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# Culture and Computing

## Interactive Cultural Heritage and Arts

9th International Conference, C&C 2021

Held as Part of the 23rd HCI International Conference, HCII 2021

Virtual Event, July 24–29, 2021

Proceedings, Part I



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# Foreword

Human-Computer Interaction (HCI) is acquiring an ever-increasing scientific and industrial importance, and having more impact on people's everyday life, as an ever-growing number of human activities are progressively moving from the physical to the digital world. This process, which has been ongoing for some time now, has been dramatically accelerated by the COVID-19 pandemic. The HCI International (HCII) conference series, held yearly, aims to respond to the compelling need to advance the exchange of knowledge and research and development efforts on the human aspects of design and use of computing systems.

The 23rd International Conference on Human-Computer Interaction, HCI International 2021 (HCII 2021), was planned to be held at the Washington Hilton Hotel, Washington DC, USA, during July 24–29, 2021. Due to the COVID-19 pandemic and with everyone's health and safety in mind, HCII 2021 was organized and run as a virtual conference. It incorporated the 21 thematic areas and affiliated conferences listed on the following page.

A total of 5222 individuals from academia, research institutes, industry, and governmental agencies from 81 countries submitted contributions, and 1276 papers and 241 posters were included in the proceedings to appear just before the start of the conference. The contributions thoroughly cover the entire field of HCI, addressing major advances in knowledge and effective use of computers in a variety of application areas. These papers provide academics, researchers, engineers, scientists, practitioners, and students with state-of-the-art information on the most recent advances in HCI. The volumes constituting the set of proceedings to appear before the start of the conference are listed in the following pages.

The HCI International (HCII) conference also offers the option of 'Late Breaking Work' which applies both for papers and posters, and the corresponding volume(s) of the proceedings will appear after the conference. Full papers will be included in the 'HCII 2021 - Late Breaking Papers' volumes of the proceedings to be published in the Springer LNCS series, while 'Poster Extended Abstracts' will be included as short research papers in the 'HCII 2021 - Late Breaking Posters' volumes to be published in the Springer CCIS series.

The present volume contains papers submitted and presented in the context of the 9th International Conference on Culture and Computing (C&C 2021) affiliated conference to HCII 2021. I would like to thank the Chair, Matthias Rauterberg, for his invaluable contribution in its organization and the preparation of the Proceedings, as well as the members of the program board for their contributions and support. This year, the C&C affiliated conference has focused on topics related to ICT for cultural heritage and art, visitors' experiences in digital culture, Design Thinking in cultural contexts, and applications in Cultural Computing in Digital Humanities and New Media.

I would also like to thank the Program Board Chairs and the members of the Program Boards of all thematic areas and affiliated conferences for their contribution towards the highest scientific quality and overall success of the HCI International 2021 conference.

This conference would not have been possible without the continuous and unwavering support and advice of Gavriel Salvendy, founder, General Chair Emeritus, and Scientific Advisor. For his outstanding efforts, I would like to express my appreciation to Abbas Moallem, Communications Chair and Editor of HCI International News.

July 2021

Constantine Stephanidis

# **HCI International 2021 Thematic Areas and Affiliated Conferences**

## **Thematic Areas**

- HCI: Human-Computer Interaction
- HIMI: Human Interface and the Management of Information

