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Table of Contents

Foreword	VII
Organizing Committee	IX
Associate Chairs – Full Paper	XIII
Program Committee – Full Paper	XV
Associate Chairs – Short Paper	XVII
Program Committee – Short Paper	XIX
Session 1: UX and Usability	1
Construction of UEQ+ Scales for Voice Quality – Measuring User Experience Quality of Voice Interaction Andreas M. Klein, Andreas Hinderks, Martin Schrepp and Jörg Thomaschewski	1
Exploring the Effect of Transient Cognitive Load on Bodily Arousal and Secondary Task Performance Jan Ehlers	7
Visual Clarity as Mediator between Usability and Aesthetics Raphael Otten, Martin Schrepp, and Jörg Thomaschewski	11
Influencing Factors for Acceptance of Digital Tools in the Humanities – Einflussfaktoren für die Akzeptanz von digitalen Werkzeugen in den Geisteswissenschaften Tobias Simon, Sven Pagel, and Harald F.O. von Korfflesch	17
Designing Positive Experience for Nurses in Intensive Care Darleen Zumbruch, Annika Kaltenhauser, and Martin Knobel	29
Paper2Wire – A Case Study of User-Centred Development of Machine Learning Tools for UX Designers Daniel Buschek, Charlotte Anlauff, and Florian Lachner	33
Pictorial Usability Inventory (PUI): A Pilot Study – Piktographisches Usability Inventar (PUI): Eine Pilotstudie Jürgen Baumgartner, Jürgen Sauer, Andreas Sonderegger	43
Lean UX Research at Scale: A Case Study Kelly Krout, Juan Pablo Carrascal, and Travis Lowdermilk	53

Session 2: Visualization	61
Which Visual Elements Make Texts Appear Scientific? An Empirical Analysis – Welche visuellen Elemente lassen Texte wissenschaftlich erscheinen? Eine empirische Untersuchung Oliver Hahn, Steffen Lemke, Athanasios Mazarakis, and Isabella Peters	61
Distribution Sliders: Visualizing Data Distributions in Range Selection Sliders Timm Kleemann and Jürgen Ziegler	67
eHMI Visualization on the Entire Car Body: Results of a Comparative Evaluation of Concepts for the Communication between AVs and Manual Drivers Dominik Schlackl, Klemens Weigl, and Andreas Riener	79
Interactive Image Driven Sound Angela Brennecke, Markus Traber, Simon Stimberg, and Björn Stockleben	85
Universal and Intuitive? Guidelines for Icon Design Daniel Bühler, Fabian Hemmert, Jörn Hurtienne	91
DispLagBox: Simple and Replicable High-Precision Measurements of Display Latency Patrick Stadler, Andreas Schmid, and Raphael Wimmer	105
On the materiality of Boundary Objects in knowledge management Hannah Lucia Spiehl, Frauke Mörike, and Markus Feufel	109
Session 3: VR + Games and Learning	115
The Cybersickness Susceptibility Questionnaire: Predicting Virtual Reality Tolerance Jann Philipp Freiwald, Yvonne Göbel, Fariba Mostajeran, and Frank Steinicke	115
What You See Isn't Necessarily What You Get – Testing the Influence of Polygon Count on Physical and Self-Presence in Virtual Environments Torben Volkmann, Daniel Wessel, Tim Ole Caliebe, and Nicole Jochems	119
A head-in-hand metaphor for user-centric direct camera control in virtual reality Tobias Günther, Erich Querner, and Rainer Groh	129
Lost in 3D - Orientation in virtual worlds – Lost in 3D - Orientierung in virtuellen Welten Alexander Jaksties, Jan-Hendrik Sünderkamp, Jan Hendrik Plümer, and Kerstin Müller	133
Conveying Perspective in Multi-User Virtual Reality Collaborations Jann Philipp Freiwald, Lennart Diedrichsen, Alexander Baur, Oliver Manka, Pedram Berendjy Jorshery, and Frank Steinicke	137
Word Saber: An Effective and Fun VR Vocabulary Learning Game Judith Hartfill, Jenny Gabel, Daniel Neves-Coelho, Daniel Vogel, Fabian Räthel, Simon Tiede, Oscar Ariza, and Frank Steinicke	145
Playing in Virtual Nature: Improving Mood of Elderly People Using VR Technology Linda Graf, Stefan Liszio, and Maic Masuch	155

