

# Table of Contents – Part I

## Part I: DUXU Theory, Methods and Tools

Conformity with User Expectations on the Web: Are There Cultural Differences for Design Principles? .....	3
<i>Andreas Auringer, Anna Aistleithner, Harald Kindermann, and Andreas Holzinger</i>	
A Philosophical Approach about User Experience Methodology .....	13
<i>Marcos N. Beccari and Tiago L. Oliveira</i>	
Using Interaction Patterns in Heuristic Evaluation .....	23
<i>Federico Botella, Jose A. Gallud, and Ricardo Tesoreiro</i>	
Making the Design Process More Usable: Aligning Design with User Performance.....	33
<i>Roberto K. Champney, Christina Kokini, and Kay M. Stanney</i>	
Exploring the Learning Problems and Resources Usage of Undergraduate Industrial Design Students in Design Studio .....	43
<i>Wenzhi Chen and Hsien-Hui Tang</i>	
Towards Future Methods to Take into Account Cross-Cultural Differences in Design: An Example with the “Expert Community Staff” (ECS) .....	53
<i>Jérôme Dinet, Robin Vivian, and Eric Brangier</i>	
The Necessity of Personal Freedom to Increase HCI Design Quality.....	62
<i>Rüdiger Heimgärtner, Helmut Windl, and Alkesh Solanki</i>	
Developing Idea Generation for the Interface Design Process with Mass Collaboration System.....	69
<i>Dae-eop Kim, Sang-su Lee, Seungwoo Maeng, and Kun-Pyo Lee</i>	
The Essence of Enjoyable Experiences: The Human Needs – A Psychological Needs-Driven Experience Design Approach .....	77
<i>Joonhwan Kim, Sung Park, Marc Hassenzahl, and Kai Eckoldt</i>	
A Culturally Driven Approach for the Development of Innovative User Interface Design Concepts.....	84
<i>André Liem</i>	
Socratic Dialogue in Design Education.....	94
<i>Neil Matthiessen</i>	

Ethnography, Ethnography or Ethnography? What Happens When the Same Word Means Different Things to Different People? .....	102
<i>Sasanka Prabhala, Daria Loi, and Subhashini Ganapathy</i>	
Improved Usability through Internationalization .....	111
<i>Carsten Witte</i>	

## Part II: DUXU Guidelines and Standards

ISO 20282: Is a Practical Standard for the Usability of Consumer Products Possible? .....	119
<i>Nigel Bevan and Simon Raistrick</i>	
Effects of Physical Display Size on GUI Designers' Perception and Implementation of Usability Guidelines .....	128
<i>Selvihan Nazlı Kaptan and Mehmet Göktürk</i>	
Terminological Precision - A Key Factor in Product Usability and Safety .....	138
<i>Barbara Inge Karsch and Gabriele Sauberer</i>	
ISO Standards for Standard Software: Accountability, Customer Expectations and Reality .....	148
<i>Ulrich Kreichgauer</i>	
ISO Usability Standards and Enterprise Software: A Management Perspective.....	154
<i>Clemens Lutsch</i>	
Guidelines on Website Design and Colour Selection for International Acceptance.....	162
<i>Martin C. Maguire</i>	
User-Experience for Personal Sustainability Software: Determining Design Philosophy and Principles .....	172
<i>Aaron Marcus, Jennifer Dumpert, and Laurie Wigham</i>	
ISO Standards and Enterprise Software: A Case Study Using SUMI and SUS in an International Sale.....	178
<i>Joyce Ohgi and Jeff Sauro</i>	
ISO 25062 Usability Test Planning for a Large Enterprise Applications Suite .....	185
<i>Sean Rice, Jatin Thaker, and Anna M. Wichansky</i>	

