

*Commenced Publication in 1973*

Founding and Former Series Editors:

Gerhard Goos, Juris Hartmanis, and Jan van Leeuwen

## Editorial Board

David Hutchison

*Lancaster University, Lancaster, UK*

Takeo Kanade

*Carnegie Mellon University, Pittsburgh, PA, USA*

Josef Kittler

*University of Surrey, Guildford, UK*

Jon M. Kleinberg

*Cornell University, Ithaca, NY, USA*

Friedemann Mattern

*ETH Zurich, Zurich, Switzerland*

John C. Mitchell

*Stanford University, Stanford, CA, USA*

Moni Naor

*Weizmann Institute of Science, Rehovot, Israel*

C. Pandu Rangan

*Indian Institute of Technology Madras, Chennai, India*

Bernhard Steffen

*TU Dortmund University, Dortmund, Germany*

Demetri Terzopoulos

*University of California, Los Angeles, CA, USA*

Doug Tygar

*University of California, Berkeley, CA, USA*

Gerhard Weikum

*Max Planck Institute for Informatics, Saarbrücken, Germany*

More information about this series at <http://www.springer.com/series/7409>

Pei-Luen Patrick Rau (Ed.)

# Cross-Cultural Design

Methods, Tools, and Users

10th International Conference, CCD 2018  
Held as Part of HCI International 2018  
Las Vegas, NV, USA, July 15–20, 2018  
Proceedings, Part I

*Editor*  
Pei-Luen Patrick Rau  
Tsinghua University  
Beijing  
China

ISSN 0302-9743                      ISSN 1611-3349 (electronic)  
Lecture Notes in Computer Science  
ISBN 978-3-319-92140-2              ISBN 978-3-319-92141-9 (eBook)  
<https://doi.org/10.1007/978-3-319-92141-9>

Library of Congress Control Number: 2018944395

LNCS Sublibrary: SL3 – Information Systems and Applications, incl. Internet/Web, and HCI

© Springer International Publishing AG, part of Springer Nature 2018

This work is subject to copyright. All rights are reserved by the Publisher, whether the whole or part of the material is concerned, specifically the rights of translation, reprinting, reuse of illustrations, recitation, broadcasting, reproduction on microfilms or in any other physical way, and transmission or information storage and retrieval, electronic adaptation, computer software, or by similar or dissimilar methodology now known or hereafter developed.

The use of general descriptive names, registered names, trademarks, service marks, etc. in this publication does not imply, even in the absence of a specific statement, that such names are exempt from the relevant protective laws and regulations and therefore free for general use.

The publisher, the authors and the editors are safe to assume that the advice and information in this book are believed to be true and accurate at the date of publication. Neither the publisher nor the authors or the editors give a warranty, express or implied, with respect to the material contained herein or for any errors or omissions that may have been made. The publisher remains neutral with regard to jurisdictional claims in published maps and institutional affiliations.

Printed on acid-free paper

This Springer imprint is published by the registered company Springer International Publishing AG  
part of Springer Nature  
The registered company address is: Gewerbestrasse 11, 6330 Cham, Switzerland

# Foreword

The 20th International Conference on Human-Computer Interaction, HCI International 2018, was held in Las Vegas, NV, USA, during July 15–20, 2018. The event incorporated the 14 conferences/thematic areas listed on the following page.

A total of 4,373 individuals from academia, research institutes, industry, and governmental agencies from 76 countries submitted contributions, and 1,170 papers and 195 posters have been included in the proceedings. These contributions address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The contributions 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 in 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 2018 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.

July 2018

Constantine Stephanidis

# **HCI International 2018 Thematic Areas and Affiliated Conferences**

Thematic areas:

- Human-Computer Interaction (HCI 2018)
- Human Interface and the Management of Information (HIMI 2018)

Affiliated conferences:

