

Norbert A. Streitz
Shin'ichi Konomi (Eds.)

LNCS 13325

Distributed, Ambient and Pervasive Interactions

Smart Environments, Ecosystems, and Cities

10th International Conference, DAPI 2022

Held as Part of the 24th HCI International Conference, HCII 2022

Virtual Event, June 26 – July 1, 2022

Proceedings, Part I

1
Part I



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Foreword

Human-computer interaction (HCI) is acquiring an ever-increasing scientific and industrial importance, as well as 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 24th International Conference on Human-Computer Interaction, HCI International 2022 (HCII 2022), was planned to be held at the Gothia Towers Hotel and Swedish Exhibition & Congress Centre, Göteborg, Sweden, during June 26 to July 1, 2022. Due to the COVID-19 pandemic and with everyone's health and safety in mind, HCII 2022 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 5583 individuals from academia, research institutes, industry, and governmental agencies from 88 countries submitted contributions, and 1276 papers and 275 posters were included in the proceedings to appear just before the start of the conference. 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. 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 2022 - 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 2022 - Late Breaking Posters' volumes to be published in the Springer CCIS series.

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 and support towards the highest scientific quality and overall success of the HCI International 2022 conference; they have helped in so many ways, including session organization, paper reviewing (single-blind review process, with a minimum of two reviews per submission) and, more generally, acting as goodwill ambassadors for the HCII 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.

June 2022

Constantine Stephanidis

HCI International 2022 Thematic Areas and Affiliated Conferences

Thematic Areas

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

Affiliated Conferences

- EPCE: 19th International Conference on Engineering Psychology and Cognitive Ergonomics
- AC: 16th International Conference on Augmented Cognition
- UAHCI: 16th International Conference on Universal Access in Human-Computer Interaction
- CCD: 14th International Conference on Cross-Cultural Design
- SCSM: 14th International Conference on Social Computing and Social Media
- VAMR: 14th International Conference on Virtual, Augmented and Mixed Reality
- DHM: 13th International Conference on Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management
- DUXU: 11th International Conference on Design, User Experience and Usability
- C&C: 10th International Conference on Culture and Computing
- DAPI: 10th International Conference on Distributed, Ambient and Pervasive Interactions
- HCIBGO: 9th International Conference on HCI in Business, Government and Organizations
- LCT: 9th International Conference on Learning and Collaboration Technologies
- ITAP: 8th International Conference on Human Aspects of IT for the Aged Population
- AIS: 4th International Conference on Adaptive Instructional Systems
- HCI-CPT: 4th International Conference on HCI for Cybersecurity, Privacy and Trust
- HCI-Games: 4th International Conference on HCI in Games
- MobiTAS: 4th International Conference on HCI in Mobility, Transport and Automotive Systems
- AI-HCI: 3rd International Conference on Artificial Intelligence in HCI
- MOBILE: 3rd International Conference on Design, Operation and Evaluation of Mobile Communications

