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   Nota di contenuto   TranSeVis: A Visual Analytics System for Transportation Data Sensing and Exploration -- ChOWDER: An Adaptive Tiled Display Wall Driver for Dynamic Remote Collaboration -- Usability of Information Seeking Tools in 3D Mobile Interaction with Public Displays -- Coordinating User Selections in Collaborative Smart-phone Large-display Multi-device Environments -- Intelligent Cloud Storage Management for Layered Tiers -- Some Discoveries from a Concurrency Benchmark Study of Major Cloud Storage Systems -- A Cloud Architecture for Service Robots -- Improving FBS Representation Model Based on Living Systems Theory for Cooperative Design -- CoVim+CoEmacs: A Heterogeneous Co-Editing System as A Potential Solution to Editor War

-- Managing Multi-Synchronous Sessions for Collaborative Editing -- Lean-led, Evidence-Based and Integrated Design: Toward a Collaborative Briefing Process -- Integrating Construction Specifications and Building Information Modeling -- The Process of Collective Architectural Conception: Characterizing Cognitive Operations of Conception Specific to an Agency -- PSO-based Cooperative Strategy Simulation for Climate Game Problem -- Use of an Agent-based Model and Game Theory to Simulate the Behavior of Former Members of the FARC Group in the Reinsertion Process and Peace Agreement in Colombia -- Joint Digital Simulation Platforms for Safety and Preparedness -- IIS-MSP: An Intelligent Interactive System of Patrol Robot with Multi-Source Perception -- Expected Time for Comfort Achievement in Human-Robot Emotion Communications -- Wi-Fi based Teleoperation System of a Robot with Four Degrees of Freedom Using a computer and a smartphone -- Urban Transdisciplinary Co-study in a Cooperative Multicultural Working Project -- Cooperative Design in a Visual Interactive Environment -- Automatic Generation of Architecture in Context -- Designing Cooperative User Experience for Smart Locks -- 3D CyberCOP: A Collaborative Platform for Cybersecurity Data Analysis and Training -- Conflict Coordination and Its Implementation Probability of Product Low-carbon Design -- Collaborative Tool for the Construction Site to Enhance Lean Project Delivery -- Integrated Simulation Modeling Method for Complex Products Collaborative Design Using Engineering APP -- Smart and Cooperative Visualization Framework for a Window Company Production -- Reduction Methods for Design Rationale Knowledge Model -- SysML Extension Method Supporting Design Rationale Knowledge Model -- A Network Embedding Based Approach for Telecommunications Fraud Detection -- Internet of Things for Epilepsy Detection in Patients -- Design Rationale Knowledge Management: A Survey -- Providing Sustainable Workforce for Care Services Through Citizen Collaboration -- Application of Apriori Algorithm in Meteorological Disaster Information Mining -- Fish Swarm Based Man-machine Cooperative Photographing Location Positioning Algorithm -- Designing An Anxiety Self-regulation and Education Mobile Application for High School Students -- Cooperative Decision Making for Resource Allocation -- Iron and Steel Enterprises Big Data Visualization Analysis Based on Spark -- Visualization of Farm Land Use by Classifying Satellite Images -- Toward a View Coordination Methodology for Collaborative Shared Large-display Environments -- Spark-based Distributed Quantum-Behaved Particle Swarm Optimization Algorithm -- Improving Word Representation Quality Trained by word2vec via A More Efficient Hierarchical Clustering Method -- Towards Collaborative Immersive Environments for Parametric Modelling -- Reviewing the Interaction Aspects of a Line of Electronic Brainstorming Social Interfaces -- Building Shared Design Rationale Knowledge Model for Collaborative Design -- Achieving Cooperative Design Based on BIM Cloud Platform -- Ecological Scheduling for Small Hydropower Groups Based on Grey Wolf Algorithm with Simulated Annealing -- Design Rationale Knowledge-integrated MBD Model to Support Collaboration Between Design and Manufacturing.

| Sommario/riassunto | This book constitutes the refereed proceedings of the 15th International Conference on Cooperative Design, Visualization, and Engineering, CDVE 2018, held in Hangzhou, China, in October 2018. The 34 full papers presented in this book together with 15 short papers were carefully reviewed and selected from 75 submissions. The papers cover a broad range of topics in the field of cooperative visualization; |

cooperative design; cooperative engineering; basic theories, methods and technologies that support CDVE; and cooperative applications.