- 15th International Conference on Engineering Psychology and Cognitive Ergonomics (EPCE 2018)
- 12th International Conference on Universal Access in Human-Computer Interaction (UAHCI 2018)
- 10th International Conference on Virtual, Augmented, and Mixed Reality (VAMR 2018)
- 10th International Conference on Cross-Cultural Design (CCD 2018)
- 10th International Conference on Social Computing and Social Media (SCSM 2018)
- 12th International Conference on Augmented Cognition (AC 2018)
- 9th International Conference on Digital Human Modeling and Applications in Health, Safety, Ergonomics, and Risk Management (DHM 2018)
- 7th International Conference on Design, User Experience, and Usability (DUXU 2018)
- 6th International Conference on Distributed, Ambient, and Pervasive Interactions (DAPI 2018)
- 5th International Conference on HCI in Business, Government, and Organizations (HCIBGO)
- 5th International Conference on Learning and Collaboration Technologies (LCT 2018)
- 4th International Conference on Human Aspects of IT for the Aged Population (ITAP 2018)

## Conference Proceedings Volumes Full List

1. LNCS 10901, Human-Computer Interaction: Theories, Methods, and Human Issues (Part I), edited by Masaaki Kurosu
2. LNCS 10902, Human-Computer Interaction: Interaction in Context (Part II), edited by Masaaki Kurosu
3. LNCS 10903, Human-Computer Interaction: Interaction Technologies (Part III), edited by Masaaki Kurosu
4. LNCS 10904, Human Interface and the Management of Information: Interaction, Visualization, and Analytics (Part I), edited by Sakae Yamamoto and Hirohiko Mori
5. LNCS 10905, Human Interface and the Management of Information: Information in Applications and Services (Part II), edited by Sakae Yamamoto and Hirohiko Mori
6. LNAI 10906, Engineering Psychology and Cognitive Ergonomics, edited by Don Harris
7. LNCS 10907, Universal Access in Human-Computer Interaction: Methods, Technologies, and Users (Part I), edited by Margherita Antona and Constantine Stephanidis
8. LNCS 10908, Universal Access in Human-Computer Interaction: Virtual, Augmented, and Intelligent Environments (Part II), edited by Margherita Antona and Constantine Stephanidis
9. LNCS 10909, Virtual, Augmented and Mixed Reality: Interaction, Navigation, Visualization, Embodiment, and Simulation (Part I), edited by Jessie Y. C. Chen and Gino Fragomeni
10. LNCS 10910, Virtual, Augmented and Mixed Reality: Applications in Health, Cultural Heritage, and Industry (Part II), edited by Jessie Y. C. Chen and Gino Fragomeni
11. LNCS 10911, Cross-Cultural Design: Methods, Tools, and Users (Part I), edited by Pei-Luen Patrick Rau
12. LNCS 10912, Cross-Cultural Design: Applications in Cultural Heritage, Creativity, and Social Development (Part II), edited by Pei-Luen Patrick Rau
13. LNCS 10913, Social Computing and Social Media: User Experience and Behavior (Part I), edited by Gabriele Meiselwitz
14. LNCS 10914, Social Computing and Social Media: Technologies and Analytics (Part II), edited by Gabriele Meiselwitz
15. LNAI 10915, Augmented Cognition: Intelligent Technologies (Part I), edited by Dylan D. Schmorow and Cali M. Fidopiastis
16. LNAI 10916, Augmented Cognition: Users and Contexts (Part II), edited by Dylan D. Schmorow and Cali M. Fidopiastis
17. LNCS 10917, Digital Human Modeling and Applications in Health, Safety, Ergonomics, and Risk Management, edited by Vincent G. Duffy
18. LNCS 10918, Design, User Experience, and Usability: Theory and Practice (Part I), edited by Aaron Marcus and Wentao Wang

19. LNCS 10919, Design, User Experience, and Usability: Designing Interactions (Part II), edited by Aaron Marcus and Wentao Wang
20. LNCS 10920, Design, User Experience, and Usability: Users, Contexts, and Case Studies (Part III), edited by Aaron Marcus and Wentao Wang
21. LNCS 10921, Distributed, Ambient, and Pervasive Interactions: Understanding Humans (Part I), edited by Norbert Streitz and Shin'ichi Konomi
22. LNCS 10922, Distributed, Ambient, and Pervasive Interactions: Technologies and Contexts (Part II), edited by Norbert Streitz and Shin'ichi Konomi
23. LNCS 10923, HCI in Business, Government, and Organizations, edited by Fiona Fui-Hoon Nah and Bo Sophia Xiao
24. LNCS 10924, Learning and Collaboration Technologies: Design, Development and Technological Innovation (Part I), edited by Panayiotis Zaphiris and Andri Ioannou
25. LNCS 10925, Learning and Collaboration Technologies: Learning and Teaching (Part II), edited by Panayiotis Zaphiris and Andri Ioannou
26. LNCS 10926, Human Aspects of IT for the Aged Population: Acceptance, Communication, and Participation (Part I), edited by Jia Zhou and Gavriel Salvendy
27. LNCS 10927, Human Aspects of IT for the Aged Population: Applications in Health, Assistance, and Entertainment (Part II), edited by Jia Zhou and Gavriel Salvendy
28. CCIS 850, HCI International 2018 Posters Extended Abstracts (Part I), edited by Constantine Stephanidis
29. CCIS 851, HCI International 2018 Posters Extended Abstracts (Part II), edited by Constantine Stephanidis
30. CCIS 852, HCI International 2018 Posters Extended Abstracts (Part III), edited by Constantine Stephanidis

