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Nota di contenuto	A Tangible Augmented Reality Toy Kit: Interactive Solution for Early Childhood Education -- The farm game: A game designed to follow children's playing maturity -- SceneMaker: Creative Technology for Digital StoryTelling -- Structuring Design and Evaluation of an Interactive Installation Through Swarms of Light Rays with Human-Artifact Model -- Gamify HCI: Device's Human Resolution for Dragging on Touch Screens in a Game with Lab and Crowd Participants -- Maze and Mirror Game Design for Increasing Motivation in Studying Science in Elementary School Students -- Towards a wearable interface for

immersive telepresence in robotics -- Designing Digital Tools for Physiotherapy -- Enriching location-based games with navigational game activities -- Pairing craft-making with Mandarin eBooks: An investigation into the potential use of craft for language learning by preschoolers -- Toward a Decolonizing Approach to Game Studies: Philosophizing Computer Game with BCI -- CollaTrEx – Collaborative Context-Aware Mobile Training and Exploration -- Increasing the Perceived Camera Velocity in 3D Racing Games by Changing Camera Attributes -- Assessment of Stand-Alone Displays for Time Management in a Creativity-Driven Learning Environment -- Sandtime- A Tangible Interaction Featured Gaming Installation To Encourage Social Interaction Among Children -- The Imitation Game to Cultural Heritage: A Human-like Interaction Driven Approach for Supporting Art Recreation -- Enhancing the Multisensory Environment with Adaptive Game Audio Techniques -- Investigating the Effect of Scaffolding in Modern Game Design -- Multi-Kinect Skeleton Fusion for Enactive Games -- Analysing Emotional Sentiment in People’s YouTube Channel Comments -- Mobile Device Applications for Head Start Experience in Music -- The Effect of Interacting with Two Devices when Creating the Illusion of Internal State in Passive Tangible Widgets -- A Multimodal Interaction Framework for Blended Learning -- Widening the Experience of Artistic Sketchbooks -- Considerations and Methods for Usability Testing with Children -- An Adaptation Framework for Turning Real-Life Events into Games: The Design Process of the Refugee Game -- Emotion Index of Cover Song Music Video Clips based on Facial Expression Recognition -- The opportunities of applying the 360° Video Technology to the presentation of cultural events -- Learning Together Apart – the Impact on Participation when Using Dialogic Educational Technologies for Kids with Attention and Developmental Deficits -- Learning by Designing Interview Methods in Special Education -- Powerlessness or Omnipotence – the Impact of Structuring Technologies in Learning Processes for Children with Attention and Developmental Deficits -- Pyramid Algorithm Framework for Real-Time Image Effects in Game Engines -- Engaging with the intangible cultural heritage of the city -- Aesthetic Computing for Representation of the Computing Process and Expansion of Perceptual Dimensions: Cases for Art, Education, and Interfaces -- AcuTable: A Touch-enabled, Actuated Tangible User Interface. .

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## Sommario/riassunto

This book constitutes the proceedings of two conferences: The 5th International Conference on ArtsIT, Interactivity and Game Creation (ArtsIT 2016) and the First International Conference on Design, Learning and Innovation (DLI 2016). ArtsIT is reflecting trends in the expanding field of digital art, interactive art, and how game creation is considered an art form. The decision was made to augment the title of ArtsIT to be in future known as “The International Conference on Interactivity, Game Creation, Design, Learning, and Innovation”. The event was hosted in Esbjerg, Denmark in May 2016 and attracted 76 submissions from which 34 full papers were selected for publication in this book. The papers represent a forum for the dissemination of cutting-edge research results in the area of arts, design and technology.

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