## Table of Contents - Part II

## **HCI** in Healthcare

Software Engineering in Telehealth, an Extension of Sana Mobile Applied to the Process of a Routine Hospital	3
Cross Cultural Design Considerations in HealthCare	13
Designing Copresent Cycling Experience	20
Achieving Electronic Health Record Access from the Cloud  Brian Coats and Subrata Acharya	26
User Requirements for the Development of Smartphone Self-reporting Applications in Healthcare	36
Electronic Health Records: A Case Study of an Implementation	46
Healthcare Interoperability: CDA Documents Consolidation Using Transport Record Summary (TRS) Construction  Philip DePalo, Kyung Eun Park, and Yeong-Tae Song	56
Designing, Implementing and Testing a Mobile Application to Assist with Pediatric-to-Adult Health Care Transition	66
Study on Relationship between Foot Pressure Pattern and Hallux Valgus (HV) Progression	76

A Server-Based System Supporting Motor Learning through Real-Time and Reflective Learning Activities	84
Usability Evaluation of a Voluntary Patient Safety Reporting System: Understanding the Difference between Predicted and Observed Time Values by Retrospective Think-Aloud Protocols  Lei Hua and Yang Gong	94
Usability in RFP's: The Current Practice and Outline for the Future Timo Jokela, Juha Laine, and Marko Nieminen	101
Design and Interface Considerations for Web-Enabled Data  Management in Civil Infrastructure Health Monitoring	107
Empowering Young Adolescents to Choose the Healthy Lifestyle:  A Persuasive Intervention Using Mobile Phones	117
Telemedicine and Design: Relationships that Create Opportunities Carlos Alberto Pereira de Lucena, Claudia Renata Mont'Alvão, Felipe Pierantoni, and Leonardo Frajhof	127
A Proposal of the New System Model for Nursing Skill Learning Based on Cognition and Technique	134
Usability Testing for e-health Application: A Case Study for Sana/Open MRS	144
Introducing Emotional Interfaces to Healthcare Systems	150
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 5031-100:2012	163
Discussion of Some Challenges Concerning Biomedical Ontologies Osama Rabie and Anthony F. Norcio	173
Web Searching for Health Information: An Observational Study to Explore Users' Emotions	181

Table of Contents – Part II	XIX
Native Apps versus Web Apps: Which Is Best for Healthcare Applications?	189
Experiences with Arthron for Live Surgery Transmission in Brazilian Telemedicine University Network	197
User Experience in Public Information Service Design for Smart Life Qiong Wu, Guanshang Wu, and Xin Tong	207
The Proposal of the Remote Consultation Service System Using the Outline Function for Consultation	216
Games and Gamification	
Design Guidelines for Audio Games	229
SWord: A Concept Application for Mitigating Internet Terminology Anxiety	239
Extreme Motion Based Interaction for Enhancing Mobile Game Experience	249
Influence of Gaming Display and Controller on Perceived Characteristics, Perceived Interactivity, Presence, and Discomfort	258
A Cross-Cultural Study of Playing Simple Economic Games Online with Humans and Virtual Humans	266
Best Practices for Using Enterprise Gamification to Engage Employees and Customers	276
Gamifying Support	284
The Motivational GPS: Would a Rat Press a Lever to Get a Badge? Kes Sampanthar	292

Designing Serious Videogames through Concept Maps	299
The Business Love Triangle- Smartphones, Gamification, and Social Collaboration	309
Building Internal Enthusiasm for Gamification in Your Organization $\dots$ Erika Noll Webb and Andrea Cantú	316
Navigation Experiences – A Case Study of Riders Accessing an Orientation Game via Smartphones	323
HCI in Learning and Education	
Evaluating Engagement Physiologically and Knowledge Retention Subjectively through Two Different Learning Techniques	335
A New E-learning System Focusing on Emotional Aspect Using Biological Signals	343
A Framework to Support Social-Collaborative Personalized e-Learning	351
Challenges for Contextualizing Language Learning: Supporting Cultural Integration	361
Usability of a Social Network as a Collaborative Learning Platform Tool for Medical Students	370
Refining Rules Learning Using Evolutionary PD	376
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	386

Table of Contents – Part II	XXI
Evaluation of Computer Algebra Systems Using Fuzzy AHP at the Universities of Cyprus	391
Evaluation of an Information Delivery System for Hearing Impairments at a School for Deaf	398
Examining the Role of Contextual Exercises and Adaptive Expertise on CAD Model Creation Procedures	408
Personality and Emotion as Determinants of the Learning Experience: How Affective Behavior Interacts with Various Components of the Learning Process	418
Innovation in Learning – The Use of Avatar for Sign Language	428
A Teacher Model to Speed Up the Process of Building Courses  Carla Limongelli, Matteo Lombardi, Alessandro Marani, and Filippo Sciarrone	434
Development of Push-Based English Words Learning System by Using E-Mail Service	444
E-learning: The Power Source of Transforming the Learning Experience in an ODL Landscape	454
Mobile Inquiry-Based Learning: A Study of Collaborative Scaffolding and Performance	464
A Comparative Evaluation of Podcasting-Based and Mobile-Based Material Distribution Systems in Foreign Language Teaching Yuichi Ono, Manabu Ishihara, and Mitsuo Yamashiro	474
Recommendation of Collaborative Activities in E-learning Environments	484

Nature Sound Ensemble Learning in Narrative-Episode Creation with Pictures	493
Kosuke Takano and Shiori Sasaki	
Private Cloud Cooperation Framework for Reducing the Earthquake Damage on e-Learning Environment	503
Design and Evaluation of Training System for Numerical Calculation Using Questions in SPI2	511
Zoom Interface with Dynamic Thumbnails Providing Learners with Companionship through Videostreaming	521
In-Vehicle Interaction	
WheelSense: Enabling Tangible Gestures on the Steering Wheel for In-Car Natural Interaction	531
Reducing Speeding Behavior in Young Drivers Using a Persuasive Mobile Application	541
Auditory and Head-Up Displays in Vehicles	551
Anti-Bump: A Bump/Pothole Monitoring and Broadcasting System for Driver Awareness	561
Emotion and Emotion Regulation Considerations for Speech-Based In-Vehicle Interfaces	571
Adaptations in Driving Efficiency with Electric Vehicles	578
In-Car Information Systems: Matching and Mismatching Personality of Driver with Personality of Car Voice	586

Table of Contents – Part II	XXIII
Subjective Ratings in an Ergonomic Engineering Process Using the Example of an In-Vehicle Information System	596
Ergonomics Design on Expert Convenience of Voice-Based Interface for Vehicle's AV Systems	606
The Timeframe of Adaptation to Electric Vehicle Range	612
Exploring Electric Driving Pleasure – The BMW EV Pilot Projects Jens Ramsbrock, Roman Vilimek, and Julian Weber	621
Single-Handed Driving System with Kinect	631
Mobile App Support for Electric Vehicle Drivers: A Review of Today's Marketplace and Future Directions	640
Proposal for Driver Distraction Indexes Using Biological Signals	647
Including Eye Tracking	047
Ergonomics Design with Novice Elicitation on an Auditory-Only In-Vehicle Speech System	654
Author Index	661