## **Affiliated Conferences**

- EPCE: 18th International Conference on Engineering Psychology and Cognitive Ergonomics
- UAHCI: 15th International Conference on Universal Access in Human-Computer Interaction
- VAMR: 13th International Conference on Virtual, Augmented and Mixed Reality
- CCD: 13th International Conference on Cross-Cultural Design
- SCSM: 13th International Conference on Social Computing and Social Media
- AC: 15th International Conference on Augmented Cognition
- DHM: 12th International Conference on Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management
- DUXU: 10th International Conference on Design, User Experience, and Usability
- DAPI: 9th International Conference on Distributed, Ambient and Pervasive Interactions
- HCIBGO: 8th International Conference on HCI in Business, Government and Organizations
- LCT: 8th International Conference on Learning and Collaboration Technologies
- ITAP: 7th International Conference on Human Aspects of IT for the Aged Population
- HCI-CPT: 3rd International Conference on HCI for Cybersecurity, Privacy and Trust
- HCI-Games: 3rd International Conference on HCI in Games
- MobiTAS: 3rd International Conference on HCI in Mobility, Transport and Automotive Systems
- AIS: 3rd International Conference on Adaptive Instructional Systems
- C&C: 9th International Conference on Culture and Computing
- MOBILE: 2nd International Conference on Design, Operation and Evaluation of Mobile Communications
- AI-HCI: 2nd International Conference on Artificial Intelligence in HCI

## **List of Conference Proceedings Volumes Appearing Before the Conference**

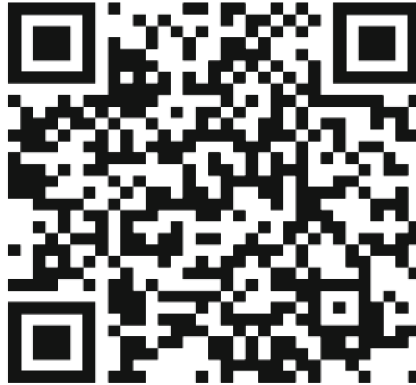
1. LNCS 12762, Human-Computer Interaction: Theory, Methods and Tools (Part I), edited by Masaaki Kurosu
2. LNCS 12763, Human-Computer Interaction: Interaction Techniques and Novel Applications (Part II), edited by Masaaki Kurosu
3. LNCS 12764, Human-Computer Interaction: Design and User Experience Case Studies (Part III), edited by Masaaki Kurosu
4. LNCS 12765, Human Interface and the Management of Information: Information Presentation and Visualization (Part I), edited by Sakae Yamamoto and Hirohiko Mori
5. LNCS 12766, Human Interface and the Management of Information: Information-rich and Intelligent Environments (Part II), edited by Sakae Yamamoto and Hirohiko Mori
6. LNAI 12767, Engineering Psychology and Cognitive Ergonomics, edited by Don Harris and Wen-Chin Li
7. LNCS 12768, Universal Access in Human-Computer Interaction: Design Methods and User Experience (Part I), edited by Margherita Antona and Constantine Stephanidis
8. LNCS 12769, Universal Access in Human-Computer Interaction: Access to Media, Learning and Assistive Environments (Part II), edited by Margherita Antona and Constantine Stephanidis
9. LNCS 12770, Virtual, Augmented and Mixed Reality, edited by Jessie Y. C. Chen and Gino Fragomeni
10. LNCS 12771, Cross-Cultural Design: Experience and Product Design Across Cultures (Part I), edited by P. L. Patrick Rau
11. LNCS 12772, Cross-Cultural Design: Applications in Arts, Learning, Well-being, and Social Development (Part II), edited by P. L. Patrick Rau
12. LNCS 12773, Cross-Cultural Design: Applications in Cultural Heritage, Tourism, Autonomous Vehicles, and Intelligent Agents (Part III), edited by P. L. Patrick Rau
13. LNCS 12774, Social Computing and Social Media: Experience Design and Social Network Analysis (Part I), edited by Gabriele Meiselwitz
14. LNCS 12775, Social Computing and Social Media: Applications in Marketing, Learning, and Health (Part II), edited by Gabriele Meiselwitz
15. LNAI 12776, Augmented Cognition, edited by Dylan D. Schmorrow and Cali M. Fidopiastis
16. LNCS 12777, Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management: Human Body, Motion and Behavior (Part I), edited by Vincent G. Duffy
17. LNCS 12778, Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management: AI, Product and Service (Part II), edited by Vincent G. Duffy



