

Table of Contents – Part II

Part I: User Models, Personas and Virtual Humans

Standardizing User Models	3
<i>Pradipta Biswas and Patrick Langdon</i>	
Integral Model of the Area of Reaches and Forces of a Disabled Person with Dysfunction of Lower Limbs as a Tool in Virtual Assessment of Manipulation Possibilities in Selected Work Environments	12
<i>Bogdan Branowski, Piotr Pohl, Michal Rychlik, and Marek Zablocki</i>	
Modeling the Role of Empathic Design Engaged Personas: An Emotional Design Approach	22
<i>Robert C.C. Chen, Wen Cing-Yan Nivala, and Chien-Bang Chen</i>	
Accessible UI Design and Multimodal Interaction through Hybrid TV Platforms: Towards a Virtual-User Centered Design Framework	32
<i>Pascal Hamisu, Gregor Heinrich, Christoph Jung, Volker Hahn, Carlos Duarte, Pat Langdon, and Pradipta Biswas</i>	
Modelling Cognitive Impairment to Improve Universal Access	42
<i>Elina Jokisuu, Patrick Langdon, and P. John Clarkson</i>	
Integrating Human Modeling and Simulation with the Persona Method	51
<i>Taro Kanno, Tomohiko Ooyabu, and Kazuo Furuta</i>	
User Modeling through Unconscious Interaction with Smart Shop	61
<i>Toshikazu Kato</i>	
Supporting Inclusive Design of User Interfaces with a Virtual User Model	69
<i>Pierre T. Kirisci, Patrick Klein, Markus Modzelewski, Michael Lawo, Yehya Mohamad, Thomas Fiddian, Chris Bowden, Antoinette Fennell, and Joshue O Connor</i>	
Virtual User Concept for Inclusive Design of Consumer Products and User Interfaces	79
<i>Yehya Mohamad, Carlos A. Velasco, Jaroslav Pullmann, Michael Lawo, and Pierre Kirisci</i>	
Modeling Users for Adaptive Semantics Visualizations	88
<i>Kawa Nazemi, Dirk Burkhardt, Matthias Breyer, and Arjan Kuijper</i>	

An Investigation of a Personas-Based Model Assessment for Experiencing User-Centred Design	98
<i>Wen Cing-Yan Nivala, De-Lai Men, Tin-Kai Chen, and Robert C.C. Chen</i>	
Numerical Analysis of Geometrical Features of 3D Biological Objects, for Three-Dimensional Biometric and Anthropometric Database	108
<i>Michal Rychlik, Witold Stankiewicz, and Marek Morzynski</i>	

Part II: Older People in the Information Society

Designing Interactive Pill Reminders for Older Adults: A Formative Study	121
<i>Sepideh Ansari</i>	
Older User Errors in Handheld Touchscreen Devices: To What Extent Is Prediction Possible?	131
<i>Michael Bradley, Patrick Langdon, and P. John Clarkson</i>	
Affective Technology for Older Adults: Does Fun Technology Affect Older Adults and Change Their Lives?	140
<i>Ryoko Fukuda</i>	
Muntermacher – “Think and Move” Interface and Interaction Design of a Motion-Based Serious Game for the Generation Plus	149
<i>Holger Graf, Christian Tamanini, and Lukas Geissler</i>	
Preliminary Framework for Studying Self-reported Data in Electronic Medical Records within a Continuing Care Retirement Community	159
<i>Kelley Gurley and Anthony F. Norcio</i>	
Using Motion-Sensing Remote Controls with Older Adults	166
<i>Thomas von Bruhn Hinné and Simeon Keates</i>	
Design Lessons for Older Adult Personal Health Records Software from Older Adults	176
<i>Juan Pablo Hourcade, Elizabeth A. Chrischilles, Brian M. Gryzlak, Blake M. Hanson, Donald E. Dunbar, David A. Eichmann, and Ryan R. Lorentzen</i>	
Design and Development a Social Networks Platform for Older People	186
<i>Chien-Lung Hsu, Kevin C. Tseng, Chin-Lung Tseng, and Boo-Chen Liu</i>	
In Search of Information on Websites: A Question of Age?	196
<i>Eugène Loos</i>	

