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Norbert Streitz · Panos Markopoulos (Eds.)

Distributed, Ambient and Pervasive Interactions

5th International Conference, DAPI 2017
Held as Part of HCI International 2017
Vancouver, BC, Canada, July 9–14, 2017
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Foreword

The 19th International Conference on Human–Computer Interaction, HCI International 2017, was held in Vancouver, Canada, during July 9–14, 2017. The event incorporated the 15 conferences/thematic areas listed on the following page.

A total of 4,340 individuals from academia, research institutes, industry, and governmental agencies from 70 countries submitted contributions, and 1,228 papers have been included in the proceedings. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers thoroughly cover the entire field of human–computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The volumes constituting the full set of the conference proceedings are listed on the following pages.

I would like to thank the program board chairs and the members of the program boards of all thematic areas and affiliated conferences for their contribution to the highest scientific quality and the overall success of the HCI International 2017 conference.

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

April 2017

Constantine Stephanidis

HCI International 2017 Thematic Areas and Affiliated Conferences

Thematic areas:

- Human–Computer Interaction (HCI 2017)
- Human Interface and the Management of Information (HIMI 2017)

Affiliated conferences:

- 17th International Conference on Engineering Psychology and Cognitive Ergonomics (EPCE 2017)
- 11th International Conference on Universal Access in Human–Computer Interaction (UAHCI 2017)
- 9th International Conference on Virtual, Augmented and Mixed Reality (VAMR 2017)
- 9th International Conference on Cross-Cultural Design (CCD 2017)
- 9th International Conference on Social Computing and Social Media (SCSM 2017)
- 11th International Conference on Augmented Cognition (AC 2017)
- 8th International Conference on Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management (DHM 2017)
- 6th International Conference on Design, User Experience and Usability (DUXU 2017)
- 5th International Conference on Distributed, Ambient and Pervasive Interactions (DAPI 2017)
- 5th International Conference on Human Aspects of Information Security, Privacy and Trust (HAS 2017)
- 4th International Conference on HCI in Business, Government and Organizations (HCIBGO 2017)
- 4th International Conference on Learning and Collaboration Technologies (LCT 2017)
- Third International Conference on Human Aspects of IT for the Aged Population (ITAP 2017)

Conference Proceedings Volumes Full List

1. LNCS 10271, Human–Computer Interaction: User Interface Design, Development and Multimodality (Part I), edited by Masaaki Kurosu
2. LNCS 10272 Human–Computer Interaction: Interaction Contexts (Part II), edited by Masaaki Kurosu
3. LNCS 10273, Human Interface and the Management of Information: Information, Knowledge and Interaction Design (Part I), edited by Sakae Yamamoto
4. LNCS 10274, Human Interface and the Management of Information: Supporting Learning, Decision-Making and Collaboration (Part II), edited by Sakae Yamamoto
5. LNAI 10275, Engineering Psychology and Cognitive Ergonomics: Performance, Emotion and Situation Awareness (Part I), edited by Don Harris
6. LNAI 10276, Engineering Psychology and Cognitive Ergonomics: Cognition and Design (Part II), edited by Don Harris
7. LNCS 10277, Universal Access in Human–Computer Interaction: Design and Development Approaches and Methods (Part I), edited by Margherita Antona and Constantine Stephanidis
8. LNCS 10278, Universal Access in Human–Computer Interaction: Designing Novel Interactions (Part II), edited by Margherita Antona and Constantine Stephanidis
9. LNCS 10279, Universal Access in Human–Computer Interaction: Human and Technological Environments (Part III), edited by Margherita Antona and Constantine Stephanidis
10. LNCS 10280, Virtual, Augmented and Mixed Reality, edited by Stephanie Lackey and Jessie Y.C. Chen
11. LNCS 10281, Cross-Cultural Design, edited by Pei-Luen Patrick Rau
12. LNCS 10282, Social Computing and Social Media: Human Behavior (Part I), edited by Gabriele Meiselwitz
13. LNCS 10283, Social Computing and Social Media: Applications and Analytics (Part II), edited by Gabriele Meiselwitz
14. LNAI 10284, Augmented Cognition: Neurocognition and Machine Learning (Part I), edited by Dylan D. Schmorow and Cali M. Fidopiastis
15. LNAI 10285, Augmented Cognition: Enhancing Cognition and Behavior in Complex Human Environments (Part II), edited by Dylan D. Schmorow and Cali M. Fidopiastis
16. LNCS 10286, Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management: Ergonomics and Design (Part I), edited by Vincent G. Duffy
17. LNCS 10287, Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management: Health and Safety (Part II), edited by Vincent G. Duffy
18. LNCS 10288, Design, User Experience, and Usability: Theory, Methodology and Management (Part I), edited by Aaron Marcus and Wentao Wang