18. LNCS 12779, Design, User Experience, and Usability: UX Research and Design (Part I), edited by Marcelo Soares, Elizabeth Rosenzweig, and Aaron Marcus
19. LNCS 12780, Design, User Experience, and Usability: Design for Diversity, Well-being, and Social Development (Part II), edited by Marcelo M. Soares, Elizabeth Rosenzweig, and Aaron Marcus
20. LNCS 12781, Design, User Experience, and Usability: Design for Contemporary Technological Environments (Part III), edited by Marcelo M. Soares, Elizabeth Rosenzweig, and Aaron Marcus
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24. LNCS 12785, Learning and Collaboration Technologies: Games and Virtual Environments for Learning (Part II), edited by Panayiotis Zaphiris and Andri Ioannou
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26. LNCS 12787, Human Aspects of IT for the Aged Population: Supporting Everyday Life Activities (Part II), edited by Qin Gao and Jia Zhou
27. LNCS 12788, HCI for Cybersecurity, Privacy and Trust, edited by Abbas Moallem
28. LNCS 12789, HCI in Games: Experience Design and Game Mechanics (Part I), edited by Xiaowen Fang
29. LNCS 12790, HCI in Games: Serious and Immersive Games (Part II), edited by Xiaowen Fang
30. LNCS 12791, HCI in Mobility, Transport and Automotive Systems, edited by Heidi Krömker
31. LNCS 12792, Adaptive Instructional Systems: Design and Evaluation (Part I), edited by Robert A. Sottilare and Jessica Schwarz
32. LNCS 12793, Adaptive Instructional Systems: Adaptation Strategies and Methods (Part II), edited by Robert A. Sottilare and Jessica Schwarz
33. LNCS 12794, Culture and Computing: Interactive Cultural Heritage and Arts (Part I), edited by Matthias Rauterberg
34. LNCS 12795, Culture and Computing: Design Thinking and Cultural Computing (Part II), edited by Matthias Rauterberg
35. LNCS 12796, Design, Operation and Evaluation of Mobile Communications, edited by Gavriel Salvendy and June Wei
36. LNAI 12797, Artificial Intelligence in HCI, edited by Helmut Degen and Stavroula Ntoa
37. CCIS 1419, HCI International 2021 Posters - Part I, edited by Constantine Stephanidis, Margherita Antona, and Stavroula Ntoa

38. CCIS 1420, HCI International 2021 Posters - Part II, edited by Constantine Stephanidis, Margherita Antona, and Stavroula Ntoa
39. CCIS 1421, HCI International 2021 Posters - Part III, edited by Constantine Stephanidis, Margherita Antona, and Stavroula Ntoa

**<http://2021.hci.international/proceedings>**



## 9th International Conference on Culture and Computing (C&C 2021)

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<http://www.hci.international/board-members-2021.php>



# HCI International 2022

The 24th International Conference on Human-Computer Interaction, HCI International 2022, will be held jointly with the affiliated conferences at the Gothia Towers Hotel and Swedish Exhibition & Congress Centre, Gothenburg, Sweden, June 26 – July 1, 2022. It will cover a broad spectrum of themes related to Human-Computer Interaction, including theoretical issues, methods, tools, processes, and case studies in HCI design, as well as novel interaction techniques, interfaces, and applications. The proceedings will be published by Springer. More information will be available on the conference website: <http://2022.hci.international/>:

