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Soggetti	Application software User interfaces (Computer systems) Human-computer interaction Computer vision Artificial intelligence Social sciences - Data processing Education - Data processing Computer and Information Systems Applications User Interfaces and Human Computer Interaction Computer Vision Artificial Intelligence Computer Application in Social and Behavioral Sciences Computers and Education
Lingua di pubblicazione	Inglese
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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.\* HCII 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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