	25
<i>Christina Frederick-Recascino, Dahai Liu, Shawn Doherty, Jason Kring, and Devin Liskey</i>	
Psychophysiological Assessment Tools for Evaluation of Learning Technologies	33
<i>Richard H. Hall, Nick S. Lockwood, and Hong Sheng</i>	
An Experimental Environment for Analyzing Collaborative Learning Interaction	43
<i>Yuki Hayashi, Yuji Ogawa, and Yukiko I. Nakano</i>	
Transparent Digital Contents Sharing for Science Teachers	53
<i>Thongchai Kaewkiriya, Ryosuke Saga, and Hiroshi Tsuji</i>	
Development of a Computer Programming Learning Support System Based on Reading Computer Program	63
<i>Haruki Kanamori, Takahito Tomoto, and Takako Akakura</i>	
The Display Medium, Academic Major and Sex Effect of High School Students on Visuospatial Abilities Test Performance	70
<i>Yen-Yu Kang and Yu-Hsiang Liao</i>	
Video Feedback System for Teaching Improvement Using Students' Sequential and Overall Teaching Evaluations	79
<i>Yusuke Kometani, Takahito Tomoto, Takehiro Furuta, and Takako Akakura</i>	

I See, Please Tell Me More – Exploring Virtual Agents as Interactive Storytellers.....	89
<i>David Lindholm, Eva Petersson Brooks, and Tom Nauerby</i>	
Gamification of Education Using Computer Games.....	99
<i>Fiona Fui-Hoon Nah, Venkata Rajasekhar Telaprothu, Shashank Rallapalli, and Pavani Rallapalli Venkata</i>	
New Potential of E-learning by Re-utilizing Open Content Online – TED NOTE: English Learning System as an Auto-assignment Generator.....	108
<i>Ai Nakajima and Kiyoshi Tomimatsu</i>	
Transferring Tacit Skills of WADAIKO	118
<i>Makoto Oka, Asahi Mizukoshi, and Hirohiko Mori</i>	
A Study of the Crossroad Game for Improving the Teamwork of Students	126
<i>Hidetsugu Suto and Ruediger Oehlmann</i>	
Towards Understanding of Relationship among Pareto Optimal Solutions in Multi-dimensional Space via Interactive System.....	137
<i>Keiki Takadama, Yuya Sawadaishi, Tomohiro Harada, Yoshihiro Ichikawa, Keiji Sato, Kiyohiko Hattori, Hiroyoki Sato, and Tomohiro Yamaguchi</i>	
Development and Evaluation of a Mobile Search System for Science Experiments to Connect School Knowledge to Common Knowledge.....	147
<i>Takahito Tomoto, Tomoya Horiguchi, and Tsukasa Hirashima</i>	
Application to Help Learn the Process of Transforming Mathematical Expressions with a Focus on Study Logs	157
<i>Takayuki Watabe, Yoshinori Miyazaki, and Yoshiki Hayashi</i>	
Learning by Problem-Posing with Online Connected Media Tablets.....	165
<i>Sho Yamamoto, Takehiro Kanbe, Yuta Yoshida, Kazushige Maeda, and Tsukasa Hirashima</i>	
Instantaneous Assessment of Learners' Comprehension for Lecture by Using Kit-Build Concept Map System	175
<i>Kan Yoshida, Takuya Osada, Kota Sugihara, Yoshiaki Nino, Masakuni Shida, and Tsukasa Hirashima</i>	
Exploring User Feedback of a E-Learning System: A Text Mining Approach	182
<i>Wen-Bin Yu and Ronaldo Luna</i>	