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# Contents – Part I

## ICT for Cultural Heritage

Heritage Building Information Modelling (HBIM) as a Tool for Heritage Conservation: Observations and Reflections on Data Collection, Management and Use in Research in a Middle Eastern Context . . . . .	3
<i>Rania Aburamadan, Athena Moustaka, Claudia Trillo, Busisiwe Chikomborero Ncube Makore, Chika Udeaja, and Kwasi Gyau Baffour Awuah</i>	
The MaDiH (مديح): Mapping Digital Cultural Heritage in Jordan, Opportunities and Limitations . . . . .	15
<i>Fadi Bala'awi, Shatha Mubaideen, James Smithies, Pascal Flohr, Alessandra Esposito, Carol Palmer, and Sahar Idwan</i>	
A SLAM Integrated Approach for Digital Heritage Documentation . . . . .	27
<i>Salvatore Barba, Carla Ferreyra, Victoria Andrea Cotella, Andrea di Filippo, and Secondo Amalfitano</i>	
The Circular City Implementation: Cultural Heritage and Digital Technology . . . . .	40
<i>Martina Bosone, Francesca Nocca, and Luigi Fusco Girard</i>	
Research on Digital Dissemination of Chinese Classical Garden Culture . . . .	63
<i>Tianhong Fang and Fanfan Zhao</i>	
The Method of Mining the Relationship Between the Use of Architectural Elements in Buildings and Cultural Connotation It Reflects: Case of Beijing's Representative Buildings. . . . .	74
<i>Wen-jun Hou, Qi-ying He, Tong Li, and Bing Bai</i>	
IkebanaGAN: New GANs Technique for Digital Ikebana Art . . . . .	88
<i>Mai Cong Hung, Mai Xuan Trang, Naoko Tosa, and Ryohei Nakatsu</i>	
Interactive Tools for the Visualization of Tangible and Intangible Silk Heritage Emerging from an Interdisciplinary Work . . . . .	100
<i>Cristina Portalés, Jorge Sebastián, Javier Sevilla, Ester Alba, Marcos Fernández, Mar Gaitán, Pablo Casanova-Salas, Arabella León, Manolo Pérez, Eliseo Martínez Roig, and Jesús Gimeno</i>	
Soundscape Singapore: Sound as Mediated Cultural Heritage . . . . .	119
<i>Marcus Cheng Chye Tan</i>	

<b>Towards Smart Planning Conservation of Heritage Cities: Digital Technologies and Heritage Conservation Planning . . . . .</b>	<b>133</b>
<i>Claudia Trillo, Rania Aburamadan, Busisiwe Chikomborero Ncube Makore, Chika Udeaja, Athena Moustaka, Kwasi Gyau Baffour Awuah, Dilip A. Patel, and Lukman E. Mansuri</i>	
<b>Digital Storytelling: The Integration of Intangible and Tangible Heritage in the City of Surat, India . . . . .</b>	<b>152</b>
<i>Chika Udeaja, Lukman E. Mansuri, Busisiwe Chikomborero Ncube Makore, Kwasi Gyau Baffour Awuah, Dilip A. Patel, Claudia Trillo, and K. N. Jha</i>	
<b>Technology and Art</b>	
<b>A Sonification of the zCOSMOS Galaxy Dataset . . . . .</b>	<b>171</b>
<i>Sandro Bardelli, Claudia Ferretti, Luca Andrea Ludovico, Giorgio Presti, and Maurizio Rinaldi</i>	
<b>Films as Technological Artefacts. . . . .</b>	<b>189</b>
<i>Jose Cañas-Bajo</i>	
<b>Symbolic Representation and Processing of Musical Structure: Stream Segments, Pitch Interval Patterns, General Chord Types . . . . .</b>	<b>201</b>
<i>Emilios Cambouropoulos</i>	
<b>Towards AI Aesthetics: Human-AI Collaboration in Creating Chinese Landscape Painting . . . . .</b>	<b>213</b>
<i>Rong Chang and Yiyuan Huang</i>	
<b>Kindergarten Interactive Lighting Design Based on Cognitive Development Theory . . . . .</b>	<b>225</b>
<i>Yansong Chen, Cai Wang, Ruxue Yang, Yiyuan Huang, Fei Gao, Zhigang Wang, and Lin Zhang</i>	
<b>Research on “The Cinema Development Mode of Digital Art Exhibition” from the Perspective of Cultural Computing . . . . .</b>	<b>244</b>
<i>Jieming Hu and Xin Zhang</i>	
<b>Implementation of Fast-Building Interactive Scene with Chinese Paper Cutting Style . . . . .</b>	<b>259</b>
<i>Xingguang Mi and Wenjuan Chen</i>	
<b>Empathy in Technology Design and Graffiti. . . . .</b>	<b>278</b>
<i>Mari Myllylä</i>	