Table of Contents

Navigation in desktop 3D games with gamepads: comparison of two approaches for inexperienced players – Navigation in Desktop-3D-Spielen mittels Gamepad: Vergleich zweier Ansätze für unerfahrene Spieler Tobias Wentzlaff, Felix Janke, Mats Kockmeyer, Sascha Reinhold, Michael Teistler	165
Game of TUK: Deploying a Large-Scale Activity-Boosting Gamification Project in a University Context Julia Müller, Max Sprenger, Tobias Franke, Paul Lukowicz, Claudia Reidick, and Marc Herrlich	169
Achiever or Explorer? Gamifying the Creation Process of Training Data for Machine Learning Sarah Alaghbari, Annett Mitschick, Gregor Blichmann, Martin Voigt, and Raimund Dachselt	173
Session 4: Security, Privacy and Trust	183
Security Onboarding: An Interview Study on Security Training for Temporary Employees Alex Hudock, Jake Weidman, and Jens Grossklags	183
Prosodic Addressee-Detection – Ensuring Privacy in Always-On Spoken Dialog Systems Timo Baumann and Ingo Siegert	195
Human Presence Detection by monitoring the indoor CO₂ concentration Sebastian Wilhelm, Dietmar Jakob, and Diane Ahrens	199
Unconsented Data Transfusions: Attitudes Towards Extracting Personal Device Data for Public Health Emergencies Colin Watson and Jan David Smeddinck	205
Influence of Personality, Affinity for Technology and Risk Awareness on Technology Acceptance Using the Example of Voice Control – Der Einfluss von Persönlichkeit, Technikaffinität und Risikobewusstsein auf Technologieakzeptanz am Beispiel der Sprachsteuerung von Fernsehgeräten – Eine repräsentative Onlineuntersuchung Laura Sophie Hesse, Götz Walter, and Svenja Tietze	211
Are you willing to donate? Relationship between perceived website design, trust and donation decisions online Louisa Küchler, Guido Hertel and Meinald T. Thielsch	223
Do not Disturb! Trust in Decision Support Systems Improves Work Outcomes Under Certain Conditions Lea S. Müller, Sarah M. Meeßen, Meinald T. Thielsch, Christoph Nohe, Dennis M. Riehle, and Guido Hertel	229
The Effects of Consultant Avatar Size and Dynamics on Customer Trust in Online Consultations Gordon Brown and Michael Prilla	239
Session 5: AR	251
Effects of Position of Real-Time Translation on AR Glasses Rufat Rzayev, Sabrina Hartl, Vera Wittmann, Valentin Schwind, and Niels Henze	251
Mind the ARm: Realtime Visualization of Robot Motion Intent in Head-mounted Augmented Reality Uwe Gruenefeld, Lars Prädell, Jannike Illing, Tim Stratmann, Sandra Drolshagen, Max Pflingsthorst	259
Show me your Living Room: Investigating the Role of Representing User Environments in AR Remote Consultations Nicolas Kahrl, Michael Prilla, and Oliver Blunk	267