## Part III: Novel DUXU: Devices and Their User Interfaces

User Perception of Touch Screen Latency . . . . .	195
<i>Glen Anderson, Rina Doherty, and Subhashini Ganapathy</i>	
Interface for Multi-robots Based Video Coverage . . . . .	203
<i>Ryad Chellali, Emmanuel Bernier, Khelifa Baizid, and Mohamed Zaoui</i>	
Precise Mishandling of the Digital Image Structure . . . . .	211
<i>Theodore Davis</i>	
The Nature of Adaptive Interactions and Potential for Strategic Application . . . . .	221
<i>Justin Davis</i>	
Studies on Imaging Methods to Realize Effective BCI through ERPs . . .	228
<i>Mariko Funada, Yoshihide Igarashi, Tadashi Funada, and Miki Shibukawa</i>	
Multitouch Tables for Collaborative Object-Based Learning . . . . .	237
<i>Jacob George, Eric de Araujo, Desiree Dorsey, D. Scott McCrickard, and Greg Wilson</i>	
A Study of Interface Design Method on Crossing Media-Dimension . . . .	247
<i>Hung-Pin Hsu</i>	
Multi-language Online Word Processor for Learners and the Visually Impaired . . . . .	256
<i>Shiblee Imtiaz Hasan</i>	
A Guideline for an Outpatient Guidance System for Use in General Hospitals . . . . .	261
<i>Gunhee Kim, Jukyung Park, Manchul Han, Hyunchul Park, Dayoung Jung, Sehyung Park, Seongil Lee, and Sungdo Ha</i>	
Impact of Distance to Screen upon Spacial Awareness . . . . .	270
<i>Kazuya Kuroda and Makio Ishihara</i>	
Why History Matters: Visual Innovation and the Role of Image Theory in HCI . . . . .	277
<i>Margarete Pratschke</i>	
Image, Imagination, Innovation. How Can We Overcome the Common Ground in the Processes of Visual Design? . . . . .	285
<i>Michael Renner</i>	

An Extensible Tool for the Annotation of Videos Using Segmentation and Tracking ..... 295  
    *Marc Ritter and Maximilian Eibl*

Development of an Augmented Feedback Application to Support Motor Learning After Stroke: Requirement Analysis ..... 305  
    *Simone Schmid*

2D vs. 3D Pain Visualization: User Preferences in a Spinal Cord Injury Cohort ..... 315  
    *Fotios Spyridonis and Gheorghita Ghinea*

Environmental Affordances as a Way to Help in the Design of Videogame Worlds ..... 323  
    *Elisângela Vilar, Francisco Rebelo, Paulo Noriega, and Luís Teixeira*

Analysis of Emergent Use for Wellbeing Service Innovation ..... 332  
    *Alexandros Yeratziotis, Christian Sannemann, Johanna Viitanen, and Marko Nieminen*

Visual Innovation through Findings in Perception ..... 342  
    *Paul Michael Zender*

**Part IV: DUXU in Industry**

To Develop Viable Human Factors Engineering Methods for Improved Industrial Use ..... 355  
    *Jonas Andersson, Lars-Ola Bligård, Anna-Lisa Osvalder, Mikko J. Rissanen, and Sanjay Tripathi*

What Sustainability Brings to the Research Table ..... 363  
    *Niyati Bedekar and Sally Lawler Kennedy*

Leading International UX Research Projects ..... 368  
    *Jakob Biesterfeldt and Miranda Capra*

Lessons Learned from Using Personas and Scenarios for Requirements Specification of Next-Generation Industrial Robots ..... 378  
    *Petra Björndal, Mikko J. Rissanen, and Steve Murphy*

A Multi-tiered Approach to Enterprise Support Services ..... 388  
    *Coimbatore S. Chandersekaran and William R. Simpson*

A Study of Rapid Business Application Development in the Cloud ..... 398  
    *Jie Cui, Jing Min Xu, Huiping Lin, Weiping Li, and Zi Mu Sun*

Design Innovation for Enterprise Software ..... 408  
    *Mark Detweiler and Liam Friedland*

