

Masaaki Kurosu (Ed.)

LNCS 13303

# Human-Computer Interaction

Technological Innovation

Thematic Area, HCI 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



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*Editor*

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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. Schmorrow 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

Human-Computer Interaction is a Thematic Area of the International Conference on Human-Computer Interaction (HCII). The HCI field is today undergoing a wave of significant innovation and breakthroughs towards radically new future forms of interaction. The HCI Thematic Area constitutes a forum for scientific research and innovation in human-computer interaction, addressing challenging and innovative topics in human-computer interaction theory, methodology, and practice, including, for example, novel theoretical approaches to interaction, novel user interface concepts and technologies, novel interaction devices, UI development methods, environments and tools, multimodal user interfaces, human-robot interaction, emotions in HCI, aesthetic issues, HCI and children, evaluation methods and tools, and many others.

The HCI Thematic Area covers three major dimensions, namely theory, technology, and human beings. The following three volumes of the HCII 2022 proceedings reflect these dimensions:

- Human-Computer Interaction: Theoretical Approaches and Design Methods (Part I), addressing topics related to theoretical and multidisciplinary approaches in HCI, design and evaluation methods, techniques and tools, emotions and design, and children-computer interaction
- Human-Computer Interaction: Technological Innovation (Part II), addressing topics related to novel interaction devices, methods and techniques, text, speech and image processing in HCI, emotion and physiological reactions recognition, and human-robot interaction.
- Human-Computer Interaction: User Experience and Behavior (Part III), addressing topics related to design and user experience case studies, persuasive design and behavioral change, and interacting with chatbots and virtual agents.

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

June 2022

Masaaki Kurosu

# Human-Computer Interaction Thematic Area (HCI 2022)

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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

### Novel Interaction Devices, Methods and Techniques

VR Interface for Accumulation and Sharing of Knowledge Database in Neurosurgery .....	3
<i>Ryuichiro Akehasu, Takahiro Fuchi, Ayuki Joto, Masahiro Nonaka, Katsuhiko Onishi, and Tsuneo Jozen</i>	
BubbleBoard: A Zoom-Based Text Entry Method on Smartwatches .....	14
<i>Gennaro Costagliola, Mattia De Rosa, Vittorio Fuccella, and Benoît Martin</i>	
Trackable and Personalized Shortcut Menu Supporting Multi-user Collaboration .....	28
<i>Xiaoxi Du, Lesong Jia, Xiaozhou Zhou, Xinyue Miao, Weiye Xiao, and Chengqi Xue</i>	
Linear Arrangement of Spherical Markers for Absolute Position Tracking of a Passive Stylus .....	42
<i>Ammar Hattab</i>	
Position and Orientation Registration of Intra-abdominal Point Cloud Generated from Stereo Endoscopic Images and Organ 3D Model Using Open3D .....	52
<i>Masanao Koeda, Naoya Maeda, Akihiro Hamada, Atsuro Sawada, Toshihiro Magaribuchi, Osamu Ogawa, Katsuhiko Onishi, and Hiroshi Noborio</i>	
High-Speed Thermochromism Control Method Integrating Water Cooling Circuits and Electric Heating Circuits Printed with Conductive Silver Nanoparticle Ink .....	66
<i>Motoyasu Masui, Yoshinari Takegawa, Yutaka Tokuda, Yuta Sugiura, Katsutoshi Masai, and Keiji Hirata</i>	
A Self Learning Yoga Monitoring System Based on Pose Estimation .....	81
<i>Prahitha Movva, Hemanth Pasupuleti, and Himangshu Sarma</i>	
Statistical Evaluation of Orientation Correction Algorithms in a Real-Time Hand Tracking Application for Computer Interaction .....	92
<i>Neeranut Ratchatanantakit, Nonnarit O-larnnithipong, Pontakorn Sonchan, Malek Adjouadi, and Armando Barreto</i>	