Table of Contents

Impact of Augmented Reality Guidance for Car Repairs on Novice Users of AR — A Field Experiment on Familiar and Unfamiliar Tasks Clemens Hoffmann, Sebastian Büttner, Michael Prilla, and Kai Wundram	279
VacuumCleanAR: Augmented Reality-based Self-explanatory Physical Artifacts Thomas Ludwig, Sven Hoffmann, Florian Jasche, and Marius Ruhrmann	291
Horst – The Teaching Frog: Learning the Anatomy of a Frog Using Tangible AR Sebastian Oberdörfer, Anne Elsässer, David Schraudt, Silke Grafe, and Marc Erich Latoschik	303
Session 6: Conversational UIs	309
Usability Guidelines and Evaluation Criteria for Conversational User Interfaces - A Heuristic and Linguistic Approach Kyoko Sugisaki and Andreas Bleiker	309
(Non-)Interacting with Conversational Agents: Perceptions and Motivations of Using Chatbots and Voice Assistants Philip Weber and Thomas Ludwig	321
A Chatbot Response Generation System Jasper Feine, Stefan Morana, and Alexander Maedche	333
Speech-based Interaction for Map Editing on Mobile Devices: A Scenario-Based Study Auriol Degbelo and Sulaxan Somaskantharajan	343
“Miss Understandable” – A Study on How Users Appropriate Voice Assistants and Deal with Misunderstandings – „Miss Understandable“ – Eine Studie zur Aneignung von Sprachassistenten und dem Umgang mit Fehlinteraktionen Dominik Pins, Alexander Boden, Gunnar Stevens, and Britta Essing	349
User-friendly Formulation of Data Processing Purposes of Voice Assistants – A User Perspective on the Principle of Purpose Limitation – Die nutzerInnenfreundliche Formulierung von Zwecken der Datenverarbeitung von Sprachassistenten – Die Ausgestaltung des Zweckbindungsprinzips aus NutzerInnensicht Timo Jakobi, Max von Grafenstein, Dominik Pins, Alexander Boden, and Gunnar Stevens	361
Session 7: Interaction Design & Techniques	373
Blinded by Novelty: A Reflection on Participant Curiosity and Novelty in Automated Vehicle Studies based on Experiences From the Field Alexander G. Mirnig, Magdalena Gärtner, Alexander Meschtscherjakov, and Manfred Tscheligi	373
Affinity for Technology Interaction and Fields of Study – Implications for Human-Centered Design of Applications for Public Administration Daniel Wessel, Moreen Heine, Christiane Attig, and Thomas Franke	383
Innovation Enabling: Automated Documentation and Moderation of Brainstorming Sessions in Small Groups – Innovation Enabling: Automatisierte Dokumentation und Moderation von Brainstorming Sitzungen in Kleingruppen Matthias Merk, Gabriela Tullius, and Peter Hertkorn	387
Designing Human-God Interfaces Fabian Hemmert, Andreas Bell, Miriam Glöß, Maximilian Klaiß, Katharina Kurm, Ina van der Linde, Kathrin Neumann, Gürkan Orak, Katlin Sommer, Thanh Ta Dui, Paulina Wagner, Becky Weier, and Michael Zalesak	393

