

## Proceedings of the 33rd International BCS Human-Computer Interaction Doctoral Consortium, Keele University, UK Contents Index (BCS HCI 2020 DC)

Authors: Prof Alan Dix, Prof Lynne Hall, Dr Raymond Bond, Dr Tom Flint, Dr Gavin Sim and Dr Sandra Woolley  
Conference name: Proceedings of the 32nd International BCS Human Computer Interaction Conference (BCS HCI 2020 DC)  
Conference theme: Human Computer Interaction  
Conference date: 6 July 2020

Sponsors:



The 33rd International BCS Human-Computer Interaction Doctoral Consortium was hosted virtually by Keele University during the 2020 Covid-19 coronavirus lockdown. The event was chaired by Professor Alan Dix.

Proceeding Editors:

Prof Alan Dix, Prof Lynne Hall, Dr Raymond Bond, Dr Tom Flint, Dr Gavin Sim and Dr Sandra Woolley

### FOREWORD, EDITORIAL AND INVITED KEYNOTE PAPERS

- i. Foreword: Chair's BCS HCI DC 2020 Introduction, Alan Dix
- ii. Reflections on the Doctoral Consortium (Editorial), Lynne Hall, Alan Dix, Sandra Woolley, Raymond Bond, Gavin Sim and Tom Flint.
- iii Six Rules to Help Doctoral Students Pave their Way Through PhD Research (Invited Keynote), Raymond Bond.

### UNDERSTANDING THE USER

- |   |                |   |
|---|----------------|---|
| 1 | Daniel Bennett | Complex Systems Models of Cognition for HCI   |
| 2 | Craig Goodwin  | Why sideload? User Behaviours, Interactions and Accessibility Issues Around Mobile App Installation |

3	Chloe Kliman-Silver	Rethinking the Human Centred Approach to Animal-Computer Interaction
4	Madeleine Steeds	The Impact of Device Associations on Human Memory Performance
5	Deborah Whittle	How to Increase Online Trust and User Experience for Legal Services
THE DESIGN PROCESS		
6	Isabel Evans	Testers' Experiences of Tools and Automation
7	Olena Saienko	Application of Participatory Design to Facilitate Social Innovations Ideas with Charity Organizations
8	Mithila Thiruppugal	An investigation into the Design of Learning Analytic Dashboards (LAD) for the Enhancement of Motivation, Engagement and Achievements in an E-Learning Environment
DESIGNS AND TECHNOLOGIES		
9	Yosuef Alotaibi	The use of Electrotactile Feedback in Cars
10	Carlos Alvarez de la Vega	Making the Gig Economy Work for Workers: An Exploration of Freelancing Platforms
11	Sarah Turner	Approaches and Technologies to Support Home Users' Engagement with Cyber Security
WEARABLES AND ASSISTIVE TECHNOLOGIES		
12	Aisha Jaddoh	Virtual Home Assistants for Dysarthric Speakers
13	Khalid Ahmad Khattak	Wearable Health Devices – Updates, Applications and Repeatability
14	Bharat Paudyal	Assistive Interaction Techniques to Support Disabled Developers
15	Tendai Rukasha	Evaluation of Wearable Epileptic Seizure Monitors
HCI IN HEALTHCARE		
16	Tor Alexander Bruce	Exploring Enactive Approaches to Designing and Understanding Immersive Interactive Virtual Environments in Mental Healthcare
17	Ramsay Meiklem	mHealth Intervention to Support Patients with Advanced Chronic Kidney Disease
18	James Mitchell	Utilising User-Centred Design to Develop a Clinical Guidelines Mobile Application
19	Fiona Quigley	A Virtual Reality Training Tool to Improve Weight-Related Communication Across Healthcare Settings