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Nota di contenuto	IoT and Big Data -- MOVEMENT AWARENESS: an analysis of the GESTURES installation game -- AquaBot: An Interactive System for Digital Water Play -- Security in Smart Toys: a Systematic Review of Literature -- Presentation of Information Uncertainty from IoBT for Military Decision Making -- A Mirror That Reflects, Augments and Learns -- Towards an Understanding of College Students' Perceptions of Smart Home Devices -- Managing Changes Initiated by Industrial Big Data Technologies: A Technochange Management Model -- Designing

a cyber physical system prototype for the leaching process in producing high-purity materials -- Smart cities and built environments -- On the Relationship between Accuracy of Bus Position Estimated by Crowdsourcing and Participation Density -- reTessellate: Modular Dynamic Surfaces Reactive to Socio-Environmental Conditions -- A User-Centric Design Framework for Smart Built Environments: A Mixed Reality Perspective -- Optimization of a WiFi Wireless Network that Maximizes the Level of Satisfaction of Users and Allows the Use of New Technological Trends in Higher Education Institutions -- From smart city to smart society: China's journey towards essential urban-rural transformation -- The Potential of Virtual Real World for Usability Test of Location-Aware Apps -- Capturing People Mobility with Mobile Sensing Technology for Disaster Evacuation -- Multi-modal Sensor based Localization and control method for Human-following Outdoor Security Mobile Robot -- Designing Mobile and IoT Solutions for Sustainable Smart Cities: studies with electronic waste disposal -- Spatial Perception and Humanistic Innovation in Smart Cities: A Systematic Review -- Perception and emotion in DAPI -- Emotion-Aware Ambient Intelligence: Changing Smart Environment Interaction Paradigms through Affective Computing -- Engaging with sense of smell through textile interactions -- Emotion detection affected soothing device -- Sensing creatures: tools for augmenting our sensory awareness of space -- Affective Sleeve: Wearable Materials with Haptic Action for Promoting Calmness -- DAPI for health and learning -- A Framework of Longitudinal Study to Understand Determinants of Actual Use of the Portable Health Clinic System -- Feasibility of Digital Health Services for Educating the Community People Regarding Lifestyle Modification Combating Noncommunicable Diseases -- Vocabulary Learning Support System based on Automatic Image Captioning Technology -- Development of Mobile Based In-Home Patient Monitoring System for the Management of Chronic Disease of Indigenous Communities in a Developing Country -- Supporting Human Relationship-Building in a Daily Life Community -- Comparison of User Listening Attitude for Birdsongs Recorded in Fukushima Restricted Area to Prepare Training Data for AI -- Take a photo for my story: social connectedness for the elderly -- The Information infrastructure for analyzing and visualizing learning logs in ubiquitous learning environments -- Advanced Tools for Digital Learning Management Systems in University Education -- Elicitation of Appropriate Scratching Zones based on Lecture Slide Layouts -- Seamless Collaborative Learning Method to learn Business Japanese with eBook and chat system -- Supporting Weight Loss through Digitally-augmented Social Expression -- Learning Behavioral Pattern Analysis based on Digital Textbook Reading Logs.

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### Sommario/riassunto

This book constitutes the refereed proceedings of the 7th International Conference on Distributed, Ambient and Pervasive Interactions, DAPI 2019, held as part of the 21st International Conference on Human-Computer Interaction, HCII 2019, in Orlando, Florida, USA, in July 2019. A total of 1274 papers and 209 posters have been accepted for publication in the HCII 2019 proceedings from a total of 5029 submissions. The 36 papers included in this volume were organized in topical sections on IoT and big data; smart cities and built environments; perception and emotion in DAPI; and DAPI for health and learning.

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