**<http://2018.hci.international/proceedings>**





# 10th International Conference on Cross-Cultural Design

Program Board Chair(s): **Pei-Luen Patrick Rau, *P.R. China***

- Na Chen, P.R. China
- Zhe Chen, P.R. China
- Kuohsiang Chen, Taiwan
- Zhiyong Fu, P.R. China
- Toshikazu Kato, Japan
- Sheau-Farn Max Liang, Taiwan
- Dyi-Yih Michael Lin, Taiwan
- Juifeng Lin, Taiwan
- Rungtai Lin, Taiwan
- Cheng-Hung Lo, P.R. China
- Yongqi Lou, P.R. China
- Liang Ma, P.R. China
- Alexander Mädche, Germany
- Katsuhiko Ogawa, Japan
- Chun-Yi (Danny) Shen, Taiwan
- Hao Tan, P.R. China
- P.L. Teh, Malaysia
- Yuan-Chi Tseng, Taiwan
- Lin Wang, South Korea
- Hsiu-Ping Yueh, Taiwan

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-2018.php>



## **HCI International 2019**

The 21st International Conference on Human-Computer Interaction, HCI International 2019, will be held jointly with the affiliated conferences in Orlando, FL, USA, at Walt Disney World Swan and Dolphin Resort, July 26–31, 2019. 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://2019.hci.international/>.

General Chair

Prof. Constantine Stephanidis

University of Crete and ICS-FORTH

Heraklion, Crete, Greece

E-mail: [general\\_chair@hcii2019.org](mailto:general_chair@hcii2019.org)

<http://2019.hci.international/>



## Contents – Part I

### Cross-Cultural Design Methods and Tools

Applying Design Thinking in Real Estate Development . . . . .	3
<i>Li-Yu Chen, Wei Bi, and Yang Gao</i>	
User Defined Eye Movement-Based Interaction for Virtual Reality . . . . .	18
<i>Wen-jun Hou, Kai-xiang Chen, Hao Li, and Hu Zhou</i>	
Cross-Cultural Communication in Design Collaboration . . . . .	31
<i>Rungtai Lin, Hong-lin Li, Jun Wu, and Wei Bi</i>	
Representation of Memory in Design for Humanity . . . . .	43
<i>Hsien-Fu Lo, I-Wen Wu, and Chien-Chih Ni</i>	
HCI Practices in Software-Development Environments in Saudi Arabia . . . . .	58
<i>Khalid Majrashi and Areej Al-Wabil</i>	
Mental Model Diagrams as a Design Tool for Improving Cross-cultural Dialogue Between the Service Providers and Customers: Case of the Chinese Restaurant Business in Milan. . . . .	78
<i>Margherita Pillan, Milica Pavlović, and Shushu He</i>	
Integration of Communication Matrix for Evaluating Microfilm . . . . .	97
<i>Jun Wu, Yang Gao, and Sandy Lee</i>	
Story Board Tools and Methods for User-Knowledge-Based Automotive Human-Machine Interface Design . . . . .	108
<i>Qingshu Zeng and Mingxiang Shi</i>	

### Cross-Cultural Product Design

Research on Selection Differences Between Parent and Child on Toys. . . . .	123
<i>Yang Gao, Jun Wu, and Po-Hsien Lin</i>	
Study on the Application of Peak-End Rule in the Design of App Blank Pages . . . . .	134
<i>Canqun He and Zhangyu Ji</i>	
Influence of Different Types of Auxiliary Sensors on the Behaviors of Right Turn and Right Changes of Lane . . . . .	148
<i>Jitao Li, Hua Qin, and Linghua Ran</i>	

