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Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Computer engineering Computer networks Computer vision Education - Data processing Social sciences - Data processing User Interfaces and Human Computer Interaction Computer and Information Systems Applications Computer Engineering and Networks Computer Vision Computers and Education Computer Application in Social and Behavioral Sciences
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
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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