

## The Best Paper Award of KEER 2024

| Session | Paper NO. | Authors   | Paper Title   |
|---------|-----------|---|---|
| A1      | OAA-0002  | Shimon Honda*,<br>Hideyoshi Yanagisawa  | Kinetic Design Generation System Based on Mathematical Modeling of Curiosity and Interest   |
| A2      | VAA-0005  | Anjie Su*1,<br>Junyi Shen 2,<br>Shinichi Koyama 3   | Exploring the Relationship Between Visual Stimuli Speed and Comfort: The Role of Interoceptive Sensitivity and Anxiety  |
| A3      | OBA-0007  | Tseng-Ping Chiu*1,<br>Ya-Chun Yang 2,<br>Sri Devi Ravana 3,<br>Nasa Dina 4,<br>Guo-Ruei Huang 5 | VISUAL PERCEPTION, EMOTIONS, AND CULTURE: A PILOT STUDY OF CULTURAL DIFFERENCES IN VISUAL MERCHANDISING DISPLAY AND SHOPPING ATTRIBUTIONS ON CONSUMER'S EMOTIONAL RESPONSE OF E-COMMERCE PLATFORM |
| A4      | OAA-0005  | Tomoko Yonezawa*1,<br>Shinji Iwata 2,<br>Naoto Yoshida 3,<br>Kenji Mase 4,<br>Yu Enokibori 5    | Controlling Age and Similarity to User's Face for Trustworthiness of Interactive Agent: Generative Faces and Acceptability  |
| A6      | OAA-0016  | Awoniyi Stephen   | Perceptual Claim About Performance on Reading a Graph, Based on a Simple Assessment: Pilot Study  |
| A7      | OAA-0026  | Misaki Kishi*1,<br>Hiroto Inoue 2,<br>Mizuki Nakajima 3   | Positioning Mapping of Colored Masks in Japan: Correlation Analysis of Hue, Saturation, Brightness, and Impression of Masks   |
| A8      | OAA-0031  | Takanori Sano*,<br>Hideaki Kawabata   | Comparison of Facial Attractiveness Models Using Geometric Morphometrics Between Japan and America  |
| A9      | OAA-0034  | Yoshiki Tominaga*1,<br>Emmanuel Ayedoun 2,<br>Hiroshi Takenouchi 3,<br>Masataka Tokumaru 4      | POP Advertisement Generate System Based on Regulatory Focus Theory and IEC  |
| A10     | OAA-0047  | Jue Zhang*,<br>Asuto Kinoshita  | Effects of Visual and Auditory Stimuli on Silences During Multi-Person Communication to Promote Speech  |
| A11     | OAA-0050  | Tamami Sato*,<br>Suomiya Bao  | A Study on the Identification of Acceptable Ranges for Wearable Sound with Wearer's Sense of Wearability and Surrounding People's Impressions   |
| A12     | OAA-0059  | Shao-Han Liao*,<br>Tzu-Wei Tsai   | Discussing the Charm Factors of Abstract Dynamic Graphics from the Perspective of Kansei Engineering  |
| A13     | OAA-0040  | Ling-Wen Huang*,<br>Tseng-Ping Chiu   | How Does Personality Influence Your Consumption Habits? Applying Wearable Eye-Tracking to Explore the Consumer's Visual Perception Between Product Personality And Consumer Personality Traits    |

