

Panayiotis Zaphiris
Andri Ioannou (Eds.)

LNCS 13329

Learning and Collaboration Technologies

Novel Technological Environments

9th International Conference, LCT 2022

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

Virtual Event, June 26 – July 1, 2022

Proceedings, Part II

2
Part II



HCI 2022
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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

In today's knowledge society, learning and collaboration are two fundamental and strictly interrelated aspects of knowledge acquisition and creation. Learning technology is the broad range of communication, information, and related technologies that can be used to support learning, teaching, and assessment, often in a collaborative way. Collaboration technology, on the other hand, is targeted to support individuals working in teams towards a common goal, which may be an educational one, by providing tools that aid communication and the management of activities as well as the process of problem solving. In this context, interactive technologies do not only affect and improve the existing educational system but become a transformative force that can generate radically new ways of knowing, learning, and collaborating.

The 9th Learning and Collaboration Technologies Conference (LCT 2022), affiliated to HCI International 2022, addressed theoretical foundations, design and implementation, and effectiveness and impact issues related to interactive technologies for learning and collaboration, including design methodologies, developments and tools, theoretical models, and learning design or learning experience (LX) design, as well as technology adoption and use in formal, non-formal, and informal educational contexts.

Learning and collaboration technologies are increasingly adopted in K-20 (kindergarten to higher education) classrooms and lifelong learning. Technology can support expansive forms of collaboration; deepened empathy; complex coordination of people, materials, and purposes; and development of skill sets that are increasingly important across workspaces of the 21st century. The general themes of the LCT conference aim to address challenges related to understanding how to design for better learning and collaboration with technology, support learners to develop relevant approaches and skills, and assess or evaluate gains and outcomes. To this end, topics such as extended reality (XR) learning, embodied and immersive learning, mobile learning and ubiquitous technologies, serious games and gamification, learning through design and making, educational robotics, educational chatbots, human-computer interfaces, and computer supported collaborative learning, among others, are elaborated in LCT conference proceedings. Learning (experience) design and user experience design remain a challenge in the arena of learning environments and collaboration technology. LCT aims to serve a continuous dialog while synthesizing current knowledge.

Two volumes of the HCII 2022 proceedings are dedicated to this year's edition of the LCT 2022 conference, entitled Learning and Collaboration Technologies: Designing the Learner and Teacher Experience (Part I) and Learning and Collaboration Technologies: Novel Technological Environments (Part II). The first focuses on topics related to designing and developing learning technologies, learning and teaching online, and diversity in learning as well as practices and experiences of technology in education, while the second focuses on topics related to XR in learning and education, chatbots, robots and virtual teachers, and collaboration technology.

Papers of these volumes are included for publication after a minimum of two single-blind reviews from the members of the LCT 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

Panayiotis Zaphiris
Andri Ioannou

9th International Conference on Learning and Collaboration Technologies (LCT 2022)

Program Board Chairs: **Panayiotis Zaphiris**, Cyprus University of Technology, Cyprus, and **Andri Ioannou** Cyprus University of Technology and Research Center on Interactive Media, Smart Systems and Emerging Technologies (CYENS), Cyprus

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<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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Contents – Part II

eXtended Reality in Learning and Education

Design Thinking for the Construction of Technological Solutions in a Science Course in a Virtual Environment	3
<i>Carmen Graciela Arbulú Pérez Vargas, Alberto Gómez Fuertes, Moisés David Reyes Pérez, Danicsa Karina Espino Carrasco, and Luis Eden Rojas Palacios</i>	
Assesment of Assisted Navigation in NUI Virtual Architectural Environments	14
<i>Viviana Barneche-Naya and Luis A. Hernández-Ibáñez</i>	
Evaluation of Mixed Reality Technologies in Remote Teaching	24
<i>Lea M. Daling, Samira Khoadei, Denis Kalkofen, Stefan Thurner, Johannes Sieger, Taras Shepel, Anas Abdelrazeq, Markus Ebner, Martin Ebner, and Ingrid Isenhardt</i>	
Design of a Virtual Reality based Pedagogical Framework	38
<i>Doga Demirel and Abdelwahab Hamam</i>	
HCI Issues, Design and Development for a First Responders VR Training System on Dangerous Goods Transportation Incidents	48
<i>Bruno Emond, Jean-François Lapointe, Max Kinateder, Eric DeMarbre, Maxine Berthiaume, Irina Kondratova, Natalia Cooper, Nouredine Bénichou, and Stephen Downes</i>	
An Approach of Holographic Technology for the Practical Distance Education	61
<i>Chi-Fu Hsiao, Ching-Han Lee, Chun-Yen Chen, and Teng-Wen Chang</i>	
The Use of Augmented Reality to Motivate Scientific Learning for Preschool Children by Fostering Curiosity	71
<i>Ruiheng Lan, Xu Sun, and Bingjian Liu</i>	
The Distance Learning Framework for Design-Related Didactic Based on Cognitive Immersive Experience	81
<i>Yuan Liu, Hang Su, Qian Nie, and Yao Song</i>	
Developing a VR Tool to Support Repeat Pattern Design Learning	97
<i>Francisco Queiroz, Maria dos Santos Lonsdale, and Phillip Henry</i>	