DESSK: Description Space for Soft Keyboards .....	109
<i>Mathieu Raynal, Georges Badr, and I. Scott MacKenzie</i>	
LuxBoard: Ambient Light Manipulation for Contactless Text Entry on Mobile Devices .....	126
<i>Alen Salkanovic and Sandi Ljubic</i>	
Evaluation of Draw and Use Buttons Methods for Curve Plot Using a Facial Tracker .....	140
<i>Ivana Bandeira and Fernando H. G. Zucатели</i>	
Retinal Viewfinder: Preliminary Study of Retinal Projection-Based Electric Viewfinder for Camera Devices .....	152
<i>Ippei Suzuki, Yuta Itoh, and Yoichi Ochiai</i>	
One-Handed Character Input Method for Smart Glasses that Does Not Require Visual Confirmation of Fingertip Position .....	165
<i>Toshimitsu Tanaka, Natsumi Ogawa, Ryota Tsuboi, and Yuji Sagawa</i>	
Ambient Light Tolerant Laser-Pen Based Interaction with Curved Multi-projector Displays .....	180
<i>Sarvesh Thakur, Meghana Urs, Muhammad Twaha Ibrahim, Alexander Sidenko, and Aditi Majumder</i>	
A Paper-Based Keyboard Using ArUco Codes: ArUco Keyboard .....	195
<i>Onur Toker, Bayazit Karaman, and Doga Demirel</i>	
<b>Text, Speech and Image Processing in HCI</b>	
Visualizing and Processing Information Not Uttered in Spoken Political and Journalistic Data: From Graphical Representations to Knowledge Graphs in an Interactive Application .....	211
<i>Christina Alexandris, Jiali Du, and Vasilios Floros</i>	
Preliminary Evidence of Sexual Bias in Voice over Internet Protocol Audio Compression .....	227
<i>Matthew L. Bolton</i>	
Corpus Construction for Aviation Speech Recognition .....	238
<i>Yiyi Cui, Zhen Wang, Yanyu Lu, and Shan Fu</i>	
DICOM-Based Voxel-Supported Blood-Vessel-Avoiding Scalpel Navigation .....	251
<i>Takahiro Kunii, Miho Asano, and Hiroshi Noborio</i>	



Fine-Grained Sentiment Analysis of Multi-domain Online Reviews .....	264
<i>Panagiotis Theodoropoulos and Christina Alexandris</i>	
Prediction of Personality Traits Through Instagram Photo HSV .....	279
<i>Chu-Chien Wu, Ping-Yu Hsu, Ni Xu, Ming-Shien Cheng, and Yen-Yu Chen</i>	
<b>Emotion and Physiological Reactions Recognition</b>	
Analyzing Facial Expressions and Body Gestures Through Multimodal Metaphors: An Intelligent E-feedback Interface .....	291
<i>Abdulrhman Alharbi</i>	
A Swarm Intelligence Approach: Combination of Different EEG-Channel Optimization Techniques to Enhance Emotion Recognition .....	303
<i>Sabahudin Balic, Lukas Kleybolte, and Christian Märtin</i>	
A System for Graphical Visualization of Brainwaves to Analyse Media Content Consumption .....	318
<i>Valdecir Becker, Matheus Cavalcanti, Thiago Silva, Eivaldo Vasconcelos, Alessandro Pinon, and Felipe Melo</i>	
Support of Virtual Human Interactions Based on Facial Emotion Recognition Software .....	329
<i>Bärbel Bissinger, Christian Märtin, and Michael Fellmann</i>	
Partner's Gaze with Duchenne Smile in Social Interaction Promotes Successive Cooperative Decision .....	340
<i>Xiaoqi Deng, Hosseini Sarinasadat, Miyake Yoshihiro, and Nozawa Takayuki</i>	
Enabling Situation-Aware User Interface Behavior by Exploiting Emotions and Advanced Adaptation Techniques .....	352
<i>Christian Herdin and Christian Märtin</i>	
Practical Suitability of Emotion Recognition from Physiological Signals by Mainstream Smartwatches .....	362
<i>Rainer Lutze and Klemens Waldhör</i>	
Algorithm for Automatic Brain-Shift Detection Using the Distance Between Feature Descriptors .....	376
<i>Takumi Mori, Masahiro Nonaka, Takahiro Kunii, Masanao Koeda, Kaoru Watanabe, and Hiroshi Noborio</i>	