Company Culture Audit to Improve Development Team’s Collaboration, Communication, and Cooperation . . . . .	415
<i>Emilie Gould and Aaron Marcus</i>	
Scalability of UX Activities in Large Enterprises: An Experience Report from SAP AG . . . . .	425
<i>Boris Hecker and Matthias Berger</i>	
Training Designers of Real-World Products: Scenario Approach in Industrial Design Curriculum . . . . .	432
<i>Yu-Chun Hsu</i>	
Why Enterprises Can’t Innovate: Helping Companies Learn Design Thinking . . . . .	442
<i>Jon Innes</i>	
Future Centered Design: Designing for Sustainable Business . . . . .	449
<i>Janaki Kumar and Peter Graf</i>	
Enterprise UX Design in China . . . . .	458
<i>Dongyuan Li</i>	
Changing the TV Industry through User Experience Design . . . . .	465
<i>Daria Loi</i>	
Electronic Invoicing in SMEs . . . . .	475
<i>Lasse Lumiaho and Jussi Rämänen</i>	
Make Space for the Customer: The Shift towards Customer Centricity . . . . .	485
<i>Kostanija Petrovic and Melanie Siegmann</i>	
The New Experience for Business: Why User Experience Is the Differentiation Strategy in the Cloud Context . . . . .	491
<i>Andrey Sirotkin and Bronan McCabe</i>	
Managing a Green Giant: Sustainability Performance Management, a User Experience Perspective . . . . .	500
<i>Ben Tomsky and Angad Manco</i>	
Make User-Centered Design Sustainable in China . . . . .	509
<i>JunJie Zhu</i>	

## Part V: DUXU in the Mobile and Vehicle Context

How to Improve User Experience in Mobile Social Networking: A User-Centered Study with Turkish Mobile Social Network Site Users . . . . .	521
<i>Özgürol Öztürk and Kerem Rızvanoğlu</i>	

Context-Aware Places of Interest Recommendations for Mobile Users ...	531
<i>Linus Baltrunas, Bernd Ludwig, Stefan Peer, and Francesco Ricci</i>	
Moody Mobile TV: Exploring TV Clips With Personalized Playlists ....	541
<i>Arne Berger, Robert Knauf, Maximilian Eibl, and Aaron Marcus</i>	
Mobile Web and Native Apps: How One Team Found a Happy Medium .....	549
<i>Kathleen Buettner and Anna M. Simmons</i>	
Investigating the Integration of Hand-Held Haptic Devices in Daily Work Activities: The Case of a Tennis Coaching Assistant on iPhone ...	555
<i>Evanthia Faliagka, Petros Karkoulas, Maria Rigkou, Spiros Sirmakessis, Giannis Tzimas, and Athanasios Tsakalidis</i>	
Mobile Web Usability: Developing Guidelines for Mobile Web via Smart Phones .....	564
<i>Sungmoo Hong and Sung Chul Kim</i>	
Usability Analysis in Gesture Operation of Interactive E-books on Mobile Devices .....	573
<i>Ching-Hua Huang and Chao-Ming Wang</i>	
Mobile QWERTY User Research.....	583
<i>Yat-Sang Hung, Sarena Yang, Stephanie Vance, and Neung Eun Kang</i>	
Comparisons on <i>Kansei</i> Factors of Attractiveness between Initial and Long Term Use of Mobile Phone .....	593
<i>Nanae Kashiwase, Keiko Kasamatsu, Hiroaki Kiso, Shin'ichi Fukuzumi, Misako Yamagishi, and Hideo Jingu</i>	
Clarification of <i>Kansei</i> Elements of Attractiveness Related to Usability for Long Term Mobile Phone Users.....	602
<i>Hiroaki Kiso, Nanae Kashiwase, Keiko Kasamatsu, Misako Yamagishi, Hideo Jingu, and Shin'ichi Fukuzumi</i>	
Suggested Collaborative Learning Conceptual Architecture and Applications for Mobile Devices.....	611
<i>Kwang Lee and Abdul Razaque</i>	
Enhancing Interactions of Self-help Groups in Africa through Mobile Solutions: Design Guidelines.....	621
<i>Moikeira Masita-Mwangi, Faith Ronoh-Boreh, and Patricia Aruwa</i>	
User Studies on Mobile Ticketing .....	630
<i>Jussi Rämänen, Sirpa Riihiahho, Mikko Erkkilä, and Antti Seppälä</i>	

