Table of Contents

Toward the Development of a VR Simulator for Speed Sprayers 1
Tanaka Yu, Oky Dicky Ardiansyah Prima, Kanayo Ogura, Koichi Matsuda, and Shoichi Yuki

Assessment of Drug Picking Activity using RGB-D Camera 6
Yuta Ono and Oky Dicky Ardiansyah Prima

Development of a Flexible 3D Pointing Device with Haptic Feedback 12
Koma Yoshikawa, Yuta Ono, and Oky Dicky Ardiansyah Prima

Design of Interfaces for People with Blindness: Designing the Complete Learning Environment for Braille Users Studying Mathematics 16
Yvonne Eriksson and Bjorn Westling

The COSMO@Home Application – Iterative Development and Implementation of the Learning Goals 22
Marie Sjolinder, Olov Stahl, Erik Einebrant, Laszlo Sall Vesselenyi, Niels Stor Swinkels, Barbara Weyn, Marjolein Verly, Sam Geuens, Jessia Nijs, Marlies Treunen, Anas Abdelrazeq, Samira Khodaei Dolouei, Kathrin Hohlbaum, Sanne Nauts, Privender Saini, Ozgur Tasar, and Annerieke Heuvelink

Sign Language Conversational User Interfaces Using Luminous Notification and Eye Gaze for the Deaf and Hard of Hearing 30
Takashi Kato, Akihisa Shitara, Nobuko Kato, and Yuhki Shiraishi

Immersive Learning with AI-enhanced Virtual Standardized Patient (VSP) to Improve Dental Student's Communication Proficiencies 37
Aadithya Gowthaman, Linda Kirova, Li Bingyu, Patrick Molen, Ines Said, Jordan Smith, Austin Stanbury, Markus Santoso, and Cortino Sukotjo

A Web-Based Communication Tool for Arabic-Speaking Newcomers to Canada 40
Fatma Ben Mesmia and Malek Mouhoub

Mood Adaptive Display Coloring - Utilizing Modern Machine Learning Techniques and Intelligent Coloring to Influence the Mood of PC Users 48
Lukas Brodschelm, Felix Graber, Daniel Hieber, and Marc Hermann

Do the Number of Creators and Their Conversations Affect Re-Evaluation of a Familiar Place in Making a Tourist Map? 55
Yoko Nishihara, Xinran Lin, and Ryosuke Yamanishi

How AI is Enabling a Creativity Renaissance 57
Ben Falchuk

Interpretation Support System for Classification Patterns Using HMM in Deep Learning with Texts 64

Masayuki Ando, Yoshinobu Kawahara, Wataru Sunayama, and Yuji Hatanaka

Personality Traits in the Relationship of Emotion and Performance in Command-and-Control Environments 71
Alina Linda Schmitz-Hubsch, Sophie-Marie Stasch, Ron Becker, and Sven Fuchs

Assessing the Willingness of Elder Users in Using Virtual and Augmented Reality Technologies 77
Zoe Anastasiadou and Andreas Lanitis

MARIoT: a Framework for Creating Customizable IoT Applications with Mobile Augmented Reality 83
Meral Kuyucu and Gokhan Ince

Quantitative Scoring System to Assess Performance in Experimental Environments 91
Ron Becker, Sophie-Marie Stasch, Alina Schmitz-Hubsch, and Sven Fuchs

Acquiring and Processing Data Using Simplified EEG-based Brain-Computer Interface for the Purpose of Detecting Emotions 97
Rafal Chalupnik, Katarzyna Bialas, Ireneusz Jozwiak, and Michal Kedziora

Scalability of the Size of Patterns Drawn Using Tactile Hand Guidance 104
Dhanya Nair