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and Avatars -- 1.7 Avatar Engagement -- 1.8 The Role of Ethnicity in E-Learning Environments: -- 1.9 Research Question -- 2 Methods -- 2.1 Participants -- 2.2 Materials -- 2.3 Procedure -- 2.4 Results -- 3 Discussion -- 3.1 Limitations and Future Studies -- 3.2 Conclusion -- Appendix -- References -- Examining the Relationship Between Playing a Chord with Expressions and Hand Movements Using MediaPipe -- 1 Introduction -- 2 Experimental Method -- 2.1 Acquire Performance Data -- 2.2 Twelve Kinds of Chords -- 2.3 Data Recordings -- 2.4 Classifying Performance Data Using Machine Learning -- 2.5 Visually and Numerically Investigate Differences Between Images -- 3 Results -- 3.1 Note on Velocity -- 3.2 Note Off Velocity -- 3.3 Length of Time the Key Was Kept Being Pressed -- 3.4 Results of Learning -- 3.5 Comparisons Among Images -- 4 Discussion -- 5 Conclusion -- References -- Instructor Avatars and Virtual Learning: How Does Instructor Type and Gender Affect Student Perceptions and Learning Outcomes? -- 1 Introduction and Literature Review -- 1.1 Instructor Type -- 1.2 Instructor Gender -- 1.3 Lesson Difficulty -- 1.4 Hypotheses -- 2 Methods -- 2.1 Participants and Design -- 2.2 Materials -- 2.3 Procedure -- 3 Results -- 4 Discussion -- 4.1 Limitations and Future Directions -- 5 Conclusion -- References -- Modeling of the Problem-Solving Process and Development of a Learning Support System for Text-Based Programming Problems -- 1 Introduction. 2 Modelling of Problem-Solving Processes in Mathematics and Mechanics -- 2.1 Surface and Formulation Structures -- 2.2 Constraint Structure -- 2.3 Solution Structure -- 3 Application of the Problem-Solving Process to Programming Tasks -- 3.1 Formulation Structure Creation Screen -- 3.2 Constraint Structure Creation Screen -- 3.3 Solution Structure Creation Screen -- 3.4 Challenges in Using the System for Programming -- 4 Modeling the Problem-Solving Process in Text Problems for Programming Tasks -- 5 System Implementation of the Proposed Method -- 5.1 Constraint Structure Creation Screen -- 5.2 Solution Structure Creation Screen -- 5.3 Operation Structure Creation Screen -- 5.4 Processing Structure Creation Screen -- 6 Discussion -- 7 Conclusion -- References -- Information in Business and eCommerce -- Characteristics and Relationships of Consumer Individual Demographics Regarding TV Commercial Advertising Effectiveness -- 1 Introduction -- 2 Theory and Hypothesis -- 3 Data and Analysis Method -- 3.1 Data -- 3.2 Analysis Method -- 4 Analysis Results -- 4.1 Analysis of Each Product's DID Estimation Values for the Attributes (Occupation, Household Income, Number of Children) -- 4.2 DID Estimation Values for Each Product by Household Financial Assets -- 4.3 DID Estimation Values for Each Product by Household Composition, Occupation, and Gender/age -- 4.4 DID Estimation Values for Each Product by Residential Area -- 5 Discussion -- 6 Contribution -- 7 Outlook -- 8 Limitations -- References -- A Study on Input Methods of User Preference for Personalized Fashion Coordinate Recommendations -- 1 Introduction -- 2 Experiments -- 2.1 1st Questionnaire Investigation on Preference Input Methods -- 2.2 2nd Questionnaire Investigation on Preference Input Methods -- 3 Experimental Results -- 4 Conclusion and Future Work -- References. Possibility of Practicing Effectual Selling by Non-salespersons -- 1 Introduction -- 2 Review of Prior Research -- 2.1 Eigyo (Japanese Sales and Marketing Style) -- 2.2 Sales in Service Research -- 2.3 Effectuation -- 2.4 Effectual Selling -- 3 Research Questions and Methods -- 4 Case Study -- 4.1 Opportunity for Service Creation -- 4.2 Thinking Process Towards Starting a Business -- 4.3 First

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Sommario/riassunto

This three-volume set LNCS 14789-14791 constitutes the refereed proceedings of the thematic area Human Interface and the Management of Information, HIMI 2024, held as part of the 26th International Conference on Human-Computer Interaction, HCI International 2024, which took place in Washington DC, USA, during June 29 – July 4, 2024. The total of 1271 papers and 309 posters included in the HCII 2024 proceedings was carefully reviewed and selected from 5108 submissions. The proceedings address approaches and objectives of information and data design, retrieval, presentation and visualization, management, and evaluation in human computer interaction in a variety of application domains, such as, for example, learning, work, decision, collaboration, medical support, and service engineering, and much more.
