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Experience Design Based on the Motivation of Chinese Millennials to Travel Alone -- Research upon the Relativity between Digital Media and Tourism -- Usability Evaluation Towards a Cultural Perspective: A Systematic Literature Review -- Service Design and Upgrade of Domestic-Ceramic Consumption Idea -- Service Design for Customized Domestic-Ceramic -- A Study on the Space Usability Driven Design of the Ancestral Temple of Xihu Village from the Perspective of Spatial Syntax -- Interactive experience art in exhibition -- User experience requirements and interface design for the TouristHub trip planning platform -- Application of Interactive Design in Shanghai Public Art Practice -- Service Design in the Preservation of Intangible Cultural Heritage: A Case Study in the Legend of the Kitchen God.

| Sommario/riassunto | This book constitutes the refereed proceedings of the 9th International Conference on Design, User Experience, and Usability, DUXU 2020, held as part of the 22nd International Conference on Human-Computer Interaction, HCII 2020, in Copenhagen, Denmark, in July 2020. The conference was held virtually due to the COVID-19 pandemic. From a total of 6326 submissions, a total of 1439 papers and 238 posters has been accepted for publication in the HCII 2020 proceedings. The 51 papers included in this volume were organized in topical sections on interactions in public, urban and rural contexts; UX design for health and well-being; DUXU for creativity, learning and collaboration; DUXU for culture and tourism. |