Table of Contents - Part I

HCI and Human Centred Design

Clodis Boscarioli, Sílvia Amélia Bim, Milene S. Silveira, Raquel Oliveira Prates, and Simone Diniz Junqueira Barbosa	3
Semiotics of Interaction: Towards a UI Alphabet	13
Engagingdesign – Methods for Collective Creativity	22
Toward a New Design Philosophy of HCI: Knowledge of Collaborative Action of "We" Human-and-Technology	32
The Link between Inclusive Design and Innovation: Some Key Elements	41
Tuning an HCI Curriculum for Master Students to Address Interactive Critical Systems Aspects	51
Ageing and Innovation	61
Understanding User Experience and Artifact Development through Qualitative Investigation: Ethnographic Approach for Human-Centered	60
Design	68
User Research for Experience Vision	77
Analyzing Varying Environmental Contexts in Public Transport Stephan Hörold, Cindy Mayas, and Heidi Krömker	85
The Conceptual Model of Experience Engineering (XE)	95

User Centered Inclusive Design Process: A 'Situationally-Induced Impairments and Disabilities' Perspective	103
Applying Contextual Design to Multiple Teams in Emergency Management	109
Visualization and Evaluation for Experience Vision	119
Confabulation in the Time of Transdisciplinarity: Reflection on HCI Education and a Call for Conversation	128
Proposal for Experience Vision	137
Collaborative User Experience Design Methods for Enterprise System	146
Evaluation Methods and Techniques	
An Estimation Framework of a User Learning Curve on Web-Based Interface Using Eye Tracking Equipment	159
Interface Using Eye Tracking Equipment	159 166
Interface Using Eye Tracking Equipment	
Interface Using Eye Tracking Equipment	166
Interface Using Eye Tracking Equipment Masanori Akiyoshi and Hidetoshi Takeno A Grounded Procedure for Managing Data and Sample Size of a Home Medical Device Assessment Simone Borsci, Jennifer L. Martin, and Julie Barnett Usability Guidelines for Desktop Search Engines Manuel Burghardt, Tim Schneidermeier, and Christian Wolff Analyzing Face and Speech Recognition to Create Automatic Information for Usability Evaluation Thiago Adriano Coleti, Marcelo Morandini, and	166 176

Table of Contents - Part I	XIX
Environmental Evaluation of a Rehabilitation Aid Interaction under the Framework of the Ideal Model of Assistive Technology Assessment Process	203
Towards Ergonomic User Interface Composition: A Study about Information Density Criterion	211
Human-Machine Interaction Evaluation Framework	221
Supervisory Control Interface Design for Unmanned Aerial Vehicles through GEDIS-UAV	231
Remote Usability Evaluation of Mobile Web Applications	241
Design and Implementation of ErgoIdentifier: A Tool for Automated Identification of Websites Interaction Elements	249
A Self-Evaluation Tool for Quantitative User Research within the digital.me Project	256
Priming Categorization in a Card Sort	265
User Interface Design and Development Methods and Environments	
Case Study for Experience Vision – Application for PC	275
Using the Common Industry Format to Document the Context of Use	281
V&V of Lexical, Syntactic and Semantic Properties for Interactive Systems through Model Checking of Formal Description of Dialog Guillaume Brat, Célia Martinie, and Philippe Palanque	290
Formal Pattern Specifications to Facilitate Semi-automated User Interface Generation	300

A Mobile Application Flow Representation for Mutual Understanding of IT and Healthcare Professionals	310
Communicating Ideas in Computer-Supported Modeling Tasks: A Case Study with BPMN	320
Semantic Execution of Subject-Oriented Process Models	330
Special Challenges for Models and Patterns in Smart Environments Peter Forbrig, Christian Märtin, and Michael Zaki	340
Parallel Rendering of Human-Computer Interaction Industrial Applications on Multi-/Many-Core Platforms	350
A Logical Design Method for User Interface Using GUI Design Patterns	361
Developing Mobile Apps Using Cross-Platform Frameworks: A Case Study	371
EMIL: A Rapid Prototyping Authoring Environment for the Design of Interactive Surface Applications	381
Extending the Information of Activity Diagrams with a User Input Classification	391
Patterns and Models for Automated User Interface Construction – In Search of the Missing Links	401
Evaluation of User Interface Description Languages for Model-Based User Interface Development in the German Automotive Industry	411
An Empirical Study on Immersive Prototyping Dimensions	421
From Multicultural Agents to Culture-Aware Robots	431

Table of Contents – Part I	XXI
Visual Interfaces Design Simplification through Components Reuse Javier Rodeiro-Iglesias and Pedro M. Teixeira-Faria	441
Established and Innovative Facets of Interactive Prototypes – A Case Study	451
Multi-level Communicability Evaluation of a Prototyping Tool	460
Participatory Action Research in Software Development: Indigenous Knowledge Management Systems Case Study	470
Enhanced 3D Sketch System Incorporating "Life-Size" and "Operability" Functions	480
An Interface Prototyper Supporting Free Design Components Specification	490
Structured Scenario-Based Design Method for Experience Vision Yoshihiro Ueda, Kentaro Go, Katsumi Takahashi, Seiji Hayakawa, Kazuhiko Yamazaki, and Koji Yanagida	500
Requirements for a Definition of Generative User Interface Patterns Stefan Wendler and Ilka Philippow	510
Characterizing Incidents Reporting Systems across Applications Domains	521
Method Format for Experience Vision	531
Case Study for Experience Vision Designing Notebook PC Der-Jang Yu, Ming-Chuen Chuang, and Steven Tseng	540
Aesthetics and Kansei in HCI	
Investigating the Effects of Font Styles on Perceived Visual Aesthetics of Website Interface Design	549

XXII Table of Contents - Part I

A Color Schemer for Webpage Design Using Interactive Mood Board Zhenyu Gu, Zhanwei Wu, Jiamin Yu, and Jian Lou	555
Study on Effects of Text Decoration for a Text Based Communication Tool in Education	565
Ease of Icon Processing Can Predict Icon Appeal	575
Basic Study on Kawaii Feeling of Material Perception	585
Centrality of Visual Aesthetics in the Online Context: An Assessment and Empirical Evidence	593
The Feeling of Kawaii Is a Function of Interaction	601
Comparison of Kansei Information between Joyful and Happy Expressions in Dance	611
Study of Kawaii-ness in Motion – Physical Properties of Kawaii Motion of Roomba	620
Author Index	621