Voyages Along the Star Paths: Capturing Calendrical Cycles from Kauai to Bali . . . . .	296
<i>Vibeke Sørensen, J. Stephen Lansing, and Nagaraju Thummanapalli</i>	
Urban Interactive Installation Art as Pseudo-Environment Based on the Frame of the Shannon–Weaver Model . . . . .	318
<i>Hantian Xu and Lin Zhang</i>	
The Multileveled Rhythmic Structure of Ragtime . . . . .	337
<i>Jason Yust and Phillip B. Kirlin</i>	
<b>Visitors' Experiences in Digital Culture</b>	
Redefining the Digital Paradigm for Virtual Museums: Towards Interactive and Engaging Experiences in the Post-pandemic Era . . . . .	357
<i>Archi Dasgupta, Samuel Williams, Gunnar Nelson, Mark Manuel, Shaoli Dasgupta, and Denis Gračanin</i>	
Research on Factors Influencing Users' Technology Acceptance of Virtual Museums. . . . .	374
<i>Wenxuan Gong and Bing Xiao</i>	
Unlocking Learning: Promoting Cultural Brand Through Interactions with Ancient Locks in an SL Virtual Space . . . . .	389
<i>Pei-Hsuan Hsieh</i>	
Breaking Boundaries, Creating Connectivities: Enabling Access to Digitized Museum Collections . . . . .	406
<i>Cassandra Kist and Quoc-Tan Tran</i>	
Toward Extended Sensory Interface for Impaired Person . . . . .	423
<i>Kanghoon Lee and Jong-Il Park</i>	
User Experience in Digital Museums: A Case Study of the Palace Museum in Beijing. . . . .	436
<i>Wenhua Li and Jia Xin Xiao</i>	
Before You Visit-: New Opportunities for the Digital Transformation of Museums . . . . .	449
<i>Hyungmin Park, Jeongyun Heo, and Jongkeon Kim</i>	
Analysis of the Influencing Factors of User Experience in Online Art Forms During the COVID-19—Based on the DEMATEL Method . . . . .	467
<i>Chenqi Zhang, Ting Han, and Chunrong Liu</i>	
Correction to: Before You Visit-: New Opportunities for the Digital Transformation of Museums. . . . .	C1
<i>Hyungmin Park, Jeongyun Heo, and Jongkeon Kim</i>	
<b>Author Index . . . . .</b>	<b>483</b>

## Contents – Part II

### Design Thinking in Cultural Contexts

Digital Literacy-Based User Experience Design for Medication-Allergy Patients Care . . . . .	3
<i>Sunghee Ahn and Min-Gyu Kang</i>	
Advancing Inclusive Service Design: Defining, Evaluating and Creating Universally Designed Services . . . . .	17
<i>Miriam E. N. Begnum and Oda Lintho Bue</i>	
Civic Community Archiving with the Platform for Experimental Collaborative Ethnography: Double Binds and Design Challenges. . . . .	36
<i>Kim Fortun, Mike Fortun, Angela Hitomi Skye Crandall Okune, Tim Schütz, and Shan-Ya Su</i>	
What Could Safety Research Contribute to Technology Design? . . . . .	56
<i>Jaana Hallamaa</i>	
User Interface Design of Virtual Conferencing Tools – Towards a Method for Considering Cultural Impact – Exemplified by Zoom . . . . .	80
<i>Olga Lange and Rüdiger Heimgärtner</i>	
Infrastructuring for Collective Heritage Knowledge Production . . . . .	95
<i>Sanna Marttila and Andrea Botero</i>	
Core Concepts Linking Exhibit Design and the Visitor Experience in Science Centers: An Early Framework . . . . .	113
<i>Jose Ocampo-Agudelo and Jorge Maya</i>	
Socio-emotional Experience in Human Technology Interaction Design – A Fashion Framework Proposal. . . . .	131
<i>Rebekah Rousi and Hanna-Kaisa Alanen</i>	
Human Research in Technology Design . . . . .	151
<i>Pertti Saariluoma</i>	
Research on the Public Design Innovation Method Based on the Sharing Concept of Cultural Computing . . . . .	162
<i>Xin Zhang and Jieming Hu</i>	