Photo Diaries – A Peek into a Mobile Worker’s Life . . . . .	640
<i>Anthony C. Sampanes, Michele Snyder, Lynn Rampoldi-Hnilo, and Brent-Kaan White</i>	
An Experience Sampling System for Context-Aware Mobile Application Development . . . . .	648
<i>Jungsuk Seo, Seunghwan Lee, and Geehyuk Lee</i>	
Approaching Warp Speed!: Examining the User Experience in the Age of 4G . . . . .	658
<i>Quinn Simpson and Sce Pike</i>	
Methodology for Evaluating Multimodal Biometric Authentication on Mobile Devices . . . . .	668
<i>Claudia de Andrade Tambascia, Robson Eudes Duarte, and Ewerton Martins Menezes</i>	
Phone Use and Aging: Do Spatial Interface Metaphors Help? . . . . .	678
<i>Mark Turner and Roxane Cortes</i>	
Oracle Mobile User Assistance Testing . . . . .	687
<i>Erika Webb, Ultan O’Broin, Ray Matsil, Laurie Pattison, and Mindi Cummins</i>	
Proposal for Indices to Assess Attractiveness on Initial Use of Mobile Phones . . . . .	696
<i>Misako Yamagishi, Hideo Jingu, Keiko Kasamatsu, Hiroaki Kiso, and Shinichi Fukuzumi</i>	
Smart User Assistance Based on Dynamic Model Composition . . . . .	706
<i>René Zilz and Peter Forbrig</i>	
<b>Author Index . . . . .</b>	<b>715</b>

# Table of Contents – Part II

## Part I: DUXU in Web Environment

Challenges and Opportunities of Hotel Online Booking in China . . . . .	3
<i>Wei Ding</i>	
Analysis of Causal Relationships between Blog Design Criteria . . . . .	13
<i>Chun-Cheng Hsu</i>	
Peru Digital: Approaching Interactive Digital Storytelling and Collaborative Interactive Web Design through Digital Ethnography, HCI, and Digital Media . . . . .	20
<i>Si Jung Kim and Natalie M. Underberg</i>	
Did You Forget Your Password? . . . . .	29
<i>Abbas Moallem</i>	
The Layout for the User-Friendly Manual: Case Study on an Internet Set-Up Manual . . . . .	40
<i>Momoko Nakatani, Takehiko Ohno, Yurika Katagiri, Ai Nakane, and Shuji Hashimoto</i>	
A Solution to Revisitation Using Organic Bookmark Management . . . . .	46
<i>Siu-Tsen Shen, Stephen D. Prior, and Kuen-Meau Chen</i>	
A Study on the Time Estimation Measurement for Web Usability Evaluation . . . . .	53
<i>Keiji Suzuki, Mitsuhiko Karashima, and Hiromi Nishiguchi</i>	
Study of User Interface for Browsing Web Contents That Considers the Cognitive Features of Older Users . . . . .	60
<i>Masahiro Watanabe, Shunichi Yonemura, Ryo Hashimoto, and Yoko Asano</i>	
Exploring Cultural Variation in Eye Movements on a Web Page between Americans and Koreans . . . . .	68
<i>Changwoo Yang</i>	
Trails—An Interactive Web History Visualization and Tagging Tool . . . . .	77
<i>Wenhui Yu and Todd Ingalls</i>	