Three Dimensional Head Modeling Based on Direct Free Form Deformation. . . . .	156
<i>Haixiao Liu, Yanling Zheng, Xiai Wang, Taijie Liu, Linghua Ran, and Jianwei Niu</i>	
Influence of Song Porcelain Aesthetics on Modern Product Design . . . . .	166
<i>Xiao Song, Zhaoqi Wu, Li Ouyang, and Jei Ling</i>	
User-Oriented Research on Perceivable Indicators of Smartphone Interactive Operation Performance. . . . .	175
<i>Zhengyu Tan and Xiao Tan</i>	
Applications of Metaphors in Jewelry Design . . . . .	187
<i>I. Ting Wang, Chien-Chih Ni, and I-Wen Wu</i>	
A 3D Head Model Fitting Method Using Chinese Head Anthropometric Data . . . . .	203
<i>Haining Wang, Wanrong Chen, Yi Li, Yang Yu, Wenxiu Yang, and Roger Ball</i>	
Responsive Web Design for Chinese Head and Facial Database . . . . .	216
<i>Haining Wang, Yang Yu, Wanrong Chen, Wenxiu Yang, and Roger Ball</i>	
Modeling and Analyzing Information Preparation Behaviors in Cross-Device Search . . . . .	232
<i>Dan Wu, Jing Dong, and Yuan Tang</i>	
From Traditional Culture to Lifestyle - A Case Study on Local Specialties in the Lingnan Area . . . . .	250
<i>Zhaoqi Wu, Xiao Song, Jie Shen, and Jie Tang</i>	
Augmenting Food Experience While Traveling Abroad by Using Mobile Augmented Reality Application . . . . .	259
<i>Yue Yuan</i>	
An Exploratory Study on Design and Implement an Emotional Karaoke Robot (EKR) . . . . .	269
<i>Yi-Lun Zheng, Pei-Luen Patrick Rau, Hsiu-Ping Yueh, Pin-Hsuan Chen, and Ding-Long Huang</i>	
<b>Cultural Differences</b>	
Automatic Assessment of Personality Traits Using Non-verbal Cues in a Saudi Sample. . . . .	285
<i>Sharifa Alghowinem and Basmah AlKadhi</i>	

Determinants of E-Commerce Websites' User Interface: A Cross-Cultural Investigation Between Saudi Arabia and Philippines . . . . .	300
<i>Regina Garcia Almonte</i>	
Cross-Cultural Design for Employability: Mobile Support for Healthcare Professionals . . . . .	314
<i>Nataliya Berbyuk Lindström</i>	
Sociability from the Perspective of Cultural Diversity in Virtual Communities of Practice . . . . .	327
<i>Tatiany Xavier de Godoi, Breno Guerra Zancan, Daniela Freitas Guilhermino, Eduardo Filgueiras Damasceno, Jose Reinaldo Merlin, Thiago Adriano Coleti, André Menolli, and Ederson Marcos Sgarbi</i>	
International Users' Experience of Social Media: A Comparison Between Facebook and WeChat. . . . .	341
<i>Hanjing Huang, Hengameh Akbaria, Nina Alef, Phairoj Liukitithara, Monica Marazzi, Bastian Verhaelen, Gina Chi-Lan Yang, and Pei-Luen Patrick Rau</i>	
Status Effects on Attributions for Online Knowledge Sharing Failures: A Comparison Between Chinese and Korean Cultures . . . . .	350
<i>Nan Qie, Pei-Luen Patrick Rau, and Jun Liu</i>	
“Which Country Are You from?” A Cross-Cultural Study on Greeting Interaction Design for Social Robots . . . . .	362
<i>Mohammad Shidujaman and Haipeng Mi</i>	
The Literature Review of Human Factors Research on Unmanned Aerial Vehicle – What Chinese Researcher Need to Do Next? . . . . .	375
<i>Xin Zhang, Guozhu Jia, and Zhe Chen</i>	