Development of an Algorithm to Artificially Create Virtual Brain Deformations for Brain DICOM .....	388
<i>Takumi Mori, Masahiro Nonaka, Takahiro Kunii, Masanao Koeda, and Hiroshi Noborio</i>	
Emotion Recognition for Individuals with Autism .....	403
<i>Sumedha Seniaray, Trasha Gupta, Payal, and Ravindra Singh</i>	
Pupil and Electromyography (EMG) Responses to Collision Warning in a Real Driving Environment .....	415
<i>Xiaonan Yang and Jung Hyup Kim</i>	
<b>Human-Robot Interaction</b>	
A Framework for the Classification of Human-Robot Interactions Within the Internet of Production .....	427
<i>Ralph Baier, Hannah Dammers, Alexander Mertens, Mohamed Behery, Daniel Gossen, Srikanth Nouduri, Lukas Pelzer, Amir Shahidi, Minh Trinh, Christian Brecher, Burkhard Corves, Thomas Gries, Christian Hopmann, Mathias Hüsing, Gerhard Lakemeyer, and Verena Nitsch</i>	
Social Robots and Digital Humans as Job Interviewers: A Study of Human Reactions Towards a More Naturalistic Interaction .....	455
<i>Evangelia Baka, Nidhi Mishra, Emmanouil Sylligardos, and Nadia Magnenat-Thalmann</i>	
Decision-Making Model for Robots that Consider Group Norms and Interests .....	475
<i>Yotaro Fuse, Biina Ashida, Emmanuel Ayedoun, and Masataka Tokumaru</i>	
Utilization of Socially Assistive Robot’s Activity for Teaching Pontic Dialect .....	486
<i>Minas Gkinos, Anna-Maria Velentza, and Nikolaos Fachantidis</i>	
Effects of Social Robot’s Face and Interface Design on Operation Efficiency and User Perceptions .....	506
<i>Xiao-Yu Jia and Chien-Hsiung Chen</i>	
Pilot Study for Myoelectric Control of a Supernumerary Robot During a Coordination Task .....	518
<i>Sarah O’Meara, Stephen Robinson, and Sanjay Joshi</i>	

Comparison of Positive Feelings for CG Robots Between 2D Display and 3D HMD Using Heart Rate ..... 537  
*Michiko Ohkura, Narumon Jadram, and Tipporn Laohakangvalvit*

User Profile-Driven Large-Scale Multi-agent Learning from Demonstration in Federated Human-Robot Collaborative Environments ..... 548  
*Georgios Th. Papadopoulos, Asterios Leonidis, Margherita Antona, and Constantine Stephanidis*

Theory of Mind Assessment with Human-Human and Human-Robot Interactions ..... 564  
*Trent Rabe, Anisa Callis, Zhi Zheng, Jamison Heard, Reynold Bailey, and Cecilia Alm*

Evaluating Virtual and Local Pepper Presence in the Role of Communicator Interacting with Another Human Presenter at a Vocational Fair of Computer Sciences ..... 580  
*Samantha Romero-Pérez, Keyla Smith-Arias, Lizeth Corrales-Cortés, Kryscia Ramírez-Benavides, Adrián Vega, and Ariel Mora*

The Social Robot Expectation Gap Evaluation Framework ..... 590  
*Julia Rosén, Jessica Lindblom, and Erik Billing*

Modeling Approach and Avoidance Behavior with Social Considerations for Others in Public Situations ..... 611  
*Takafumi Sakamoto and Yugo Takeuchi*

BlocksBot: Towards an Empathic Robot Offering Multi-modal Emotion Detection Based on a Distributed Hybrid System ..... 625  
*Agnese Salutari, Laura Tarantino, and Giovanni De Gasperis*

User-Centered Robots for Municipal Services: What Do Customers and Service Experts Expect from Robots in Municipal Institutions? ..... 639  
*Carolin Straßmann, Sabrina C. Eimler, Isabel Peltzer, Julia Hermann, Aysegül Dogangün, and Simone Roth*

Designing Social Interactions for Learning Personalized Knowledge in Service Robots ..... 656  
*Shengchen Zhang and Xiaohua Sun*

**Author Index** ..... 673