## Digital Humanities, New Media and Culture

The Ontology of Mixed Reality Agents Memorializing the Dead and Dying . . . . .	177
<i>Joshua A. Fisher</i>	
The Human Mind and Engineering Models . . . . .	197
<i>José J. Cañas</i>	
Social Media Data for the Conservation of Historic Urban Landscapes: Prospects and Challenges . . . . .	209
<i>Manal Ginzarly</i>	
Questions in Cognitive Mimetics. . . . .	224
<i>Antero Karvonen</i>	
Memory Modalities Opening-up Digital Heritage Infrastructures . . . . .	240
<i>Gertraud Koch</i>	
Youth and Algorithmic Memory: Co-producing Personal Memory on Instagram . . . . .	253
<i>Jennifer Krueckeberg</i>	
Culture in the Post Pandemic Era . . . . .	265
<i>Apala Lahiri Chavan</i>	
How to Access and Transform the Unconscious for Cultural Development. . .	274
<i>Matthias Rauterberg</i>	
Ethical Stance and Evolving Technosexual Culture – A Case for Human-Computer Interaction. . . . .	295
<i>Rebekah Rousi</i>	
AI Ethics - Critical Reflections on Embedding Ethical Frameworks in AI Technology . . . . .	311
<i>Henrikki Salo-Pöntinen</i>	
Using Information Divergence to Differentiate Deep from Superficial Resemblances Among Discourses . . . . .	330
<i>Zachary K. Stine, James E. Deitrick, and Nitin Agarwal</i>	
On Complexity of GLAMs’ Digital Ecosystem: APIs as Change Makers for Opening up Knowledge . . . . .	348
<i>Angeliki Tzouganatou</i>	

## Perspectives on Cultural Computing

Appropriation for Interdisciplinary Practice: The Case of Participatory Design in Brazilian Computer Science . . . . .	363
<i>Bernardo Alves Villarinho Lima and Leonelo Dell Anhol Almeida</i>	
Towards a Generic Framework for Intercultural User Interface Design to Evoke Positive Cross-Cultural UX. . . . .	387
<i>Rüdiger Heimgärtner</i>	
Transformation of Landscape into Artistic and Cultural Video Using AI for Future Car. . . . .	407
<i>Mai Cong Hung, Mai Xuan Trang, Naoko Tosa, and Ryohei Nakatsu</i>	
The Collection Method of Heterogeneous Smart Farm Data Based on Model Transformation Technique for Human Computer Friendly Learning. . .	418
<i>Woo Sung Jang, Jang Hwan Kim, Chae Yun Seo, and R. Young Chul Kim</i>	
Quick Buttons on Map-Based Human Machine Interface in Vehicles is Better or Not: A Cross-Cultural Comparative Study Between Chinese and Germans . . . . .	432
<i>Johannes Mehler, Zhi Guo, Andong Zhang, and Pei-Luen Patrick Rau</i>	
Culturally Aware Intelligent Learning Environments for Resource-Poor Countries. . . . .	450
<i>Phaedra S. Mohammed and André Coy</i>	
A Stranger in the Classroom: Pre-service Teachers' Anxiety and Negative Attitudes Toward Humanoid Social Robots . . . . .	461
<i>Violeta Rosanda and Andreja Istenič</i>	
Bie-Modernism and Cultural Computing . . . . .	474
<i>Jianjiang Wang and Haiguang Chen</i>	
<b>Author Index . . . . .</b>	<b>491</b>