## **Culture, Emotions and Design**

Acceptance of Social Robots by Aging Users: Towards a Pleasure-Oriented View . . . . .	387
<i>Na Chen</i>	
Study on Design Principles of Voice Interaction Design for Smart Mobile Devices . . . . .	398
<i>Feng Gao, Chaoyang Yu, and Jun Xie</i>	
Trendiness and Emotion, Two Key Factors for Predicting Aesthetic Preference on Automotive Interior Form Design Among Chinese Consumers . . . . .	412
<i>Fangzhou Gu, Danhua Zhao, and Jianghong Zhao</i>	

Applying Storyboards to Fashion Design for Empathy . . . . . 423  
*Chien-Chih Ni, I-Ting Wang, and Hsien-Fu Lo*

A Survey Website Designed for the Older People – A Case Study  
of Happy Life Survey . . . . . 436  
*Yimeng Xiao and Hsien-Hui Tang*

Constructing and Analyzing a Measurement Model  
of Product Emotional Design . . . . . 449  
*Hui-Yun Yen*

Effect of Illumination on Reading Performance and Affect  
in a Virtual Environment . . . . . 460  
*Xingchen Zhou and Pei-Luen Patrick Rau*

**Author Index . . . . . 473**

## Contents – Part II

### Culture, Learning and Games

Assessing the Effectiveness of an Augmented Reality Application for the Literacy Development of Arabic Children with Hearing Impairments . . . . .	3
<i>Shiroq Al-Megren and Aziza Almutairi</i>	
Research Model for Traditional Board Game Renaissance . . . . .	19
<i>Erik Armayuda, Po-Hsien Lin, and Rungtai Lin</i>	
What Makes for Successful Game Storytelling? A Model for Evaluating Game-Adaptability of Stories in China. . . . .	30
<i>Yun Gong, Bingcheng Wang, Pei-Luen Patrick Rau, and Dinglong Huang</i>	
Integrated Strategies of Participatory Design and PBL Towards Collaboration Quality . . . . .	46
<i>Chenhan Jiang and Yongqi Lou</i>	
Can Virtual Reality Help Children Learn Mathematics Better? The Application of VR Headset in Children's Discipline Education. . . . .	60
<i>Xin Lei, Andong Zhang, Bingcheng Wang, and Pei-Luen Patrick Rau</i>	
An Innovated Design of Escape Room Game Box Through Integrating STEAM Education and PBL Principle . . . . .	70
<i>Jui-Ping Ma, Miao-Hsien Chuang, and Rungtai Lin</i>	
Designing an Application for Learning Chinese . . . . .	80
<i>Vu Thu Thi Hien, Ganta Murali, Nguyen Khanh Linh, Nguyen Hai Yen, Nguyen Thi Thu Hien, Aymen Saleh Abuzied, Zhe Chen, Lin Ma, and Lin Wang</i>	
Mobile VR Game Design for Stroke Rehabilitation . . . . .	95
<i>Jia Yu, Rong Jiang, Yuan Feng, Meng Yuan, Yong Il Kang, and Zhenyu Gu</i>	
Designing Craft Learning Experience for Rural Children: A Case Study on Huayao Cross-Stitch in Southwest China. . . . .	117
<i>Duoduo Zhang, Yuanyuan Yang, Tie Ji, Huiling Xie, and Yuwei He</i>	

**Culture and Creativity**

New Approach to Design in Cultural Society from ABCDE to FGHIJ. . . . .	135
<i>Wen-Ko Chiou, Erik Armayuda, Yang Gao, and Rungtai Lin</i>	
A Cheerful Journey or a Depressive Process? A Study of the Integrated Cultural and Creative Design Curriculum. . . . .	145
<i>Shu Hui Huang, Chun-Liang Chen, and Po-Hsien Lin</i>	
S.A.D in Education and CHEER in Practice: A Case Study of DTIT Program at NTUA. . . . .	160
<i>John Kreifeldt, Hong-lin Li, Ming-Xean Sun, Wei Bi, and Rungtai Lin</i>	
Design Method and Application of DNA in the Design of Cultural Creative Products . . . . .	172
<i>Yi Li, Jin Li, and Qiu Yan</i>	
Teaching Thoughts and Cases Analysis of the Innovative Design of Lacquer Art Products in the Multi-disciplinary and Trans-Boundary Historical Background . . . . .	186
<i>Jin Li and Yonghui Lin</i>	
Research on the Professional Quality of Product Designers in the Context of the Intelligent Era . . . . .	196
<i>Yonghui Lin and Jin Li</i>	
The Construction of Cultural Impressions for the Idea of Cultural Products . . . . .	212
<i>Po-Hsien Lin and Mo-Li Yeh</i>	
Chinese Sociocultural Perspectives and Creativity: Design Practices in the Public Transport Sector. . . . .	225
<i>Sara E. Sterling and Bingjian Liu</i>	
Beijing Opera Cultural Heritage: A Service Design Perspective. . . . .	235
<i>Lu Wang</i>	
Appearance–Behavior–Culture in Creating Consumer Products with Cultural Meaning Meant to Evoke Emotion. . . . .	245
<i>Tyan-Yu Wu and Wei-Hsiang Huang</i>	

