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Collana	Advances in Intelligent Systems and Computing, , 2194-5365 ; ; 1018
Disciplina	004.019
Soggetti	Biomedical engineering User interfaces (Computer systems) Human-computer interaction Sports medicine Cooperating objects (Computer systems) Biomedical Engineering and Bioengineering User Interfaces and Human Computer Interaction Sports Medicine Cyber-Physical Systems
Lingua di pubblicazione	Inglese
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Note generali	Includes index.
Sommario/riassunto	This book reports on research and developments in human-technology interaction. A special emphasis is given to human-computer interaction, and its implementation for a wide range of purposes such as healthcare, aerospace, telecommunication, and education, among others. The human aspects are analyzed in detail. Timely studies on human-centered design, wearable technologies, social and affective computing, augmented, virtual and mixed reality simulation, human rehabilitation and biomechanics represent the core of the book. Emerging technology applications in business, security, and infrastructure are also critically examined, thus offering a timely,

scientifically-grounded, but also professionally-oriented snapshot of the current state of the field. The book is based on contributions presented at the 1st International Conference on Human Interaction and Emerging Technologies, IHET 2019, held on August 22-24, in Nice, France. It offers a timely survey and a practice-oriented reference guide to systems engineers, psychologists, sport scientists, physical therapists, as well as decision-makers, designing or dealing with the new generation of service systems. User Experience of a Social Media Based Knowledge Sharing System in Industry Work, Chapter of this book is available open access under a CC BY 4.0 license at link. [springer.com](https://www.springer.com).

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