Art and Cultural Heritage

Bodily Expression Media by Dual Domain Design of Shadow	195
<i>Naruhiro Hayashi, Yoshiyuki Miwa, Shiroh Itai, and Hiroko Nish</i>	
Virtual Experience System for a Digital Museum	203
<i>Yasushi Ikei, Koji Abe, Yukinori Masuda, Yujiro Okuya, Tomohiro Amemiya, and Koichi Hirota</i>	
Design of Space for Expression Media with the Use of Fog	210
<i>Shiroh Itai, Yuji Endo, and Yoshiyuki Miwa</i>	
User Interface of Interactive Media Art in Stereoscopic Environment	219
<i>YoungEun Kim, MiGyung Lee, SangHun Nam, and JinWan Park</i>	
A Method of Viewing 3D Horror Contents for Amplifying Horror Experience	228
<i>Nao Omori, Masato Tsutsui, and Ryoko Ueoka</i>	
Digital Railway Museum: An Approach to Introduction of Digital Exhibition Systems at the Railway Museum	238
<i>Takuji Narumi, Torahiko Kasai, Takumi Honda, Kunio Aoki, Tomohiro Tanikawa, and Michitaka Hirose</i>	
Mixed Reality Digital Museum Project	248
<i>Tomohiro Tanikawa, Takuji Narumi, and Michitaka Hirose</i>	
ArchMatrix: Knowledge Management and Visual Analytics for Archaeologists	258
<i>Stefano Valtolina, Barbara Rita Barricelli, Giovanna Bagnasco Gianni, and Susanna Bortolotto</i>	
The Designing Expressions of the Special Visual Effect Film in the Digital Technology	267
<i>Tsun-Hsiung Yao and Chu-Yu Sun</i>	

Collaborative Work

Lifecycle Support of Automotive Manufacturing Systems through a Next-Generation Operator Interface Implementation	277
<i>Vishal Barot and Robert Harrison</i>	
CoPI: A Web-Based Collaborative Planning Interface Platform	287
<i>Mohammad K. Hadhrawi, Mariam Nouh, Anas Alfaris, and Abel Sanchez</i>	

Estimation of Interruptibility during Office Work Based on PC Activity and Conversation	297
<i>Satoshi Hashimoto, Takahiro Tanaka, Kazuaki Aoki, and Kinya Fujita</i>	
ARM-COMS: ARm-Supported eMbodied COmmunication Monitor System	307
<i>Teruaki Ito and Tomio Watanabe</i>	
Interlocked Surfaces: A Dynamic Multi-device Collaboration System	317
<i>Hiroyuki Kamo and Jiro Tanaka</i>	
Effects of a Communication with Make-Believe Play in a Real-Space Sharing Edutainment System	326
<i>Hiroki Kanegae, Masaru Yamane, Michiya Yamamoto, and Tomio Watanabe</i>	
A Support Framework for Automated Video and Multimedia Workflows for Production and Archive	336
<i>Robert Manthey, Robert Herms, Marc Ritter, Michael Storz, and Maximilian Eibl</i>	
Responsibilities and Challenges of Social Media Managers	342
<i>Christian Meske and Stefan Stieglitz</i>	
Digital War Room for Design – Requirements for Collocated Group Work Spaces	352
<i>Mika P. Nieminen, Mari Tyllinen, and Mikael Runonen</i>	
Detection of Division of Labor in Multiparty Collaboration	362
<i>Noriko Suzuki, Tosirou Kamiya, Ichiro Umata, Sadanori Ito, Shoichiro Iwasawa, Mamiko Sakata, and Katsunori Shimohara</i>	
Role of Assigned Persona for Computer Supported Cooperative Work in Remote Control Environment	372
<i>Yuzo Takahashi</i>	
Supporting Group and Personal Memory in an Interactive Space for Collaborative Work	381
<i>Mari Tyllinen and Marko Nieminen</i>	
Pros and Cons of Various ICT Tools in Global Collaboration – A Cross-Case Study	391
<i>Matti Vartiainen and Olli Jahkola</i>	
Interpersonal Service Support Based on Employee’s Activity Model	401
<i>Kentaro Watanabe and Takuichi Nishimura</i>	