19. LNCS 10289, Design, User Experience, and Usability: Designing Pleasurable Experiences (Part II), edited by Aaron Marcus and Wentao Wang
20. LNCS 10290, Design, User Experience, and Usability: Understanding Users and Contexts (Part III), edited by Aaron Marcus and Wentao Wang
21. LNCS 10291, Distributed, Ambient and Pervasive Interactions, edited by Norbert Streitz and Panos Markopoulos
22. LNCS 10292, Human Aspects of Information Security, Privacy and Trust, edited by Theo Tryfonas
23. LNCS 10293, HCI in Business, Government and Organizations: Interacting with Information Systems (Part I), edited by Fiona Fui-Hoon Nah and Chuan-Hoo Tan
24. LNCS 10294, HCI in Business, Government and Organizations: Supporting Business (Part II), edited by Fiona Fui-Hoon Nah and Chuan-Hoo Tan
25. LNCS 10295, Learning and Collaboration Technologies: Novel Learning Ecosystems (Part I), edited by Panayiotis Zaphiris and Andri Ioannou
26. LNCS 10296, Learning and Collaboration Technologies: Technology in Education (Part II), edited by Panayiotis Zaphiris and Andri Ioannou
27. LNCS 10297, Human Aspects of IT for the Aged Population: Aging, Design and User Experience (Part I), edited by Jia Zhou and Gavriel Salvendy
28. LNCS 10298, Human Aspects of IT for the Aged Population: Applications, Services and Contexts (Part II), edited by Jia Zhou and Gavriel Salvendy
29. CCIS 713, HCI International 2017 Posters Proceedings (Part I), edited by Constantine Stephanidis
30. CCIS 714, HCI International 2017 Posters Proceedings (Part II), edited by Constantine Stephanidis

Distributed, Ambient and Pervasive Interactions

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The full list with the Program Board Chairs and the members of the Program Boards of all thematic areas and affiliated conferences is available online at:

<http://www.hci.international/board-members-2017.php>



HCI International 2018

The 20th International Conference on Human–Computer Interaction, HCI International 2018, will be held jointly with the affiliated conferences in Las Vegas, NV, USA, at Caesars Palace, July 15–20, 2018. 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 is available on the conference website: <http://2018.hci.international/>.

General Chair

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Contents

Designing and Evaluating Distributed, Ambient and Pervasive Interactions

What Changes from Ubiquitous Computing to Internet of Things in Interaction Evaluation?	3
<i>Rossana M.C. Andrade, Rainara M. Carvalho, Italo Linhares de Araújo, Káthia M. Oliveira, and Marcio E.F. Maia</i>	
Evaluating an IoT Application Using Software Measures	22
<i>Rainara M. Carvalho, Rossana M.C. Andrade, Jefferson Barbosa, Adyson M. Maia, Belmondo A. Junior, Paulo A. Aguilar, Carla I.M. Bezerra, and Káthia M. Oliveira</i>	
Service Design Strategy for Social Internet of Things in China	34
<i>Jiajia Chen</i>	
Design for Social Innovation Supported by Social Based Technologies	45
<i>Teresa Franqueira and Gonçalo Gomes</i>	
Social Impact of Enhanced Gaze Presentation Using Head Mounted Projection	61
<i>David M. Krum, Sin-Hwa Kang, Thai Phan, Lauren Cairco Dukes, and Mark Bolas</i>	
Individuals' Motivations to Adopt Smart Technologies for Tourism - Discrepancy Between Initial and Post Adoption	77
<i>Yongda Li</i>	
Usability Evaluation and Redesign of an IoE Portal.	93
<i>Lúcia Satiko Nomiso, Eduardo Hideki Tanaka, and Daniel Augusto Guerra da Costa</i>	
'Wizard of Oz' Study for Controlling Living Room Lighting	105
<i>Jo Olsen and Jeremy Spaulding</i>	
Heuristics to Evaluate the Usability of Ubiquitous Systems	120
<i>Larissa C. Rocha, Rossana M.C. Andrade, Andreia L. Sampaio, and Valéria Lelli</i>	