List of Conference Proceedings Volumes Appearing Before the Conference

1. LNCS 13302, Human-Computer Interaction: Theoretical Approaches and Design Methods (Part I), edited by Masaaki Kurosu
2. LNCS 13303, Human-Computer Interaction: Technological Innovation (Part II), edited by Masaaki Kurosu
3. LNCS 13304, Human-Computer Interaction: User Experience and Behavior (Part III), edited by Masaaki Kurosu
4. LNCS 13305, Human Interface and the Management of Information: Visual and Information Design (Part I), edited by Sakae Yamamoto and Hirohiko Mori
5. LNCS 13306, Human Interface and the Management of Information: Applications in Complex Technological Environments (Part II), edited by Sakae Yamamoto and Hirohiko Mori
6. LNAI 13307, Engineering Psychology and Cognitive Ergonomics, edited by Don Harris and Wen-Chin Li
7. LNCS 13308, Universal Access in Human-Computer Interaction: Novel Design Approaches and Technologies (Part I), edited by Margherita Antona and Constantine Stephanidis
8. LNCS 13309, Universal Access in Human-Computer Interaction: User and Context Diversity (Part II), edited by Margherita Antona and Constantine Stephanidis
9. LNAI 13310, Augmented Cognition, edited by Dylan D. Schmorow and Cali M. Fidopiastis
10. LNCS 13311, Cross-Cultural Design: Interaction Design Across Cultures (Part I), edited by Pei-Luen Patrick Rau
11. LNCS 13312, Cross-Cultural Design: Applications in Learning, Arts, Cultural Heritage, Creative Industries, and Virtual Reality (Part II), edited by Pei-Luen Patrick Rau
12. LNCS 13313, Cross-Cultural Design: Applications in Business, Communication, Health, Well-being, and Inclusiveness (Part III), edited by Pei-Luen Patrick Rau
13. LNCS 13314, Cross-Cultural Design: Product and Service Design, Mobility and Automotive Design, Cities, Urban Areas, and Intelligent Environments Design (Part IV), edited by Pei-Luen Patrick Rau
14. LNCS 13315, Social Computing and Social Media: Design, User Experience and Impact (Part I), edited by Gabriele Meiselwitz
15. LNCS 13316, Social Computing and Social Media: Applications in Education and Commerce (Part II), edited by Gabriele Meiselwitz
16. LNCS 13317, Virtual, Augmented and Mixed Reality: Design and Development (Part I), edited by Jessie Y. C. Chen and Gino Fragomeni
17. LNCS 13318, Virtual, Augmented and Mixed Reality: Applications in Education, Aviation and Industry (Part II), edited by Jessie Y. C. Chen and Gino Fragomeni

18. LNCS 13319, Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management: Anthropometry, Human Behavior, and Communication (Part I), edited by Vincent G. Duffy
19. LNCS 13320, Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management: Health, Operations Management, and Design (Part II), edited by Vincent G. Duffy
20. LNCS 13321, Design, User Experience, and Usability: UX Research, Design, and Assessment (Part I), edited by Marcelo M. Soares, Elizabeth Rosenzweig and Aaron Marcus
21. LNCS 13322, Design, User Experience, and Usability: Design for Emotion, Well-being and Health, Learning, and Culture (Part II), edited by Marcelo M. Soares, Elizabeth Rosenzweig and Aaron Marcus
22. LNCS 13323, Design, User Experience, and Usability: Design Thinking and Practice in Contemporary and Emerging Technologies (Part III), edited by Marcelo M. Soares, Elizabeth Rosenzweig and Aaron Marcus
23. LNCS 13324, Culture and Computing, edited by Matthias Rauterberg
24. LNCS 13325, Distributed, Ambient and Pervasive Interactions: Smart Environments, Ecosystems, and Cities (Part I), edited by Norbert A. Streitz and Shin'ichi Konomi
25. LNCS 13326, Distributed, Ambient and Pervasive Interactions: Smart Living, Learning, Well-being and Health, Art and Creativity (Part II), edited by Norbert A. Streitz and Shin'ichi Konomi
26. LNCS 13327, HCI in Business, Government and Organizations, edited by Fiona Fui-Hoon Nah and Keng Siau
27. LNCS 13328, Learning and Collaboration Technologies: Designing the Learner and Teacher Experience (Part I), edited by Panayiotis Zaphiris and Andri Ioannou
28. LNCS 13329, Learning and Collaboration Technologies: Novel Technological Environments (Part II), edited by Panayiotis Zaphiris and Andri Ioannou
29. LNCS 13330, Human Aspects of IT for the Aged Population: Design, Interaction and Technology Acceptance (Part I), edited by Qin Gao and Jia Zhou
30. LNCS 13331, Human Aspects of IT for the Aged Population: Technology in Everyday Living (Part II), edited by Qin Gao and Jia Zhou
31. LNCS 13332, Adaptive Instructional Systems, edited by Robert A. Sottolare and Jessica Schwarz
32. LNCS 13333, HCI for Cybersecurity, Privacy and Trust, edited by Abbas Moallem
33. LNCS 13334, HCI in Games, edited by Xiaowen Fang
34. LNCS 13335, HCI in Mobility, Transport and Automotive Systems, edited by Heidi Krömker
35. LNAI 13336, Artificial Intelligence in HCI, edited by Helmut Degen and Stavroula Ntoa
36. LNCS 13337, Design, Operation and Evaluation of Mobile Communications, edited by Gavriel Salvendy and June Wei
37. CCIS 1580, HCI International 2022 Posters - Part I, edited by Constantine Stephanidis, Margherita Antona and Stavroula Ntoa
38. CCIS 1581, HCI International 2022 Posters - Part II, edited by Constantine Stephanidis, Margherita Antona and Stavroula Ntoa