Business Integration

Situation Aware Interaction with Multi-modal Business Applications in Smart Environments	413
<i>Mario Aehnelt, Sebastian Bader, Gernot Ruscher, Frank Krüger, Bodo Urban, and Thomas Kirste</i>	
Human Factors in Supply Chain Management – Decision Making in Complex Logistic Scenarios	423
<i>Philipp Brauner, Simone Runge, Marcel Groten, Günther Schuh, and Martina Ziefle</i>	
Strategic Study of Knowledge Management Which Led into Furniture Design Industry – Taking Example by Taiwan Furniture Industry	433
<i>Chi-Hsiung Chen and Kang-Hua Lan</i>	
A Study of Customization for Online Business	443
<i>Vincent Cho and Candy Lau</i>	
Are HCI Issues a Big Factor in Supply Chain Mobile Apps?	450
<i>Barry Flachsbarth, Cassandra C. Elrod, and Michael G. Hilgers</i>	
Value Added by the Axiomatic Usability Method for Evaluating Consumer Electronics	457
<i>Yinni Guo, Yu Zhu, Gavriel Salvendy, and Robert W. Proctor</i>	
Challenges for Incorporating “Quality in Use” in Embedded System Development	467
<i>Naotake Hirasawa</i>	
Development of a System for Communicating Human Factors Readiness	475
<i>Matthew Johnston, Katie Del Giudice, Kelly S. Hale, and Brent Winslow</i>	
A Method for Service Failure Effects Analysis Based on Customer Satisfaction	485
<i>Yusuke Kurita, Koji Kimita, Kentaro Watanabe, and Yoshiki Shimomura</i>	
Searching Blog Sites with Product Reviews	495
<i>Hironori Kuwata, Makoto Oka, and Hirohiko Mori</i>	
Usability Evaluation of Comprehension Performance and Subjective Assessment on Mobile Text Advertising	501
<i>Ya-Li Lin and Chih-Hsiang Lai</i>	

Consideration of the Effect of Gesture Exaggeration in Web3D Communication Using 3DAgent	511
<i>Toshiya Naka and Toru Ishida</i>	
The Relationship between Kansei Scale for Uniqueness of Products and Purchase Motivation	521
<i>Yusuke Ohta and Keiko Kasamatsu</i>	
Timing and Basis of Online Product Recommendation: The Preference Inconsistency Paradox	531
<i>Amy Shi, Chuan-Hoo Tan, and Choon Ling Sia</i>	
Research on the Measurement of Product Sales with Relation to Visual Planning for Commercial Websites	540
<i>Chu-Yu Sun</i>	
 Decision Support	
Burglary Crime Analysis Using Logistic Regression	549
<i>Daniel Antolos, Dahai Liu, Andrei Ludu, and Dennis A. Vincenzi</i>	
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	559
<i>Joel Brynielsson, Fredrik Johansson, and Sinna Lindquist</i>	
Service Evaluation Method for Managing Uncertainty	569
<i>Koji Kimita, Yusuke Kurita, Kentaro Watanabe, Takeshi Tateyama, and Yoshiki Shimomura</i>	
On Services and Insights of Technology Intelligence System	579
<i>Seungwoo Lee, Minhee Cho, Sa-Kwang Song, and Hanmin Jung</i>	
Sales Strategy Mining System with Visualization of Action History	588
<i>Haruhi Satonaka and Wataru Sunayama</i>	
An Automatic Classification of Product Review into Given Viewpoints	598
<i>Yuki Tachizawa, Makoto Oka, and Hirohiko Mori</i>	
User Needs Search Using Text Mining	607
<i>Yukiko Takahashi and Yumi Asahi</i>	
Finding a Prototype Form of Sustainable Strategies for the Iterated Prisoners Dilemma	616
<i>Mieko Tanaka-Yamawaki and Ryota Itoi</i>	
The Study to Clarify the Type of “Otome-Game” User	625
<i>Misaki Tanikawa and Yumi Asahi</i>	

A Method for Developing Quality Function Deployment Ontology	632
<i>Ken Tomioka, Fumiaki Saitoh, and Syohei Ishizu</i>	
Integrating the Anchoring Process with Preference Stability for Interactive Movie Recommendations	639
<i>I-Chin Wu and Yun-Fang Niu</i>	
Application of Ethno-Cognitive Interview and Analysis Method for the Smart Communication Design	649
<i>Ayako Yajima, Haruo Hira, and Toshiki Yamaoka</i>	
Author Index	659