Natural Interaction

Freehand Gesture-Based 3D Manipulation Methods for Interaction with Large Displays	145
<i>Paulo Dias, João Cardoso, Beatriz Quintino Ferreira, Carlos Ferreira, and Beatriz Sousa Santos</i>	
It Made More Sense: Comparison of User-Elicited On-skin Touch and Freehand Gesture Sets	159
<i>Hayati Havlucu, Mehmet Yarkin Ergin, İdil Bostan, Oğuz Turan Buruk, Tilbe Göksun, and Oğuzhan Özcan</i>	
MIDAS-M: A Software Framework for Supporting Multimodal Interaction on Heterogeneous Interaction Devices for Cloud Applications	172
<i>Myunghee Lee, Gerard J. Kim, and Jeonghyun Baek</i>	
Design and Evaluation of Cross-Objects User Interface for Whiteboard Interaction	180
<i>Xiangdong A. Li, Preben Hansen, Xiaolong Lou, Weidong Geng, and Ren Peng</i>	
Experience Design of Social Interaction for Generation Y Based on Tangible Interaction	192
<i>Yan Shi, Yuhui Guo, Zheng Gong, Bing Yang, and Leijing Zhou</i>	

Propositions for a Mid-Air Interactions System Using Leap-Motion for a Collaborative Omnidirectional Immersive Environment	203
<i>Robin Vivian</i>	

Smart Cities

A Smart City Application for Sharing Up-to-date Road Surface Conditions Detected from Crowdsourced Data	219
<i>Kenro Aihara, Piao Bin, Hajime Imura, Atsuhiko Takasu, and Yuzuru Tanaka</i>	
Building a Platform Society Towards Sustainability Based on Internet-of-Things	235
<i>Hina Akasaki, Fumiko Ishizawa, Mizuki Sakamoto, and Tatsuo Nakajima</i>	
Knowledge-Based Approach to Modeling Urban Dynamics	252
<i>Sonja Gievská and Petre Lameški</i>	
A Service Infrastructure for Human-Centered IoT-Based Smart Built Environments	262
<i>Denis Gračanin, Mohamed Handosa, and Hicham G. Elmougui</i>	

Food Ordering Service System Design for Chinese Urban Commuters Based on Internet of Things	275
<i>Xinhui Hong</i>	
Real-Time Visualization of the Degree of Indoor Congestion with Smartphone-Based Participatory Sensing	286
<i>Tomoya Kitazato, Kyoichi Ito, Keisuke Umezawa, Masaki Ito, and Kaoru Sezaki</i>	
Radioactive Soundscape Project	302
<i>Hiroki Kobayashi and Hiromi Kudo</i>	
Civic Tech and Ambient Data in the Public Realm: Challenges and Opportunities for Learning Cities and Smart Cities	312
<i>H. Patricia McKenna</i>	
Art and Cultural Heritage in Smart Environments	
Intelligent Painting Based on Social Internet of Things	335
<i>Zhiyong Fu, Jia Lin, Zhi Li, Wenjia Du, Jieye Zhang, and Shuxiong Ye</i>	
Guidance Method to Allow a User Free Exploration with a Photorealistic View in 3D Reconstructed Virtual Environments	347
<i>Sho Iwasaki, Takuji Narumi, Tomohiro Tanikawa, and Michitaka Hirose</i>	
Wearable AR Platform for K-Culture Time Machine	358
<i>Eunseok Kim, Jungi Kim, Kihong Kim, Seungmo Hong, Jongwon Lee, Noh-young Park, Hyerim Park, Hayun Kim, Jungwha Kim, and Woontack Woo</i>	
Flyer Mapping in Art Museums: Acquiring Implicit Feedback Using Physical Objects	371
<i>Tomoyo Sasao and Shin'ichi Konomi</i>	
The Construction of Art in Virtual Reality and Its Education	380
<i>Jin Sheng</i>	
Painting Image Classification Using Online Learning Algorithm	393
<i>Bing Yang, Jinliang Yao, Xin Yang, and Yan Shi</i>	
The Study and Application of Smart Art Community Service with “ESPSAS” Internet of Things Platform	404
<i>Jheng-Chun Yang and Su-Chu Hsu</i>	
Geometry-Aware Interactive AR Authoring Using a Smartphone in a Wearable AR Environment	416
<i>Jeongmin Yu, Jinwoo Jeon, Jinwoo Park, Gabyong Park, Hyung-il Kim, and Woontack Woo</i>	