**Cross-Cultural Design for Social Change and Development**

Study on Cultural and Creative Experience Model of Featured Towns. . . . .	257
<i>Wei Bi, Yang Gao, Li-Yu Chen, and Shu Hua Chang</i>	



Influence of Rebound Effect on Energy Saving in Smart Homes . . . . .	266
<i>Ko-jung Chen, Ziyang Li, Ta-Ping Lu, Pei-Luen Patrick Rau, and Dinglong Huang</i>	
Transforming a Neighborhood into a Living Laboratory for Urban Social Innovation: A Comparative Case Study of Urban Living Labs . . . . .	275
<i>Eun Ji Cho</i>	
The Co-Regulation of TV-White Spaces: The Southern Africa Development Community Approach . . . . .	286
<i>Salomão David, Américo Muchanga, and Marco Zennaro</i>	
Experiences-Based Design for Overcoming Language Barriers in Healthcare Service: A Case Study . . . . .	298
<i>Ding-Hau Huang, Chun Ming Yang, and Gia Hue On</i>	
HEDI: An Online Platform for Healthcare Engineering Design and Innovation . . . . .	308
<i>Long Liu, Weiyu Zhang, Jinhua Li, and Hua Dong</i>	
Growing a Community-Supported Ecosystem of Future Living: The Case of NICE2035 Living Line . . . . .	320
<i>Yongqi Lou and Jin Ma</i>	
Facilitating Gerontechnology Adoption: Observational Learning with Live Models . . . . .	334
<i>Lu Peng, Qi Ma, Rita W. L. Yu, Alan H. S. Chan, Pei Lee Teh, and Ka Kit So</i>	
Modern Service Design Thinking on Traditional Culture-Based Services: A Case Study of the Service Businesses in Suzhou Old Town Areas . . . . .	346
<i>Xin Shen and Cheng-Hung Lo</i>	
Driverless Vehicle-Based Urban Slow Transportation Service Platform . . . . .	358
<i>Jintian Shi and Xiaohua Sun</i>	
Cities as Sustainable Service Platforms: A Framework for Institutional Service Delivery in the Urban Context. . . . .	371
<i>Jarmo Suominen</i>	
The Transition to a New University Campus as an Opportunity for the Urban Regeneration of the Former Milan Expo 2015 Areas . . . . .	391
<i>Paola Trapani, Luisa Collina, Barbara Camocini, Laura Daglio, and Martina Mazzearello</i>	
Bridge the Physical and Virtual Design for Hutongs - Creative Design Supports Hutongs Community Participation . . . . .	409
<i>Huan Wang and Zhiyong Fu</i>	

Case Studies of Designing for Ecology: Branding EVEN . . . . .	421
<i>I-Wen Wu, Hsien-Fu Lo, and I-Ting Wang</i>	
A Study for the Elderly-Oriented Public Rest Facility Design Based on User's Demands and Perceptual Cognition . . . . .	431
<i>Hao Yang and Yueran Wang</i>	
The Research and Co-creation Model for Urban Interaction Design and Practices . . . . .	444
<i>Yuyao Zhou and Nan Jiang</i>	
Innovation Design of Rural Tourism Based on Service Design Methods—A Case Study of Beijing Lingshui Village . . . . .	455
<i>Yanfei Zhu, Zhisheng Zhang, Chengqi Xue, Tianyang Zhu, and Jie Shen</i>	
Well-Being Design for an Aging Society . . . . .	472
<i>Ming-Ming Zong and Chen Li</i>	
<b>Author Index</b> . . . . .	485