

1. Record Nr.	UNINA9910364952803321
Titolo	Human-Computer Interaction : 5th Iberoamerican Workshop, HCI-Collab 2019, Puebla, Mexico, June 19–21, 2019, Revised Selected Papers // edited by Pablo H. Ruiz, Vanessa Agredo-Delgado
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2019
ISBN	3-030-37386-X
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (451 pages)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 1114
Disciplina	004.019 004.19 (edition:23)
Soggetti	User interfaces (Computer systems) Human-computer interaction Software engineering Artificial intelligence Computer networks Education - Data processing Computer vision User Interfaces and Human Computer Interaction Software Engineering Artificial Intelligence Computer Communication Networks Computers and Education Computer Vision
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	A Groupware Usability-oriented Evaluation Methodology based on a Fuzzy Linguistic Approach -- A reformation proposal of the Process phase in the computer-supported collaborative learning -- A serious game proposal to reinforce reading comprehension in scholars -- A Study for the Identification of a Full-Body Gesture Language for Enabling Natural User Interaction -- A visual analytics framework case

study: Understanding Colombia's National Administrative Department of Statistics datasets -- Alcohol Detection in a Car's Cab using MQ3 and First Approaches to Sensing: Laboratory Tests -- An Architecture of Reactive Interfaces Proposal -- An Augmented Reality-Based Application Relying on the use of Tangible User Interfaces for English Teaching to Children between 10 and 12 years -- Artificial Neural Networks for the Study of Cosmic Rays -- Automation of usability inspections for websites -- Children Detection on Passenger Seat Using UCD and IDP: An Initial Prototype -- Collaborative Content ProductionModel to Reduce Digital Divide -- Design of Home Energy Management System using IoT Data Flow -- Digital Competence in initial teacher training: construction and pilot test of an evaluation tool/instrument -- Exploratory factor analysis of a digital competency questionnaire for research -- Formal Protocol for the Creation of a Database of physiological and behavioral signals for the Automatic Recognition of Emotions -- Fostering Teenagers' Motivation Towards Peace Culture Workshops Using Gamification -- Guidelines to Evaluate the Usability and User Experience of Learning Support Platforms: A Systematic Review -- Identification of Patterns in Children with ADHD Based on Brain Waves -- Organizing Knowledge on Nonverbal Communication Mediated through Haptic Technology -- Parallel Simulation of Digital Logic Circuits using Message Passing via CSP as an educational tool -- Prevention of Diabetes Mellitus Through the Use of Mobile Technology (mHealth): Case Study -- Self-Reported Methods for User Satisfaction Evaluation: A bibliometric analysis -- Software system for the support of mouse tracking tests -- Storytelling with holograms for the development of reading competence -- Structure of a guide for usability evaluation in virtual learning environments -- The Human and the Context components in the Design of Automatic Sign Language Recognition Systems -- The RASE model applied to the development of communicative competence online -- Towards a technological strategy for using sources of reliable information on the Internet -- Towards Reinforcing Generic Competences in Higher Education Students Using Gamification -- Usability in ICTs for Industry 4.0.

Sommario/riassunto

This book constitutes the proceedings of the 5th Iberoamerican Workshop on Human-Computer Interaction, HCI-Collab 2019, held in Puebla, Mexico, in June 2019. The 31 full papers presented in this volume were carefully reviewed and selected from 55 submissions. The papers describe models, design patterns, implementations, evaluations of existing applications, and systemic reviews; all of which are very important aspects within HCI.