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| A14 | OAA-0053 | Enrick Pereira Da Silva Magalhães*1, Claudio Esperança 2, Rodrigo Queiroz Kühni Fernandes 3, Suomiya Bao 4   | The Emotional Impressions of Digital Tools on Novice Music Composition: A Comparative Study Exploring Users' Feelings Towards Generative AI and Active Learning in Music Accessibility |
| A15 | OAA-0035 | Tetsuaki Togo*1, Emmanuel Ayedoun 2, Hiroshi Takenouchi 3, Masataka Tokumaru 4                               | Product Recommendation System That Promotes Selection Using Dominance Structuring Process  |
| A16 | VAA-0006 | Kuo-Pin Chang  | Exploring Creative Product Design for Older Adults: A Problem-Based Learning and Design Thinking Approach in University Social Responsibility  |
| S1  | OCS-0004 | Yi-Fu Hsu*1, Chang-Wei Chang 2, Chih-Long Lin 3  | Generative Artificial Intelligence to Enhance the Sustainability of Traditional Crafts: The Case of Ceramic Teapots  |
| S2  | VCS-0006 | Nur Batrisyia Damia Mustafa*1, Saidatul Rahah Hamidi 2, Surya Sumarni Hussein 3, Shuhaida Mohamed Shuhidan 4 | Assistive Tool for Emotion and Importance Quadrant LEIQ™   |
| S3  | OCS-0011 | Tze-Fei Huang  | Impact of the Audience's Aesthetic Perceptions on the Traditional DanceDrama: Eternal Love Across the Magpie Bridge  |
| S4  | VCS-0001 | Nik Azlina Nik Ahmad*1, Anitawati Mohd Lokman 2, Ahmad Iqbal Hakim Suhaimi 3, Munaisyah Abdullah 4           | Emotional Preferences in Metaverse Library Interface: A Kansei Analysis  |
| S5  | OCS-0021 | Chia Hui Nico Lo   | Design For/From Pray: The Building Process of Virtual Pilgrimage Site  |
| S6  | OCS-0032 | Hao-Yang Chen*1, Pey-Yune Hu 2, Lien-Shang Wu 3  | Application of the Immersive Virtual Training: The First Immersive Simulation Cave System to the First Responder Training in Taiwan  |
| S7  | OCS-0034 | Wei-Lun Lee 1, Yi-Tung Lin*2, Meng-Chieh, Jeffrey Lee 3, Tain-Junn Cheng 4                                   | An Initial Investigation of Heart Rate Variability (HRV) Related to Foot Bathing Water Temperature and Vibration Relaxation for the Elderly People                                     |
| S8  | OCS-0029 | Hsiao-Chen You 1, Ding-Xiang Luo 2, Lingyu Ho*3  | A Kansei Engineering Approach to Virtual Personality of Embodied Voice Assistants  |
| S9  | OCS-0017 | Young-Long Chen 1, Chuan-Cheng Chung 2, Li-Hong Qin*3  | An Improved YOLOv5 Model with FRB Method for Product Surface Defect Detection  |
| S10 | OCS-0037 | Wen-Tsong Huang  | Designing Effective Career Websites: A Study on User Experience and Job Seeker Engagement  |
| S11 | OCS-0013 | Rui Zhu*1, Tien-Li Chen 2,   | Optimizing Learning Experience: Innovative Design of Distance Learning Auxiliary   |

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|     |          | Chun-Yueh Hou 3,<br>Yu Chuang 4   | Products for Elementary School Students  |
| S12 | VCS-0009 | Chih-Kuan Lin 1,<br>Chi-Cheng Cheng 2,<br>Kai-Shuan Shen*3                | Exploring the Appeal of Pokémon GoOlé from the Perspective of Virtual-Real Interaction   |
| S13 | OCS-0033 | I-Chia Tsai*,<br>Yu-Tien Chang  | The Needs and Design of Home Mobility Assistance for the Elderly from the Perspective of Lifestyle   |
| S14 | OCS-0010 | Yen-Ting Chen*,<br>Yu-Hsu Lee   | Using the ALESSI Evaluation Model to Explore the Shape Structure of Parametric Design Products   |
| B1  | VAB-0003 | Ryota Mima*1,<br>Taro Obayashi 2,<br>Ryoho Shinya 3,<br>Tomoko Yonezawa 4 | Generating Biophilic Design and Visual Complexity of Paintings for Working Environment   |
| B2  | OAB-0009 | Martin Bergman,<br>B-G Rosén,<br>Lars Eriksson,<br>Ola Wagersten          | Texture, Gloss, and Color Variation and Perceived Quality of Surfaces: A Kansei Engineering Approach for a Sustainable Plastic Material Selection in Car Interior Design |
| C1  | OAC-0002 | Maya Yamamoto*,<br>Takayoshi Kitamura                                     | An Attempt to Create a Counseling Bot Using Generative AI Inspired by the Trajectory Equifinality Model  |
| P1  | PBA-0008 | Akira Asano*1,<br>Yu Shimada 2,<br>Chie Muraki Asano 3                    | Relationship Between the Advancing/Retreating Properties of Colors and Object Shape Distortion   |
| P2  | PAA-0011 | Yan Wang 1,<br>Toshimasa Yamanaka 2*,<br>Toru Sato 3                      | Interrelationship Between Sensory Perception and Emotion with Visual Information, Focused on Feeling of Pain   |