## **Table of Contents**

Subjective Contribution of Vibrotactile Modality in Addition to or Instead of Auditory Modality for Takeover Notification in an Autonomous Vehicle Valerie Duthoit, Eric Enregle, Jean-Marc Sieffermann, Camille Michon, and David Blumenthal	1
Gesture-based User Interface Design for Static 3D Content Manipulation Using Leap Motion Controller Naveed Ahmed	7
Toward a UI Adaptation Approach Driven by User Emotions  Julian Galindo, Sophie Dupuy-Chessa, and Eric Ceret	12
Sonification of 3D Object Shape for Sensory Substitution: An Empirical Exploration  Torkan Gholamalizadeh, Hossein Pourghaemi, Ahmad Mhaish, Gokhan Ince, and Damien Jade Duff	18
Multi-Operator Gesture Control of Robotic Swarms Using Wearable Devices Sasanka Nagavalli, Meghan Chandarana, Michael Lewis, and Katia Sycara	25
Natural Language User Interface For Software Engineering Tasks  Alexander Wachtel, Jonas Klamroth, and Walter F. Tichy	34
"Fly Like This": Natural Language Interfaces for UAV Mission Planning  Meghan Chandarana, Erica Meszaros, Anna Trujillo, and Bonnie Danette Allen	40
Building Mobile Health Applications Using Archetypes  Andre Araujo, Valeria Times, Marcus Silva, and Carlos Bezerra	47
A Comparative Assessment of User Interfaces for Choreography Design  Tafadzwa Joseph Dube, Gokhan Kurt, and Gokhan Ince	53
Product Design in the Smart City Investigation of Priority Needs in Terms of Human Interaction in the Smart City Puyuelo Cazorla Marina, Merino Sanjuan Lola, and Val Fiel Monica	62
Investigating Self-disclosure and the Amount of Speaking in an Online Meeting Under the Rule of Casual Talking and Casual Listening Yoshihiro Ichikawa, Satsuki Ayaya, Shinichiro Kumagaya, and Fumihide Tanaka	68
WeaveStudio: An Object-Oriented Toolkit for Textile Pattern Colouring and Visualization  Ahmed Mohamed Fahmy Yousef and Mahmoud Kamel Mahmoud Abdalaziz	74
Visualizing Workload and Emotion Data in Air Traffic Control - An Approach Informed by the Supervisors  Decision Making Process  Linda Pfeiffer Tabea Sims, and Paul Rosenthal	81

Changes in Small Eye Movements in Response to Impressions of Emotion-Evoking Pictures  Tetsuya Furuta and Minoru Nakayama	88
Hierarchy Visualization Designs and their Impact on Perception and Problem Solving Strategies Nicholas H. Muller, Benny Liebold, Daniel Pietschmann, Peter Ohler, and Paul Rosenthal	93
Topic-based Revision Tool to Support Academic Writing Skill for Research Students  Harriet N Ocharo, Shinobu Hasegawa, and Kiyoaki Shirai	102
Annotation and View Synchronization of Shared 3D Models  Hiroshi Shimada, Kengo Imae, and Naohiro Hayashibara	108
A System to Depict the Cognitive Process of Trainees Based on Multiple Skill Parameters  Norikatsu Fujita, Hiroshi Takeshita, Sho Aoki, Kazushige Matsumoto, Tomohiro Murakami, Hirotada Fukae, and  Minoru Hoshino	114
Interactions with Projected Augmented Relief Models (PARM)  Nachnoer Arss, Alastair D Smith, and Gary Priestnall	122
A Comparative Study between Younger and Older Users on Mobile Interface Navigation  Qingchuan Li and Yan Luximon	128
Two-button Mobile Interface: Touchscreen Based Text-Entry for Visually-Impaired Users  Hanseul Cho and Jae-joon Kim	134
Towards Accessibility Guidelines of Interaction and User Interface Design for Alzheimer's Disease Patients Fatma Ghorbel, Elisabeth Metais, Nebrasse Ellouze, Faycal Hamdi, and Faiez Gargouri	143
Identifying Inexpensive Off-the-Shelf Laser Pointers for Multi-User Interaction on Large Scale Displays Christopher Stuetzle, Barb Cutler, and Tyler Sammann	150
Industry 4.0 and the Futur Revolution for Human-Centered Industry  Adrien Brunet and Steffen Scholz	154
Industry 4.0 Human-Oriented Challenges Using the Example of Additive Manufacturing Technologies Daniel Sampaio, Marc-Andre Weber, and Steffen Scholz	158
Analysis of The Cross Section of Inkjet-Printed Conductive Tracks on PET Films  Martin Ungerer, Waldemar Spomer, Lisa Veith, Annika Fries, Christian Debatin, Irene Wacker, Rasmus Schroder, and Ulrich Gengenbach	162
Usability Analysis of Archetyped Interfaces for the Electronic Health Record: a Comparative Study	169

