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	Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 1226
	Disciplina	004.019
	Soggetti	User interfaces (Computer systems)
		Human-computer interaction
		Application software
		Computer engineering
		Computer networks
		Artificial intelligence
		User Interfaces and Human Computer Interaction
		Computer and Information Systems Applications
		Computer Engineering and Networks
		Artificial Intelligence
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Design and Evaluation Methods and Tools -- User Characteristics, Requirements and Preferences -- Multimodal and Natural Interaction -- Recognizing Human Psychological States -- User Experience Studies -- Human Perception and Cognition -- AI in HCI -- Virtual, Augmented and Mixed Reality -- Virtual Humans and Motion Modelling and Tracking -- Learning Technology -- Universal Access, Accessibility and Design for the Elderly -- Smartphones, Social Media and Human Behaviour -- Interacting with Cultural Heritage -- Human-Vehicle Interaction -- Transport, Safety and Crisis Management -- Security, Privacy and Trust -- Product and Service Design.
	Sommario/riassunto	The three-volume set CCIS 1224, CCIS 1225, and CCIS 1226 contains

the extended abstracts of the posters presented during the 21st International Conference on Human-Computer Interaction, HCII 2020, which took place in Copenhagen, Denmark, in July 2020.* HCII 2020 received a total of 6326 submissions, of which 1439 papers and 238 posters were accepted for publication in the pre-conference proceedings after a careful reviewing process. The 238 papers presented in these three volumes are organized in topical sections as follows: Part I: design and evaluation methods and tools; user characteristics, requirements and preferences; multimodal and natural interaction; recognizing human psychological states; user experience studies; human perception and cognition. -AI in HCI. Part II: virtual, augmented and mixed reality; virtual humans and motion modelling and tracking; learning technology. Part III: universal access, accessibility and design for the elderly; smartphones, social media and human behavior; interacting with cultural heritage; human-vehicle interaction; transport, safety and crisis management; security, privacy and trust; product and service design. *The conference was held virtually due to the COVID-19 pandemic.