## Part II: DUXU and Ubiquitous Interaction / Appearance

Listen! Somebody Is Walking towards Your Car (Introducing the Awareness-3D Sound System into the Driver to Increase the Pedestrian's Safety) . . . . .	89
<i>Mohammad Ardavan and Fang Chen</i>	
Designing Pervasive Games for Learning . . . . .	99
<i>Carmelo Ardito, Rosa Lanzilotti, Dimitrios Raptis, Christos Sintoris, Nikoleta Yiannoutsou, Nikolaos Avouris, and Maria Francesca Costabile</i>	
Customized Usability Engineering for a Solar Control Unit: Adapting Traditional Methods to Domain and Project Constraints . . . . .	109
<i>Patricia Böhm, Tim Schneidermeier, and Christian Wolff</i>	
End-User Composition Interfaces for Smart Environments: A Preliminary Study of Usability Factors . . . . .	118
<i>Yngve Dahl and Reidar-Martin Svendsen</i>	
Improving Code Reading and Comprehension on Large Displays . . . . .	128
<i>Selvihan Nazlı Kaptan and Mehmet Göktürk</i>	
Designing the AR Experience: Tools and Tips for Mobile Augmented Reality UX Design . . . . .	135
<i>Gini Keating, Daniel Guest, Anne Konertz, Niccolo Padovani, and Andrea Villa</i>	
Dra Wiing Together: Exploring Collaborative User Engagement in Art Exhibitions . . . . .	142
<i>Hyungsin Kim, Hyun Jean Lee, and Ellen Yi-Luen Do</i>	
Versatile Wearable Computer for Drivers . . . . .	152
<i>Gyouhyung Kyung, Songyi Chae, Kyung Hyun Nam, Kyungmin Lee, and Wanjae Shin</i>	
Dynamic Navigation System Design for Networked Electric Vehicles . . . .	156
<i>Frazer McKimm, Manuela Galli, and Veronica Cimolin</i>	
Prospecting a New Physical Artifact of Interaction for iDTV: Results of Participatory Practices . . . . .	167
<i>Leonardo Cunha de Miranda, Heiko Horst Hornung, and M. Cecília C. Baranauskas</i>	
Optimisation of Sound Localisation for Emergency Vehicle Sirens through a Prototype Audio System . . . . .	177
<i>David Moore, Stephen Boslem, and Vassilis Charissis</i>	

Applying Gestural Interfaces to Command-and-Control . . . . .	187
<i>Todd Reily and Martina Balestra</i>	
Talking to Strangers: Using Large Public Displays to Facilitate Social Interaction . . . . .	195
<i>Elisa Rubegni, Nemanja Memarovic, and Marc Langheinrich</i>	
The Grid Intelligent Planning Framework: Planning Electric Utility Investments in a Time of Accelerating Change . . . . .	205
<i>Geoff Ryder, Fatimah Shahid, and Sui Yan</i>	
The Application of the Concept of Affordance to a Creative Design Method . . . . .	215
<i>Chien-Kuo Teng and Ming-Chuen Chuang</i>	
A Product Design Approach by Integrating Axiomatic Design and TRIZ . . . . .	225
<i>Shiaw-Tsyur Uang, Cheng-Li Liu, and Mali Chang</i>	
User Characteristic-Based Information-Providing Service for Museum with Optical See-Through Head-Mounted Display: Does It Evoke Enthusiasm? . . . . .	234
<i>Yuki Yasuma and Miwa Nakanishi</i>	

### Part III: DUXU in the Development and Usage Lifecycle

Human-Information Interactions with Complex Software . . . . .	245
<i>Michael J. Albers</i>	
The Importance of Rigor in Usability Studies . . . . .	255
<i>Randolph G. Bias</i>	
HCI Browser: A Tool for Administration and Data Collection for Studies of Web Search Behaviors . . . . .	259
<i>Robert Capra</i>	
Design and Evaluation of the Customized Product Color Combination Interfaces Using 3D Model and 2D Illustration Display . . . . .	269
<i>Cheih-Ying Chen and Ying-Jye Lee</i>	
The Inmates Are Still Running the Asylum: How to Share a Design Vision with Engineers . . . . .	276
<i>Uday Gajendar and Colin Johnson</i>	
Connecting Usages with Usability Analysis through the User Experience Risk Assessment Model: A Case Study in the Tourism Domain . . . . .	283
<i>Alessandro Inversini, Lorenzo Cantoni, and Davide Bolchini</i>	