Danielle Santos Alves, Valeria Cesario Times, Andre Magno Costa de Araujo, Marcus Urbano da Silva, Amadeu Sa Campos Filho, and Magdala de Araujo Novaes

Human Activities Recognition in Smart Homes Using Stacked Autoencoders  Nour El Houda Mbarki, Ridha Ejbali, and Mourad Zaied	176
Immersed in Software Structures: A Virtual Reality Approach Roy Oberhauser and Carsten Lecon	181
Study of Gross Muscle Fatigue During Human-Robot Interactions  Azeemsha Thacham Poyil, Farshid Amirabdollahian, and Volker Steuber	187
Wasting "Waste" is a Waste: Gleaning Deleted Text Fragments for Use in Future Knowledge Creation Hiroaki Ikuta and Kazushi Nishimoto	193
PassGame: A Shoulder-Surfing Resistant Mobile Authentication Scheme  Jonathan Gurary, Ye Zhu, Nahed Alnahash, and Huirong Fu	200
A Hybrid System Based on Wrinkles Shapes and Biometric Distances for Emotion Recognition Rim Afdhal, Ridha Ejbali, and Mourad Zaied	206
Nano Inks for Additive Manufacturing – A Safe-by-Design-Approach Katja Nau, Tobias Mueller, Daniel J.B.S. Sampaio, and Steffen G. Scholz	212
Bonding of Flexible Mulitlayer Printed Systems based on PET-Substrates – An Investigation of Challenges and Promising Approaches  Liane Koker, Anu Paul, Didem Kinay, Jan-Hendric Rakebrandt, Heino Besser, Daniel Moser, Martin Ungerer, and Ulrich Gengenbach	215
Concept of an Active Optical Subsystem for Use in an Ophthalmic Implant Ingo Sieber, Thomas Martin, Georg Bretthauer, and Ulrich Gengenbach	222
"Was it easy"? "Yes". "Will you use it"? "No". Elderly Trying Out a Kinect Interface Guri Verne	227
The Hand Gesture Recognition System Using Depth Camera  Yang-Keun Ahn and Young-Choong PARK	234
FPGA-based Power Efficient Interactive Augmented Reality Learning Applications for Children Abdulrahman Algharbi, Farida Hamed, and Noha Younis	239
Designing Icons on User Interfaces for 4-6 year Old Children Shan Yan	246

User Experience with Intelligent Proactive Technology in Automotive: a Study in Context Mathilde Duczman, Eric Brangier, and Aurelie Thevenin	254
Serious Games Evaluation Using eye-tracking and Affective Computing Techniques. Case Study of OSH Training Course  Jan K. Argasinski and Iwona Grabska-Gradzinska	260
The Usability State of Nine Public Self-Service Applications in Denmark  Jane Billestrup, Jan Stage, and Anders Bruun	265
Methods for Analyzing Millennials' Characteristics and Contexts of Media Usage in Multi-Device Environments Mingyu Lee, Jiyoung Kwahk, Sung H. Han, Kyudong Park, Ju Hwan Kim, Dawoon Jeong, Seokmin Oh, and Gunho Chae	271
User Experience Design of Smart Headwear for Bike User Jae-hyun Choi, Sung-soo Bae, Juhee Kim, Sangyoung Yoon, and Soon-won Chung	275
Designing a Feeding Support System for Infants using IoT  Kyudong Park, Jiyoung Kwahk, and Sung H. Han	280
Suggesting Design Method for Performance Evaluation System Based on IoT Data: Considering UX Hyeji Jang, Jiyoung Kwahk, Sung H. Han, Minseok Song, Dong Gu Choi, Kyudong Park, Dohyeon Kim, Young Deok Won, and In Sub Jeong	283
The Idea Generation Process for Support Tools Enhancing Pedestrian Experience of the Mobility Handicapped in Smart City  Dong Yeong Jeong, Jiyoung Kwahk, Sung H. Han, Joohwan Park, Mingyu Lee, Kyudong Park, Ju Hwan Kim,  Hyeji Jang, and Dawoon Jeong	288
Development of the Support Tool Preventing Violations in Nuclear Power Plants  Dawoon Jeong, Sung Ho Han, Dong Yeong Jeong, and Bora Kang	293
Development of Web based UX Diagnosis System for Small and Medium Sized Home Appliance Manufacturers in the IoT Era  Joohwan Park, Jiyoung Kwahk, Sung H. Han, Bora Kang, Mingyu Lee, Dong Yeong Jeong, Hyeji Jang, Dawoon Jeong, Jungchul Park, and Jaehyun Park	299
Design and Evaluation of Mobile Interfaces for an Aging Population  Ljilja Ruzic, Christina N. Harrington, and Jon A. Sanford	305
Design Thinking as a Process for Innovative Older Adult Applications  Claudia Rebola and Elizabeth Hermann	310