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| Collana                 | Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 12211   |
| Disciplina              | 794.8<br>004.019   |
| Soggetti                | Application software<br>User interfaces (Computer systems)<br>Human-computer interaction<br>Computer vision<br>Artificial intelligence<br>Social sciences - Data processing<br>Education - Data processing<br>Computer and Information Systems Applications<br>User Interfaces and Human Computer Interaction<br>Computer Vision<br>Artificial Intelligence<br>Computer Application in Social and Behavioral Sciences<br>Computers and Education |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Nota di contenuto       | Designing Games and Gamified Interactions -- Generalised Player Modelling: why Artificial Intelligence in Games should Incorporate Meaning, with a Formalism for So Doing -- Hermeneutic Relations in VR: Immersion, Embodiment, Presence and HCI in VR Gaming -- A Tool to Support Players Affective States Assessment Based on Facial  |

Expressions Analysis -- Can we Predict the Best Gamification Elements for a User based on their Personal Attributes? -- Pixel Perfect: Fashion Styling in Virtual Character Design Process -- A System to Reduce Discomfort of Taunted Player in Multiplayer Online Games -- InCuDe: Heuristics for Enhancing Spectator Experience in Streamed Games -- Building Human-Autonomy Teaming Aids for Real-Time Strategy Games -- Multidisciplinary Iterative Design of Exergames (MIDE): A Framework for Supporting the Design, Development, and Evaluation of Exergames for Health -- Applying Social Gamification in a Gamified Point System -- The Impact of Fulfilling a Desire for Idealism on Task Engagement and Enjoyment in Digital Games -- Guidance is Good or Avoid Too Much Hand-Holding? Proposing a Controlled Experiment on the Impact of Clear Proximal Goals on Digital Game Enjoyment -- Gender Differences When School Children Develop Digital Game-based Designs: A Case Study -- Virtual Tourism in a Game Environment: Untangling Judged Affordances and Sense of Place -- Wizard of Oz and the Design of a Multi-player Mixed Reality Game -- Gender and Genre Differences in Multiplayer Gaming Motivations -- User Engagement and Game Impact -- Customer Inspiration via Advertising Value of Pop-Up Ads in Online Games -- A Warning: Potential Damages Induced by Playing XR Games -- Impact of Competitive Versus Cooperative Exergame Play on Releasing Anxiety among Male University Students -- The Role of Parenting Styles and Parents' Involvement in Young Children's Videogames Use -- The Relation between Video Game Experience and Children's Attentional Networks -- Can Video Game Training Improve the Two-Dimensional Mental Rotation Ability of Young Children? A Randomized Controlled Trial -- Relationship between Young Children's Problematic Behaviors, Videogaming Status, and Parenting Styles -- Non-intrusive Measurement of Player Engagement and Emotions - Real-Time Deep Neural Network Analysis of Facial Expressions during Game Play -- Brain-Controlled Drone Racing Game: A Qualitative Analysis -- An Analysis of Engagement Levels While Playing Brain-Controlled Games -- Serious Games -- A Cooperative Storytelling Card Game for Conflict Resolution and Empathy -- A Self-Adaptive Serious Game for Eye-Hand Coordination Training -- Serious Games Design for and with Adolescents: Empirically based Implications for Purposeful Games -- Games for Cybersecurity Decision-making -- Mobile Augmented Reality App for Children with Autism Spectrum Disorder (ASD) to Learn Vocabulary (MARVoc): from the Requirement Gathering to its Initial Evaluation -- WeRehab: Assisting Cannabis Rehabilitation Via MobileApplication -- Learning Programming in Virtual Reality Environments -- Learn to Cook for Yourself: Employing Gamification in a Recipe App Design to Promote a Healthy Living Experience to Young Generation -- Adaptive Puzzle Generation for Computational Thinking -- A Systematic Review of Game Learning Research in China -- Conceptual Change in Preschool Science Education: Evaluating A Serious Game Designed with Image Schemas for Teaching Sound Concept -- Mixed Method Approach to Evaluate Web 2.0 Applications in Business Games.

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## Sommario/riassunto

This book constitutes the refereed proceedings of the Second International Conference on HCI in Games, HCI-Games 2020, held in July 2020 as part of HCI International 2020 in Copenhagen, Denmark.\* HCI 2020 received a total of 6326 submissions, of which 1439 papers and 238 posters were accepted for publication after a careful reviewing process. The 38 papers presented in this volume are organized in topical sections named: designing games and gamified interactions; user engagement and game impact; and serious games. \*The conference was held virtually due to the COVID-19 pandemic.

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