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Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 3101
Disciplina	005.1
Soggetti	User interfaces (Computer systems) Information storage and retrieval Application software Artificial intelligence Computers and civilization Microcomputers User Interfaces and Human Computer Interaction Information Storage and Retrieval Information Systems Applications (incl. Internet) Artificial Intelligence Computers and Society Personal Computing
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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Full Papers -- A Simple and Novel Method for Skin Detection and Face Locating and Tracking -- Operation-Support System for Transportable Earth Station Using Augmented Reality -- Real-World Oriented Access Control Method with a Displayed Password -- Evolutionary Approaches to Visualisation and Knowledge Discovery -- Creating a Framework for Situated Way-Finding Research -- Extending Tree-Maps to Three Dimensions: A Comparative Study -- Creative Expertise and Collaborative Technology Design -- Does DOF Separation on Elastic Devices Improve User 3D Steering Task Performance? -- Collaborative

Interactions on 3D Display for Multi-user Game Environments -- Age Differences in Rendezvousing: 18-30s Vs. 31-45s -- Specification and Generation of Model 2 Web Interfaces -- Metaphors for Electronic Music Production in Reason and Live -- Extending the Perceptual User Interface to Recognise Movement -- Real-Time Color Gamut Mapping Architecture and Implementation for Color-Blind People -- Tangible Teleconferencing -- Our Ubiquitous Computing Home Inside: A Practical Approach Emerging into House and Home -- A Study of an EMG-controlled HCI Method by Clenching Teeth -- Performance Analysis for User Interface in Real-Time Ubiquitous Information Network -- Envisioning Mobile Information Services: Combining User- and Technology-Centered Design -- Supporting Work Activities in Healthcare by Mobile Electronic Patient Records -- Design of Chording Gloves as a Text Input Device -- Designing Explorable Interaction Based on Users' Knowledge: A Case Study on a Multi-functional Printer Application -- The Automatic Generation of a Graphical Dialogue Model from Delphi Source Code -- NetWorker: A Practical Web-Based Tool to Support the Collect-Compare-Choose Cycle -- Nine Tools for Generating Harmonious Colour Schemes -- A Practical Set of Culture Dimensions for Global User-Interface Development -- Towards a General Model for Assisting Navigation -- inlineLink: Realization of Inline Expansion Link Methods on a Conventional Web Browser -- Chromotome: A 3D Interface for Exploring Colour Space -- Commercial Success by Looking for Desire Lines -- Steering Law in an Environment of Spatially Coupled Style with Matters of Pointer Size and Trajectory Width -- Design of Information Visualization of Ubiquitous Environment for a Wearable Display -- Perceiving Tools in 3D Sculpting -- A Tripartite Framework for Working Memory Processes -- Designing for Flow in a Complex Activity -- Enhancing Interactive Graph Manipulation Tools with Tactile Feedback -- HCI Practices and the Work of Information Architects -- User Model of Navigation -- An Interface for Input the Object Region Using the Hand Chroma Key -- Menu-Selection-Based Japanese Input Method with Consonants for Pen-Based Computers -- Framework for Interpreting Handwritten Strokes Using Grammars -- A Rapidly Adaptive Collaborative Ubiquitous Computing Environment to Allow Passive Detection of Marked Objects -- The Misrepresentation of Use in Technology Demonstrations -- An Implementation for Capturing Clickable Moving Objects -- A Prototyping Framework for Mobile Text Entry Research -- The Effect of Color Coding for the Characters on Computer Keyboards for Multilingual Input Using Modeless Methods -- Extended Godzilla: Free-Form 3D-Object Design by Sketching and Modifying Seven Primitives at Single 2D-3D Seamless Display -- Quantitative Analysis of Human Behavior and Implied User Interface in 3D Sketching -- What Are You Looking At? Newest Findings from an Empirical Study of Group Awareness -- Cultural Usability in the Globalisation of News Portal -- Collecting, Organizing, and Managing Non-contextualised Data by Using MVML to Develop a Human-Computer Interface -- Common Industry Format: Meeting Educational Objectives and Student Needs? -- Accessibility: A Tool for Usability Evaluation -- The Degree of Usability from Selected DVD Menus and Their Navigational Systems -- OPR-LENS: Operation-Lens System for Supporting a Manipulation of Information Appliances -- A Novel Locomotion Interface with Independent Planar and Footpad Devices for Virtual Walking -- Short Papers -- Designing Intelligent Environments -- User Perceptions on Information Sharing -- Sony EyeToyTM: Developing Mental Models for 3-D Interaction in a 2-D Gaming Environment -- Face and Body Gesture Analysis for Multimodal HCI -- Ambulance Dispatch

Complexity and Dispatcher Decision Strategies: Implications for Interface Design -- Supporting Group Learning Using a Digital Whiteboard -- Verifying the Field of View Afforded to the Pilot due to Cockpit Design, Stature, and Aerodrome Design Parameters -- Creative Information Seeking and Interface Design -- Connecting the User View with the System View of Requirements -- Recourse for Guiding Didactical Creators in the Development of Accessible e-Learning Material -- DIANEx: Modelling Exploration in the Web Context -- Factors Influencing User Selection of WWW Sitemaps -- ViewPoint: A Zoomable User Interface for Integrating Expressive Systems -- Passing on Good Practice: Interface Design for Older Users -- Doctoral Consortium -- Interfaces That Adapt like Humans -- Designers Search Strategies Influenced by the Interaction with Information Retrieval Systems (IRS): Within the Early Stages of the Design Process -- Personal Digital Document Management -- A Study of the Impact of Collaborative Tools on the Effectiveness of Clinical Pathology Conferences -- Physical Computing – Representations of Human Movement in Human-Computer Interaction -- Creative Interface Design for Information Seeking -- Understanding Interaction Experience in Mobile Learning -- User Experience in Interactive Computer Game Development -- Using Patterns to Guide User Interface Development -- Multimodal Cues for Object Manipulation in Augmented and Virtual Environments.

Sommario/riassunto

APCHI 2004 was the sixth Asia-Pacific Conference on Computer-Human Interaction, and was the first APCHI to be held in New Zealand. This conference series provides opportunities for HCI researchers and practitioners in the Asia-Pacific and beyond to gather to explore ideas, exchange and share experiences, and further build the HCI network in this region. APCHI 2004 was a truly international event, with presenters representing 17 countries. This year APCHI also incorporated the 7th SIGCHI New Zealand Symposium on Computer-Human Interaction. A total of 69 papers were accepted for inclusion in the proceedings – 56 long papers and 13 short papers. Submissions were subject to a strict, double-blind peer-review process. The research topics cover the spectrum of HCI, including human factors and ergonomics, user interface tools and technologies, mobile and ubiquitous computing, visualization, augmented reality, collaborative systems, internationalization and cultural issues, and more. APCHI also included a doctoral consortium, allowing 10 doctoral students from across the globe to meet and discuss their work in an interdisciplinary workshop with leading researchers and fellow students. Additionally, 7ve tutorials were offered in association with the conference.