Table of Contents

Eliciting Tangible and Gestural User Interactions with and on a Cooking Pan Frank Beruscha, Katharina Mueller, and Thorsten Sohnke	399
EMS-based Actuated Output Gestures: A Design Process for Novices Max Pfeiffer, Niklas George, and Auriol Degbelo	409
NotiModes – An Investigation of Notification Delay Modes and their Effects on Smartphone Users Romina Poguntke, Christina Schneegass, Lucas Van der Vekens, Rufat Rzayev, Jonas Auda, Stefan Schneegass, and Albrecht Schmidt	415
Feeling Scarcity: Augmenting Human Feelings through Physicalizations of Energy Consumption, Attention Depletion and Animal Murder Fabian Hemmert, Gina Lohkamp, Gürkan Orak, and Alexander Salice	421
CoFind: A Browser Plugin for Investigating Co-located Collaborative Web Search Robert Fuhrmann, Anke Lehmann, Annett Mitschick, Ricardo Langner, and Raimund Dachsel	425
Session 8: Accessibility & Ethics	431
“But Where Would I even Start?” – Developing (Gender) Sensitivity in HCI Research and Practice Sabrina Burtscher and Katta Spiel	431
Design Guidelines for Micro Information Radiators to increase Seniors’ Safety in Urban Space Laura Stojko, Julian Fietkau, and Michael Koch	443
Learning Software Assistant that Support Senior Citizen in Creating Contributions for a Community App – Mittlernender Assistent für Senior*innen zur Erstellung von Beiträgen in einer Community Anwendung Mandy Goram	449
PrecRec: Supporting Older Adults Sharing Recipes Gabriela Tullius and Gamze Dogan	455
A Pilot Study of a Visual Hearing Aid Supporting Directional Hearing – Pilotuntersuchung einer visuellen Hörhilfe zur Unterstützung des räumlichen Hörens Bennet Wilhelm	461
Age Differences in the Anticipated Acceptance of Egoistic vs. Altruistic Crash-Control-Algorithms in Automated Vehicles Moritz Wischert-Zielke, Klemens Weigl, Marco Steinhauser, and Andreas Riener	467
Dynamic Indoor Navigation and Orientation System for People with Impairments Julia Richter, Jeanine Lorenz, Maria Costantino, Verena Traubinger, Nico Tauchmann, Thomas Graichen, and Ulrich Heinkel ..	473
Mehrschichtige Interdependenz? Die Rolle von Assistenztechnologien im Arbeitsalltag Wissesarbeitender mit Sehbehinderung Ioannis Kiossis, Markus Feufel and Frauke Mörike	479
Demos: Interactive Systems or Demonstrators	485
Personal Quizmaster: A Pattern Approach to Personalized Interaction Experiences with the MiRo Robot Kathrin Pollmann and Daniel Ziegler	485

Table of Contents

A Gamified and Adaptive Learning System for Neurodivergent Workers in Electronic Assembling Tasks Jonas Grund, Moritz Umfahrer, Lea Buchweitz, James Gay, Arthur Theil, and Oliver Korn	491
Mofebo: move and feel your body A fitness game with biofeedback in VR – Ein Fitnessspiel mit Biofeedback in VR Isabell Schormann, Kerstin Müller, and Achim Ebert	495
Bathing in Lightness: An Interactive Light and Sound Installation Simon Stimberg and Angela Brennecke	501
Experiencing and Programming the ENIAC in VR Enes Yigitbas, Christopher Bernal Tejedor, and Gregor Engels	505
Exploration of Medical Volume Data in Projective Augmented Reality: An Interactive Demonstration Kai Bornemann, Florian Heinrich, Kai Lawonn, and Christian Hansen	507
BikeVR: A Virtual Reality Bicycle Simulator towards Sustainable Urban Space and Traffic Planning Daniela Ullmann, Julian Kreimeier, Timo Götzelmann and Harald Kipke	511
Virtual Blox: When interlockable blocks meet the infinite possibilities of virtual reality – Wenn steckbare Blöcke auf die unendlichen Möglichkeiten der Virtuellen Realität treffen Nils Kirchhof, Kerstin Müller, and Christoph Fünzig	515
Visualization of Turnover Rate in a Warehouse using Augmented Reality – A demo with the Microsoft HoloLens Paula Bräuer and Athanasios Mazarakis	519



Welcome to MuC'20, the Conference on Mensch und Computer 2020, held from September 6 to 9 at the University of Magdeburg, Germany!

With over 700 participants, Mensch und Computer is one of the largest human-computer interaction venues in Europe. Every year, the conference attracts participants from academia and industry. This year, the scientific conference on Human-Computer Interaction (MCI) and the conference of the German Usability Professionals (UPA) will join under the theme “**Digitaler Wandel im Fluss der Zeit**”.

Like many other scientific venues around the globe, also Mensch und Computer is affected by the current pandemic. While we would have liked to personally welcome participants to the city of Magdeburg for a week full of engaging live talks, workshops, discussions, social events and sightseeing, there was no alternative to running Mensch und Computer 2020 completely virtually.