Preliminary Findings of an Ethnographical Research on Designing Accessible Geolocated Services with Older People	205
<i>Valeria Righi, Guiller Malón, Susan Ferreira, Sergio Sayago, and Josep Blat</i>	
An Experiment for Motivating Elderly People with Robot Guided Interaction	214
<i>Ryohei Sasama, Tomoharu Yamaguchi, and Keiji Yamada</i>	
Connecting Communities: Designing a Social Media Platform for Older Adults Living in a Senior Village	224
<i>Tsai-Hsuan Tsai, Hsien-Tsung Chang, Alice May-Kuen Wong, and Tsung-Fu Wu</i>	
A Telehealthcare System to Care for Older People Suffering from Metabolic Syndrome	234
<i>Kevin C. Tseng, Chien-Lung Hsu, and Yu-Hao Chuang</i>	
Narrating Past to Present: Conveying the Needs and Values of Older People to Young Digital Technology Designers	243
<i>Elizabeth Valentine, Ania Bobrowicz, Graeme Coleman, Lorna Gibson, Vicki L. Hanson, Saikat Kundu, Alison McKay, and Raymond Holt</i>	
Evaluating the Design, Use and Learnability of Household Products for Older Individuals	250
<i>Christopher Wilkinson, Patrick Langdon, and P. John Clarkson</i>	

Part III: Designing for Users Diversity

Disable Workstation Development: A Multicompetence Approach to Human Behaviour Analysis	263
<i>Giuseppe Andreoni, Fiammetta Costa, Carlo Frigo, Sabrina Muschiato, Esteban Pavan, Laura Scapini, and Maximiliano Romero</i>	
Making Visual Maps Accessible to the Blind	271
<i>Maria Claudia Buzzi, Marina Buzzi, Barbara Leporini, and Loredana Martusciello</i>	
Untapped Markets in Cloud Computing: Perspectives and Profiles of Individuals with Intellectual and Developmental Disabilities and Their Families	281
<i>Ann Cameron Caldwell</i>	
Patient-Centered Design: Interface Personalization for Individuals with Brain Injury	291
<i>Elliot Cole</i>	

An Information Theoretic Mouse Trajectory Measure	301
<i>Samuel Epstein, Eric S. Missimer, and Margrit Betke</i>	
Comparative Study between AZERTY-Type and K-Hermes Virtual Keyboards Dedicated to Users with Cerebral Palsy	310
<i>Yohan Guerrier, Maxime Baas, Christophe Kolski, and Franck Poirier</i>	
New Trends in Non-visual Interaction - Sonification of Maps.....	320
<i>Vidas Lauruska</i>	
Opportunities in Cloud Computing for People with Cognitive Disabilities: Designer and User Perspective	326
<i>Clayton Lewis and Nancy Ward</i>	
Adaptive Mouse-Replacement Interface Control Functions for Users with Disabilities	332
<i>John J. Magee, Samuel Epstein, Eric S. Missimer, Christopher Kwan, and Margrit Betke</i>	
A-Cross: An Accessible Crossword Puzzle for Visually Impaired Users	342
<i>Stavroula Ntoa, Iliia Adami, Giannis Prokopiou, Margherita Antona, and Constantine Stephanidis</i>	
Access-a-WoW: Building an Enhanced World of Warcraft™ UI for Persons with Low Visual Acuity	352
<i>G. Michael Poor, Thomas J. Donahue, Martez E. Mott, Guy W. Zimmerman, and Laura Marie Leventhal</i>	
Audiopolis, Navigation through a Virtual City Using Audio and Haptic Interfaces for People Who Are Blind.....	362
<i>Jaime Sánchez and Javiera Mascaró</i>	
Implications of Cloud Computing for People with Cognitive Disabilities	372
<i>James Sullivan, Clayton Lewis, and Jeffery Hoehl</i>	
Website Design and Usability Assessment Implications from a Usability Study with Visually Impaired Users	382
<i>Sarah J. Swierenga, Jieun Sung, Graham L. Pierce, and Dennis B. Propst</i>	
Disabled Youth in Sport Rivalry: What Are the Trends – Virtual or Real Competition?	390
<i>Katarzyna Ujma-Wasowicz</i>	
Advances in Game Accessibility from 2005 to 2010	400
<i>Thomas Westin, Kevin Bierre, Dimitris Gramenos, and Michelle Hinn</i>	

Tactics Choice Behaviors Represented in a Programming Language in the Map Tracing Problems	410
<i>Nobuhito Yamamoto, Syoko Shiroma, and Tomoyuki Nishioka</i>	

