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Titolo	Advances in Usability, User Experience, Wearable and Assistive Technology : Proceedings of the AHFE 2020 Virtual Conferences on Usability and User Experience, Human Factors and Assistive Technology, Human Factors and Wearable Technologies, and Virtual Environments and Game Design, July 16-20, 2020, USA // edited by Tareq Ahram, Christianne Falcão
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Descrizione fisica	1 online resource (XXII, 933 p. 328 illus., 244 illus. in color.)
Collana	Advances in Intelligent Systems and Computing, , 2194-5357 ; ; 1217
Disciplina	620.82
Soggetti	Biomedical engineering User interfaces (Computer systems) Optical data processing Education Computer games—Programming Biomedical Engineering and Bioengineering User Interfaces and Human Computer Interaction Computer Imaging, Vision, Pattern Recognition and Graphics Education, general Game Development
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
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Nota di bibliografia	Includes bibliographical references and index.
Sommario/riassunto	This book addresses emerging issues in usability, interface design, human–computer interaction, user experience and assistive technology. It highlights research aimed at understanding human interactions with products, services and systems and focuses on finding effective approaches for improving the user experience. It also discusses key issues in designing and providing assistive devices and services for individuals with disabilities or impairment, offering them support with

mobility, communication, positioning, environmental control and daily living. The book covers modeling as well as innovative design concepts, with a special emphasis on user-centered design, and design for specific populations, particularly the elderly. Further topics include virtual reality, digital environments, gaming, heuristic evaluation and forms of device interface feedback (e.g. visual and haptic). Based on the AHFE 2020 Virtual Conference on Usability and User Experience, the AHFE 2020 Virtual Conference on Human Factors and Assistive Technology, the AHFE Virtual Conference on Human Factors and Wearable Technologies, and the AHFE 2020 Virtual Conference on Virtual Environments and Game Design, held on July 16–20, 2020, it provides academics and professionals with an extensive source of information and a timely guide to tools, applications and future challenges in these fields.
