1. Record Nr. UNINA9910349303203321

Titolo	Human-Computer Interaction – INTERACT 2019 : 17th IFIP TC 13 International Conference, Paphos, Cyprus, September 2–6, 2019, Proceedings, Part III / / edited by David Lamas, Fernando Loizides, Lennart Nacke, Helen Petrie, Marco Winckler, Panayiotis Zaphiris
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2019
ISBN	3-030-29387-4
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (XXXI, 782 p. 279 illus., 190 illus. in color.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 11748
Disciplina	004.019
Soggetti	User interfaces (Computer systems) Application software Optical data processing Special purpose computers Computer communication systems Artificial intelligence User Interfaces and Human Computer Interaction Information Systems Applications (incl. Internet) Image Processing and Computer Vision Special Purpose and Application-Based Systems Computer Communication Networks Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Interaction Design for Culture and Development II -- A contrastive study of pre- and post-legislation interaction design for communication and action about personal data protection in e-commerce websites -- A Study of Outbound Automated Call Preferences for DOTS Adherence in Rural India -- Investigating Mobile Banking in Mali: HCI Experience of 'Man in the Street -- Towards Safe Spaces Online: A Study of Indian Matrimonial Websites -- What about my Privacy, Habibi? Understanding Privacy Concerns and Perceptions of

Users from Different Socioeconomic Groups in the Arab World -- Interaction Design for Culture and Development III -- An HCI Perspective on Distributed Ledger Technologies for Peer-to-Peer Energy Trading -- Child-Generated Personas to Aid Design across Cultures -- How Do They Use Their Smartphones: A Study on Smartphone Usage by Indian Students -- ICT Acceptance for Information Seeking Amongst Pre- and Postnatal Women in Urban Slums -- Sugar ka Saathi – A Case Study Designing Digital Self-Management Tools for People Living with Diabetes in Pakistan -- Interaction in Public Spaces -- Design Challenges for Mobile and Wearable Systems to Support Learning on-the-move at Outdoor Cultural Heritage Sites -- Instant Rephotography -- Personal Digital Signage for Shared Spaces -- SeaMote - Interactive Remotely Operated Apparatus for Aquatic Expeditions -- TouchGlass: Raycasting from a Glass Surface to Point at Physical Objects in Public Exhibits -- Interaction Techniques for Writing and Drawing -- Additive Voronoi Cursor: Dynamic Effective Areas using Additively Weighted Voronoi Diagrams -- Investigating the Potential of EEG for Implicit Detection of Unknown Words for Foreign Language Learning -- Search Support for Exploratory Writing -- Visual Methods for the Design of Shape-Changing Interfaces -- Methods for User Studies -- An Approach to Identifying What Has Gone Wrong in a User Interaction -- Analyzing Online Videos: a Complement to Field Studies in Remote Locations -- Evidence Humans Provide When Explaining Data-Labeling Decisions -- How Do Users Perceive a Design-in-Use Approach to Implementation? A Healthcare Case -- Lifelogging in the Wild: Participant Experiences of Using Lifelogging as a Research Tool -- Mobile HCI -- A Comparative Study of Younger and Older Adults' Interaction with a Crowdsourcing Android TV App for Detecting Errors in TEDx Video Subtitles -- Effect of Ambient Light on Mobile Interaction -- Effects of Prompts on In-Situ Science Reflection on Smartwatches -- Investigating Screen Reachability on an Articulated Dual-Display Smartphone -- Short paper: initial recommendations for the design of privacy management tools for smartphones -- Tilt Space: A Systematic Exploration of Mobile Tilt for Design Purpose -- Personalization and Recommender Systems -- “I really don’t know what ‘thumbs up’ means”: Algorithmic Experience in Movie Recommender Algorithms -- Following wrong suggestions: self-blame in human and computer scenario -- Personality is Revealed During Weekends: Towards Data Minimisation for Smartphone Based Personality Classification -- Social Influence Scale for Technology Design and Transformation -- Using Expert Patterns in Assisted Interactive Machine Learning: A Study in Machine Teaching -- Welcome, computer! How do participants introduce a collaborative application during face-to-face interaction? -- Pointing, Touch, Gesture and Speech-based Interaction Techniques -- A Comparative Study of Pointing Techniques for Eyewear Using a Simulated Pedestrian Environment -- Are Split Tablet Keyboards Better? A Study of Soft Keyboard Layout and Hand Posture -- FittsFarm: Comparing Children’s Drag-and-Drop Performance Using Finger and Stylus Input on Tablets -- Is Bigger Better? A Fitts' Law Study on the Impact of Display Size on Touch Performance -- WeldVUI: Establishing Speech-Based Interfaces in Industrial Applications -- Social Networks and Social Media Interaction -- Frameworks for Studying Social Media Interaction: A Discussion on Phenomenology and Poststructuralism -- FriendGroupVR: Design concepts using virtual reality to organize social network friends -- Investigating the Use of an Online Peer-to-Peer Car Sharing Service -- You talkin' to me? A practical attention-aware embodied agent.

Sommario/riassunto

The four-volume set LNCS 11746–11749 constitutes the proceedings of the 17th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2019, held in Paphos, Cyprus, in September 2019. The total of 111 full papers presented together with 55 short papers and 48 other papers in these books was carefully reviewed and selected from 385 submissions. The contributions are organized in topical sections named: Part I: accessibility design principles; assistive technology for cognition and neurodevelopment disorders; assistive technology for mobility and rehabilitation; assistive technology for visually impaired; co-design and design methods; crowdsourcing and collaborative work; cyber security and e-voting systems; design methods; design principles for safety/critical systems. Part II: e-commerce; education and HCI curriculum I; education and HCI curriculum II; eye-gaze interaction; games and gamification; human-robot interaction and 3D interaction; information visualization; information visualization and augmented reality; interaction design for culture and development I. Part III: interaction design for culture and development II; interaction design for culture and development III; interaction in public spaces; interaction techniques for writing and drawing; methods for user studies; mobile HCI; personalization and recommender systems; pointing, touch, gesture and speech-based interaction techniques; social networks and social media interaction. Part IV: user modelling and user studies; user experience; users' emotions, feelings and perception; virtual and augmented reality I; virtual and augmented reality II; wearable and tangible interaction; courses; demonstrations and installations; industry case studies; interactive posters; panels; workshops.