Part IV: Cultural and Emotional Aspects

Age-Related Accessibility Biases in Pass-Face Recognition	423
<i>Ray Adams, Gisela Susanne Bahr, and Ejder Sevgen Raif</i>	
Affective Climate of Workplace and Its Contributing Factors	432
<i>Waratta Authayarat and Hiroyuki Umemuro</i>	
Learning Culture-Specific Dialogue Models from Non Culture-Specific Data	440
<i>Kallirroi Georgila and David Traum</i>	
Dialog Behaviors across Culture and Group Size	450
<i>David Herrera, David Novick, Dusan Jan, and David Traum</i>	
Life in Affective Reality: Identification and Classification of Smiling in Early Childhood	460
<i>Fumito Kawakami and Akifumi Tokosumi</i>	
Investigation of Users' Reactions toward Various Kinds of Artificial Agents: Comparison of an Robotic Agent with an On-screen Agent	470
<i>Takanori Komatsu, Yuuki Seki, Ryohei Sasama, Tomoharu Yamaguchi, and Keiji Yamada</i>	
Sense of Presence in a Robotic Telepresence Domain	479
<i>Annica Kristoffersson, Silvia Coradeschi, Kerstin Severinson Eklundh, and Amy Loutfi</i>	
Exploration of the Cultural Image of Chinese Form Using Culture Identity Design	488
<i>Ying-Jye Lee and Cheih-Ying Chen</i>	
Museum Exhibit Content Recommendation and Guidance System Focusing on Experience Design	498
<i>Ding-Bang Luh, Chih-Lin Chiang, Ssu-Ling Huang, and Tsai-Lin Yang</i>	
General Factors That Elicit Human Affect across Countries	508
<i>Qin Tang and Hiroyuki Umemuro</i>	
Affective Technology through Affective Management	513
<i>Hiroyuki Umemuro</i>	
Do Hedonic and Eudaimonic Well-Being of Online Shopping Come from Daily Life Experience?	519
<i>Jia Zhang and Hiroyuki Umemuro</i>	

Part V: Eye Tracking, Gestures and Brain Interfaces

Eye Tracking and Universal Access: Three Applications and Practical Examples	525
<i>Michael Bartels and Sandra P. Marshall</i>	
Interpreting 3D Faces for Augmented Human-Computer Interaction	535
<i>Marinella Cadoni, Enrico Grosso, Andrea Lagorio, and Massimo Tistarelli</i>	
Social Environments, Mixed Communication and Goal-Oriented Control Application Using a Brain-Computer Interface	545
<i>Günter Edlinger and Christoph Guger</i>	
Tactile Hand Gesture Recognition through Haptic Feedback for Affective Online Communication	555
<i>Hae Youn Joung and Ellen Yi-Luen Do</i>	
Gesture-Based User Interfaces for Public Spaces	564
<i>Andreas Kratky</i>	
Towards Standardized User and Application Interfaces for the Brain Computer Interface	573
<i>Paul McCullagh, Melanie Ware, Alex McRoberts, Gaye Lightbody, Maurice Mulvenna, Gerry McAllister, José Luis González, and Vicente Cruz Medina</i>	
Head Movements, Facial Expressions and Feedback in Danish First Encounters Interactions: A Culture-specific Analysis	583
<i>Patrizia Paggio and Costanza Navarretta</i>	
EEG-Based Personalized Digital Experience	591
<i>Olga Sourina, Yisi Liu, Qiang Wang, and Minh Khoa Nguyen</i>	
Perspectives on User Experience Evaluation of Brain-Computer Interfaces	600
<i>Bram van de Laar, Hayrettin Gürkök, Danny Plass-Oude Bos, Femke Nijboer, and Anton Nijholt</i>	
BCIs in Multimodal Interaction and Multitask Environments: Theoretical Issues and Initial Guidelines	610
<i>Jan B.F. van Erp, Marieke E. Thurlings, Anne-Marie Brouwer, and Peter J. Werkhoven</i>	
Fitts' Law in Bivariate Pointing on Large Touch Screens: Age-Differentiated Analysis of Motion Angle Effects on Movement Times and Error Rates	620
<i>Sebastian Vetter, Jennifer Bützler, Nicole Jochems, and Christopher M. Schlick</i>	

Adaboost with SVM-Based Classifier for the Classification of Brain Motor Imagery Tasks	629
<i>Jue Wang, Lin Gao, Haoshi Zhang, and Jin Xu</i>	
AVIN (Assisted Visual Interactive Notepad): A Novel Interface Design to Expedite the Eye Writing Experience	635
<i>Xianjun Sam Zheng, Stuart Goose, Joeri Kiekebosch, and James Jeng-Weei Lin</i>	
Online BCI Implementation of High-Frequency Phase Modulated Visual Stimuli	645
<i>Danhua Zhu, Gary Garcia-Molina, Vojkan Mihajlović, and Ronald M. Aarts</i>	
Author Index	655