39. CCIS 1582, HCI International 2022 Posters - Part III, edited by Constantine Stephanidis, Margherita Antona and Stavroula Ntoa
40. CCIS 1583, HCI International 2022 Posters - Part IV, edited by Constantine Stephanidis, Margherita Antona and Stavroula Ntoa

<http://2022.hci.international/proceedings>



Preface

The 10th International Conference on Distributed, Ambient and Pervasive Interactions (DAPI 2022), an affiliated conference of the HCI International Conference, provided a forum for interaction and exchanges among researchers, academics, and practitioners in the field of HCI for DAPI environments. The DAPI conference addressed approaches and objectives of information, interaction and user experience design for DAPI-Environments as well as their enabling technologies, methods and platforms, and relevant application areas.

The DAPI 2022 conference developed on topics and treatment of issues already discussed in previous years. Two tendencies were observed in this year's proceedings. On the one hand, there are papers addressing basic research questions and technology issues in the areas of new modalities, augmented and virtual reality, immersive environments, pattern recognition, blockchains, solar-powered beacons, smart furniture, etc. On the other hand, there was an increase in more applied papers that cover comprehensive platforms and smart ecosystems addressing the challenges of cyber-physical systems, human-machine networks, public spaces, smart cities, smart islands, theme parks, and even wildlife in the Himalayas. The application areas also include education, learning, culture, art, music, and interactive installations, as well as security and privacy, and the currently prominent topic of the COVID-19 pandemic.

Two volumes of the HCII2022 proceedings are dedicated to this year's edition of the DAPI Conference, entitled *Distributed, Ambient and Pervasive Interactions: Smart Environments, Ecosystems, and Cities (Part I)*, and *Distributed, Ambient and Pervasive Interactions: Smart Living, Learning, Well-being and Health, Art and Creativity (Part II)*. The first volume focuses on topics related to user experience and interaction design for smart ecosystems, smart cities, smart islands and intelligent urban living, smart artifacts in smart environments, as well as opportunities and challenges for the near future smart environments. The second volume focuses on topics related to smart living in pervasive IoT ecosystems; distributed, ambient, and pervasive education and learning; distributed, ambient, and pervasive well-being and healthcare; as well as smart creativity and art.

Papers of these volumes are included for publication after a minimum of two single-blind reviews from the members of the DAPI Program Board or, in some cases, from members of the Program Boards of other affiliated conferences. We would like to thank all of them for their invaluable contribution, support, and efforts.

June 2022

Norbert A. Streitz
Shin'ichi Konomi

10th International Conference on Distributed, Ambient and Pervasive Interactions (DAPI 2022)

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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-2022.php>



HCI International 2023

The 25th International Conference on Human-Computer Interaction, HCI International 2023, will be held jointly with the affiliated conferences at the AC Bella Sky Hotel and Bella Center, Copenhagen, Denmark, 23–28 July 2023. 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://2023.hci.international/>.

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<http://2023.hci.international/>



Contents – Part I

User Experience and Interaction Design for Smart Ecosystems

Social Product Design: An Approach to Improving Behavior Relationship for Chinese Older Adults in Community Space	3
---	---

Lei Bai

A Study on Projection-Based Public Displays that Attract People with Peripheral Vision	13
--	----

Chihiro Hantani, Airi Tsuji, and Kaori Fujinami

The Landscape of Digital Platforms for Bottom-Up Collaboration, Creativity, and Innovation Creation	28
---	----

Aikaterini Katmada, Nicos Komninos, and Christina Kakderi

Exploring the Implementation of Web, Mobile, and VR Technology for Cultural Heritage Presentation	43
---	----

Junyang Li, Guochao Peng, and Ning Zhang

An Applied Research of Persuasion Theory in the Design of Weight Management Applications	59
--	----

Hongyu Liu and Junsong Hu

Interaction Design in Residence Mode of Health and Tourism	72
--	----

Yanlin Liu, Ruichao Wang, and Tingwei Zhao

On Research and Exploration of New Media Interaction Design in Display Design	90
---	----