Ethnographic Research of User Behavior of Mobile Devices of China, Korea, India, and The Netherlands ..... 294  
*Daeep Kim and Kun-Pyo Lee*

A Conjoint Analysis of Attributes Affecting the Likelihood of Technology Use ..... 303  
*Anna Elisabeth Pohlmeyer and Lucienne Blessing*

Personas on the Move: Making Personas for Today’s Mobile Workforce..... 313  
*Michele Snyder, Anthony Sampanes, Brent-Kaan White, and Lynn Rampoldi-Hnilo*

Motivating Change and Reducing Cost with the Discount Video Data Analysis Technique..... 321  
*Jody Wynn and Jeremiah D. Still*

What You See Is What You Don’t Get: Addressing Implications of Information Technology through Design Fiction ..... 329  
*Ludwig Zeller*

Modeling Users’ Data Usage Experiences from Scientific Literature ..... 337  
*Jian Zhang, Chaomei Chen, and Michael S. Vogeley*

**Part IV: DUXU Evaluation**

Scenario and Task Based Interview to Evaluate Usability of Computer Assisted Data Collection ..... 349  
*Luiz Agner, Patricia Tavares, and Simone Bacellar Leal Ferreira*

A Camera-Aided Legibility Assessment Protocol of Displays for Enhanced Human-Computer Interaction ..... 359  
*Hongyi Cai*

Measuring Drivers’ Dynamic Seating Experience Using Pressure Mats ..... 368  
*Songyi Chae, Gyouhyung Kyung, and Kyunghyun Nam*

Effects of Menu Types and Item Lengths on Operation Efficiency ..... 376  
*Yu-Hsuan Chang and T.K. Philip Hwang*

A Systematic Evaluation of the Communicability of Online Privacy Mechanisms with Respect to Communication Privacy Management ..... 384  
*Periambal L. Coopamootoo and Debi Ashenden*

User Evaluation of Internet Kiosks in University Setting ..... 394  
*Erkan Er and Kürşat Çağıltay*

Evaluating Ubiquitous Media Usability Challenges: Content Transfer and Channel Switching Delays . . . . .	404
<i>Alexandre Fleury, Jakob Schou Pedersen, and Lars Bo Larsen</i>	
User Satisfaction of Ali Wangwang, an Instant Messenger Tool . . . . .	414
<i>Jie Gao and Zhenghua Zhang</i>	
Range Statistics and the Exact Modeling of Discrete Non-Gaussian Distributions on Learnability Data . . . . .	421
<i>Robert Hofman</i>	
Measuring Cultural Markers in Arabic Government Websites Using Hofstede's Cultural Dimensions . . . . .	431
<i>Nouf Khashman and Andrew Large</i>	
Different UI, Same UX: A Design Concept for Implementing a Locally-Optimized and Globally-Unified User Experience . . . . .	440
<i>Sung Woo Kim, Han Kyung Jo, and Da Yun Ha</i>	
Measurement of User Experience to Select a Comfortable Mattress . . . . .	449
<i>Jung-Yong Kim, Seung-Nam Min, Min-Ho Lee, Joo-Hyun Jeong, Jung-Ho An, and Young-Sung Shin</i>	
EMA: Automated Eye-Movement-Driven Approach for Identification of Usability Issues . . . . .	459
<i>Oleg V. Komogortsev, Dan E. Tamir, Carl J. Mueller, Jose Camou, and Corey Holland</i>	
A Quantitative Evaluation on the Software Use Experience with Electroencephalogram . . . . .	469
<i>Hitoshi Masaki, Masao Ohira, Hidetake Uwano, and Ken-ichi Matsumoto</i>	
Classification of Interactive System Components Enables Planning Heuristic Evaluation Easier . . . . .	478
<i>Llúcia Masip, Marta Oliva, and Toni Granollers</i>	
Clustering Analysis to Evaluate Usability of Work-Flow Systems and to Monitor Proficiency of Workers . . . . .	487
<i>Toru Nakata</i>	
Fundamental Aspects Concerning the Usability Evaluation of Model-Driven Object Oriented Programming Approaches in Machine and Plant Automation . . . . .	497
<i>Martin Obermeier, Steven Braun, Kerstin Sommer, and Birgit Vogel-Heuser</i>	
The Usability Evaluation of Web-Based 3D Medical Image Visualization . . . . .	507
<i>Sittapong Settapat, Tiranee Achalakul, and Michiko Ohkura</i>	

