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Autore	Iversen Sandra
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Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Computer networks Software engineering User Interfaces and Human Computer Interaction Computer and Information Systems Applications Computer Communication Networks Software Engineering
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Nota di contenuto	<p>Information Design and Visualization: Enhancing Public Awareness of Air Quality: Evaluating Communication Strategies and Design Prototypes using a Design-Based Implementation Research Approach -- From Displays to Real Environments: Research and Design Guidelines for the Application of the Monk-White Illusion -- Visualizing Peace and Transition Process Trajectories: Enhancing Decision-Making through PeaceTech and Iterative Design -- Mapping Nordic Design Policy Evolution: A Visual Analytics Approach to Governance Transitions -- Attention Characteristics of Dynamic Content by Visual Elements -- Utilization of CMF Elements as Kansei Value in UI design -- Visualization Analysis of Literature in the Design Issues Journal from the Perspective of Sustainable Development -- From Drawings-centered to Space-centered: The Application of a Model-based Spatial Database and Visualization in the Interior Design of the Palace Buildings in Yuanmingyuan -- A Study on the Visualization of Parts Manufacturing Prognoses Based on Machine-Learning Algorithms for Supporting Decision-Making in CAD Modelling -- Visualization of the Relationship-Creation Process in Online Environment -- Nudging with Narrative Visualization: Communicating to a Student in the MOOC Courseware. Emotional Interaction and Persuasive Design: The Influence of Emotional Elements on UI Cognition Through Interaction -- Research on the Role of Personalized Design of Digital Humans in Museums in Enhancing Users' Emotional Experience -- Emotional Interaction in Urban Public Art: A Symbiotic Relationship Between Human-Computer Interaction and Emotional Publics -- Research on the Application of Emotional Interaction Design in Charity Posters -- Children's Chess Robots Design Based on CAPS Theory and Kansei Engineering: Constructing Intelligent Educational Tools to Promote Children's Cognitive and Emotional Development -- Competition, Cooperation, or Both? A Field Study on a Persuasive Smartwatch Fitness Application with Intergroup Competition for Promoting Physical Activity -- AI-Enhanced Emotional Design: Transferring Biosignal Data to Music by Integrating Artificial Intelligence -- Designing Emotional Interaction in Smart Homes: Actor-Network Theory for Enhanced User Experience. Interactive Systems and User Behavior: Honesty or Harmony? How Friendships Shape Frustration Reporting in Usability Tests -- Speaking Fast, Speaking More: How Personality and Social Context Affect User Interview Dynamics - A Transcript Text Analysis -- Interactive Behavior and Experience in Social Activities within Virtual Spaces: An Exploratory Study -- Promoting Healthy Hydration Among College Students: A Behaviour Design Approach Integrating the Fogg Behavior Model for Sustainable Development Goals -- Wearable Product Design for Pain Management and Behavioural Support in Bipolar Disorder -- User Interaction Behavior Analysis for Cognitive Load Detection in Online Learning Processes -- An Empirical Study of Video Duration on Users' Discontinuous Sage Intention: Based on the TAM Model.</p>
Sommario/riassunto	<p>This six-volume set LNCS 15794-15799 constitutes the refereed proceedings of the 14th International Conference on Design, User Experience, and Usability, DUXU 2025, held as part of the 27th International Conference on Human-Computer Interaction, HCII 2025, in Gothenburg, Sweden, during June 22-27, 2025. The total of 1430 papers and 355 posters included in the HCII 2025 proceedings was carefully reviewed and selected from 7972 submissions. The six volumes cover the following topics: Part I: Information design and</p>

visualization; emotional interaction and persuasive design; and interactive systems and user behavior. Part II: UX design and evaluation methodologies; inclusive design and accessible experiences; and product and industrial design. Part III: Design and the digital transmission of culture; design for arts and creativity; and designing for health and therapeutic experiences. Part IV: Consumer experience and service design; design and evaluation of technology-enhanced learning; and UX in automotive and transportation. Part V: Design education and professional practice; and human-centered design and interactive experiences. Part VI: AI and the future of UX design; and UX in AI and emerging technologies.