Le Liu

Smart Cities, Smart Islands, and Intelligent Urban Living

From ‘Smart-only’ Island Towards Lighthouse of Research and Innovation	105
--	-----

Norbert A. Streitz, Christine Riedmann-Streitz, and Lúcio Quintal

Understanding Intra-regional Flow of Vehicles Using Automatic License Plate Recognition	127
---	-----

Kenro Aihara

Designing City Service Ecosystems: The Case of the City of Espoo in the Capital Region of Finland	139
---	-----

Ari-Veikko Anttiroiko and Kaisu Sahamies

A Broad Platform for Smart City Projects Idea Contribution and Interaction	158
<i>Julia Lee and Lawrence Henschen</i>	
Exploring the Usefulness and Usability of Ambient Theory for Smart Cities . . .	169
<i>H. Patricia McKenna</i>	
Extended Reality for Smart Built Environments Design: Smart Lighting Design Testbed	181
<i>Elham Mohammadrezaei and Denis Gračanin</i>	
Integrating Uni-messe and FIWARE for Low-Code Development of Complex Context-Aware Applications	193
<i>Takuya Nakata, Tasuku Watanabe, Sinan Chen, and Masahide Nakamura</i>	
The Use of AI to Develop Smart Infrastructure in Indonesia	208
<i>Cindy Fabrizia Suling, Achmad Nurmandi, Isnaini Muallidin, Eko Priyo Purnomo, and Danang Kurniawan</i>	
Universality and Interoperability Across Smart City Ecosystems	218
<i>Ioannis Tsampoulatidis, Nicos Komninos, Evangelos Syrmos, and Dimitrios Bechtsis</i>	
An Evaluation System of One-Stop Smart City App Performance Based on ANP	231
<i>Bingqian Zhang, Siyuan Wu, and Guochao Peng</i>	
Smart Artifacts in Smart Environments	
Caregivers' Perceived Usefulness of an IoT-Based Smart Bed	247
<i>Davide Bacchin, Gabriella F. A. Pernice, Marcello Sardena, Marino Malvestio, and Luciano Gamberini</i>	
Human Pose-Based Activity Recognition Approaches on Smart-Home Devices	266
<i>Tianjia He</i>	
Collective Stress Visualization Enabled by Smart Cushions for Office Chairs	278
<i>Matthijs Hoekstra, Pei-lin Lu, Tan Lyu, Biyong Zhang, and Jun Hu</i>	
Smartphone Localization with Solar-Powered BLE Beacons in Warehouse	291
<i>Kazuma Kano, Takuto Yoshida, Nozomi Hayashida, Yusuke Asai, Hitoshi Matsuyama, Shin Katayama, Kenta Urano, Takuro Yonezawa, and Nobuo Kawaguchi</i>	

Emotional Design Strategy of Smart Furniture for Small Households
Based on User Experience 311
Jinglong Li and Han Han

How People Get Peak Experience When They Using TV? 321
Kun Wang, Bilan Huang, and Hanxu Bu

Improving User-Centered Interface for Smart Mirror as a Product-Service
System Design 340
Joosun Yum, Juhyun Lee, Po Yan Lai, and Ji-Hyun Lee

**Opportunities and Challenges for the Near Future Smart
Environments**

Dynamic Environmental Plugins: Programmable Architectural Elements
Reactive to Socio-environmental Conditions 363
Mostafa Alani, Michael C. Kleiss, Muwafaq Shyaa Alwan, and Sida Dai

Interpreting the Development of Information Security Industry
from Standards 372
Jie Liu, Yongxin Kong, and Guochao Peng

Immersive Entertainment Environments - From Theme Parks to Metaverse 392
Xueying Niu and Wei Feng

Enabling Real-Time and Big Data-Driven Analysis to Detect Innovation
City Patterns and Emerging Innovation Ecosystems at the Local Level 404
Eleni Oikonomaki

Mapping the Research Space Shaped by EU-Funded Projects in Relation
to Cyber-Physical Systems, Human-Machine Networks and Their
Connection to Resilience 419
Anastasia Panori and Artemis Psaltoglou

From Interactive Experience to Behavioral Participation–A Probe
into the Expression of Public-Interest in the Era of Digital Intelligence 435
Jian Zhou and Jieru Zhou

Author Index 445