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Collana	Advances in Intelligent Systems and Computing, , 2194-5357 ; ; 973
Disciplina	610.28 620.82
Soggetti	Biomedical engineering User interfaces (Computer systems) Psychology, Applied Computer engineering Internet of things Embedded computer systems Biomedical Engineering and Bioengineering User Interfaces and Human Computer Interaction Applied Psychology Cyber-physical systems, IoT
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Sommario/riassunto	This book focuses on the human aspects of wearable technologies and game design, which are often neglected. It shows how user-centered practices can optimize the wearable experience, thus improving user acceptance, satisfaction and engagement with novel wearable gadgets. It addresses both research and best practices in the applications of human factors and ergonomics to sensors, wearable technologies and game design innovations, as well as new findings on the integration of

wearability principles with regard to: aesthetics, affordance, comfort, contextual awareness, customization, ease of use, ergonomics, information overload, intuitiveness, obtrusiveness, privacy, reliability, responsiveness, satisfaction, subtlety, user-friendliness and wearability. Gathering the outcomes of both the AHFE 2019 Conference on Human Factors and Wearable Technologies and the AHFE 2019 Conference on Human Factors in Game Design and Virtual Environments, held on July 24–28, 2019 in Washington, DC, USA, the book addresses the needs of professionals, researchers, and students whose work involves the human aspects of wearable, smart and/or interactive technologies and game design research.