The change in format required fundamentally reconsidering budgeting. We are particularly thankful to all sponsors who decided to support the venue in a virtual format. Importantly, we are able to offer low registration fees for everybody interested in the practical and scientific tracks.

With the help of the entire organizing team, we managed to pull together an exciting program in a format carefully adjusted to the virtual nature of the event. The scientific track includes full papers, short papers, demos, tutorials, workshops and a doctoral consortium. Tutorials, workshops and the doctoral consortium will run in the morning, while long papers, short papers, and demos will be presented in the afternoons. To provide much space for scientific discussions, we revised the traditional format of the scientific tracks: both long and short papers will be presented as short videos, followed by an extended scientific discussion using Zoom. Demos will be presented in dedicated slots including both a presentation and subsequent discussion. All presentations and discussions will be permanently published on YouTube.

MuC serves as a unique forum for presenting and exchanging ideas around innovative work through its different formats. Hence, MuC is a great venue to not only present and discuss the latest research. MuC also offers great opportunities to start collaborations and to extend people's network beyond their community. We hope that the digital formats we envisioned for networking will be used intensively.

Now for some statistics: We received 74 full paper submissions out of which 28 were accepted (acceptance rate: 37.8%). As for the other conference tracks, we were able to accept 34 out of 80 short paper submissions and 9 out of 18 demo submissions.

Like in previous years, the scientific contributions of MuC'20 – full papers, short papers as well as demos – are published in the ACM Digital Library. This ensures high visibility of these contributions. Apart from this, all accepted contributions will be available open access via the Digital Library of the GI Department of Human-Computer Interaction.

This year's program includes a variety of topics, including novel forms of human-computer interaction, multimodal and intelligent user interfaces, AR and VR, CSCW, tangible computing and social computing, digital humanities, usable security and privacy, automotive user interfaces, user experience, learning, sensing, novel mobile applications, and many more.

Our three keynote speakers envision new ways to design the future of Human-Computer Interaction.

Petra Isenberg, INRIA Sarclay, France, is a leading expert on information visualization with many valuable contributions to collaborative exploration of complex data sets using novel display technology such as wall displays or tabletops. Based on this experience, Petra's talk is entitled "When Visualization Meets HCI".

Andy Budd is a prominent UX designer and web standards enthusiast starting the UK's first user experience consultancy, Clearleft. In a quest to understand what makes a great leader, and help his friends in newly minted leadership positions, he started the Leading Design conference and Slack community last year. Based on dozens of interviews with prominent leaders he recounts his journey into leadership, shares his successes and failures, and the important lessons he's learned on the way in his talk "The Accidental (Design) Leader".

Lennart Nacke teaches User Experience, Human-Computer Interaction, and Game Design at the University of Waterloo. His talk "The Loot Box of Gameful User Experience Research and Design" is based on his research in player experience in video games, immersive VR environments, and gameful applications. A key aspect in his talk is the challenge of designing effective, gameful experiences.

Mensch und Computer, the largest German event where HCI researchers and practitioners meet, is organized voluntarily by our community. As conference co-chairs, our primary role was to ask people to take on various jobs, which are very often quite significant in effort. We were very delighted how quickly we could build a great MuC'20 team. Over the last year, the team worked with enthusiasm and creativity to make MuC'20 a successful event. The MuC organizers spent much effort to make MuC a great conference with high impact and high visibility in Germany and beyond. The team or organizers took charge of all the main things and small details that make conferences successful: managing the program (papers, demos, workshops, doctoral colloquium); refereeing, selecting and arranging sessions; ensuring accessibility; organizing the workshops, poster & demo session, and the doctoral colloquium; ensuring publication logistics, handling student volunteers, and registering all participants so you could attend this conference. We are impressed by the effort of each single MuC organization member and very grateful to all!

We hope you all enjoy MuC'20!

Bernhard Preim, Christian Hansen and Andreas Nürnberger
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