A Fitting Software Comparative Usability Study to Investigate Transition Challenges Faced by Hearing-Aid Practitioners .....	517
<i>Anil Shankar, Susie Valentine, and Brent Edwards</i>	
Detection of Software Usability Deficiencies .....	527
<i>Dan E. Tamir, Oleg V. Komogortsev, Carl J. Mueller, Divya K.D. Venkata, Gregory R. LaKonski, and Arwa.M. Jamnagarwala</i>	

## Part V: DUXU beyond Usability: Culture, Branding, and Emotions

Designing Notebook Computers to Ensure a Comfortable User Experience: Effects of Surface Temperature, Material, Locality, and Ambient Temperature .....	539
<i>Eric Baugh and Rina Doherty</i>	
The Fusing of “Paper-in-Screen”: Reducing Mobile Prototyping Artificiality to Increase Emotional Experience .....	548
<i>Davide Bolchini and Anthony Faiola</i>	
Empathy as Key Factor for Successful Intercultural HCI Design .....	557
<i>Rüdiger Heimgärtner, Lutz-Wolfgang Tiede, and Helmut Windl</i>	
Persuasive Design: It’s Not Just about Selling Stuff .....	567
<i>Jeff Horvath</i>	
An Experiment about How to Feel Temperature Change of Mouse .....	575
<i>Shigeyoshi Iizuka</i>	
Clout: The Role of Content in Persuasive Experience .....	582
<i>Colleen Jones</i>	
Influencing Mechanism of Apparent Space Dimensions on Interface Aesthetics and Apparent Usability .....	588
<i>Tian Lei, Yingbin Zhou, Xiang Li, and Xiaoli Chen</i>	
The Health Machine: Mobile UX Design That Combines Information Design with Persuasion Design .....	598
<i>Aaron Marcus</i>	
An Air Conditioning Control Method Based on Biological Fluctuation .....	608
<i>Hiroki Matsumoto, Yoshio Iwai, Yutaka Nakamura, and Hiroshi Ishiguro</i>	
First Validation of Persuasive Criteria for Designing and Evaluating the Social Influence of User Interfaces: Justification of a Guideline .....	616
<i>Alexandra Némery, Eric Brangier, and Steve Kopp</i>	

Serious Games Usability Testing: How to Ensure Proper Usability, Playability, and Effectiveness .....	625
<i>Tanner Olsen, Katelyn Procci, and Clint Bowers</i>	
Experience-Based Curiosity Model: Curiosity Extracting Model Regarding Individual Experiences of Urban Spaces .....	635
<i>Chihiro Sato, Shigeyuki Takeuchi, and Naohito Okude</i>	
Implied Aesthetics: A Sensor-Based Approach towards Mobile Interfaces .....	645
<i>Daniel Sauter</i>	
A Study on the Expected Image and Relevant Design Techniques in Different Product-Use Stages .....	655
<i>Yung-Chin Tsao, Brian Chen, and Yen-Pang Yang</i>	
Designing the Personalized Nostalgic Emotion Value of a Product .....	664
<i>Yu-Shan Tseng and Ming-Chyuan Ho</i>	
<b>Author Index .....</b>	<b>673</b>