Smart Environments for Quality of Life

A Preliminary Study of Smart Seat Cushion Design	427
<i>Shijian Luo, Yun Wang, Yan Gong, Ge Shu, and Na Xiong</i>	
Human-Sensing: Low Resolution Thermal Array Sensor Data Classification of Location-Based Postures	444
<i>Bruno Pontes, Marcio Cunha, Rafael Pinho, and Hugo Fuks</i>	
Ambient Information Design to Amplify Connections Between New Empty Nest Parents and Their Children	458
<i>Zhenyu Cheryl Qian, Yue Ma, Yingjie Chen, Yafeng Niu, and Chengqi Xue</i>	
Breath Is to Be Perceived - Breathing Signal Sharing Involved in Remote Emotional Communication	472
<i>Xiaotian Sun and Kiyoshi Tomimatsu</i>	
Development and Evaluation of a Non-obtrusive Patient Monitoring System with Smart Patient Beds	482
<i>Ruben van Dijk, Weifeng Liang, Biyong Zhang, and Jun Hu</i>	
Design of Internet Rehabilitation Service System with Individual Assessment Data for Autistic Children	491
<i>Lie Zhang, Guobin Wang, Jiarui Wu, and Wei Wang</i>	

Smart Environments for Learning and Creativity

Using Eye Tracking to Map Behaviors in an Online Course Prototype About Epilepsy	505
<i>Ana Teresa Contier and Laila Brito Torres</i>	
Building Tools for Creative Data Exploration: A Comparative Overview of Data-Driven Design and User-Centered Design	514
<i>Sara Diamond, Steve Szigeti, and Ana Jofre</i>	
The Foundation of the SEE BEYOND Method: Fashion Design and Neuroeducation Applied to the Teaching of the Project Methodology to Students with Congenital and Acquired Blindness	528
<i>Geraldo Coelho Lima Júnior and Rachel Zuanon</i>	
Interaction/Cognition in Design: The Red Bull Station's Classroom Case Study	547
<i>Priscila Trovo, Adriana Valli, Nivia Ferreira, and Agda Carvalho</i>	
A Programming Cutting System to Enhance Productivity with Individualities	561
<i>Cheng Yao, Ye Tao, Ting Zhang, Guanyun Wang, and Fangtian Ying</i>	

Ambient Games and Humour

Mobile Augmented Games in Playable Cities: Humorous Interaction with Pokémon Go	575
<i>Marvin Andujar, Anton Nijholt, and Juan E. Gilbert</i>	
Virtual Reality Games, Therapeutic Play and Digital Healing	587
<i>Matt Dombrowski and Jaime Dombrowski</i>	
Emergence in Game Design: Theoretical Aspects and Project's Potentialities	597
<i>Nivia Ferreira, Priscila Trovo, and Sérgio Nesteriuk</i>	
Augmented Reality Games for Learning: A Literature Review	612
<i>Jingya Li, Erik D. van der Spek, Loe Feijs, Feng Wang, and Jun Hu</i>	
Humor as an Ostensive Challenge that Displays Mind-Reading Ability	627
<i>Gary McKeown</i>	
Modelling Playful User Interfaces for Hybrid Games	640
<i>Anna Priscilla de Albuquerque, Felipe Borba Breyer, and Judith Kelner</i>	
Visualizing Incongruity and Resolution: Visual Data Mining Strategies for Modeling Sequential Humor Containing Shifts of Interpretation	660
<i>Andrew Smigaj and Boris Kovalerchuk</i>	
Players' Experience of an Augmented Reality Game, <i>Pokémon Go</i> : Inspirations and Implications for Designing Pervasive Health Gamified Applications	675
<i>Xin Tong, Ankit Gupta, Diane Gromala, and Chris D. Shaw</i>	
Making Fun of Failures Computationally	684
<i>Alessandro Valitutti</i>	
I Read the News Today, Oh Boy: Making Metaphors Topical, Timely and Humorously Personal	696
<i>Tony Veale, Hanyang Chen, and Guofu Li</i>	
Author Index	711