Learning Spatial Transformations and their Math Representations through Embodied Learning in Augmented Reality	112
<i>Zohreh Shaghaghian, Heather Burte, Dezhen Song, and Wei Yan</i>	

Chatbots, Robots and Virtual Teachers

Towards Deep Learning-Powered Chatbot for Translation Learning	131
<i>Moneerh Aleedy, Eric Atwell, and Souham Meshoul</i>	

An Educational, Semi-autonomous Telepresence Robot Called Sally	142
<i>Selene Caro-Via, Albert Garangou-Culebras, Alex Falcó-Olmo, Carlota Parés-Morlans, and Raquel Ros</i>	

The Impact of Avatar Teachers on Student Learning and Engagement in a Virtual Learning Environment for Online STEM Courses	158
<i>Denise Daniels and Joon Suk Lee</i>	

My English Teachers Are Not Human but I Like Them: Research on Virtual Teacher Self-study Learning System in K12	176
<i>Lixia Deng, Yun Zhou, Tianle Cheng, Xiao Liu, Tao Xu, and Xu Wang</i>	

Eduino: A Telegram Learning-Based Platform and Chatbot in Higher Education	188
<i>Mohammad Khalil and Magnus Rambech</i>	

Exploring the Role of Chatbots and Messaging Applications in Higher Education: A Teacher’s Perspective	205
<i>Juan J. Merelo, Pedro A. Castillo, Antonio M. Mora, Francisco Barranco, Noorhan Abbas, Alberto Guillén, and Olia Tsivitanidou</i>	

An Interactive Robot Lecture System Embedding Lecture Behavior Model	224
<i>Toshiyuki Shimazaki, Ayumu Sugawara, Mitsuhiro Goto, and Akihiro Kashiara</i>	

Learning by Teaching Partner Robot in Collaborative Reading	237
<i>Takahito Sudo and Akihiro Kashiara</i>	

Collaboration Technology

Applying Natural Language Processing to Teamwork – A New Dashboard for CTMTC Methodology	251
<i>Miguel Á. Conde, Adrián Andrés-Gómez, Francisco J. Rodríguez-Sedano, and Camino Fernández-Llamas</i>	

Fostering Decision-Making Processes in Health Ecosystems Through
 Visual Analytics and Machine Learning 262
*Francisco José García-Peñalvo, Andrea Vázquez-Ingelmo,
 and Alicia García-Holgado*

Agile CTMTC: Adapting Stages for a Shorter Application of the Teamwork
 Method 274
*María Luisa Sein-Echaluce, Ángel Fidalgo-Blanco,
 and Francisco José García-Peñalvo*

T-Game: A Team Formation Game for Enhancing Cross-Disciplinary
 Cooperation 287
Pei-Yun Wu, Teng-Wen Chang, and Cheng-Chun Hung

Virtual Team Collaboration: How the Empathy Tendency Influences User
 Experience? 301
*Yifan Yang, Ying Jing, Xu Sun, Xiaotong Sun, Tongfeng Yang,
 Sheng Zhang, Qingchao Xia, Wei Yang, Qijun Li, and Canjun Yang*

How to Apply Bloom’s Taxonomy to Operator Education in the Way
 of Human-Machine Cooperation? 313
Guanghai Yang, Zhijiang Shao, and Zuhua Xu

Author Index 327