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Soggetti	User interfaces (Computer systems) Human-computer interaction Computer engineering Computer networks Application software Image processing - Digital techniques Computer vision User Interfaces and Human Computer Interaction Computer Engineering and Networks Computer and Information Systems Applications Computer Imaging, Vision, Pattern Recognition and Graphics
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Nota di contenuto	HCI and Ethics in Cultural Contexts -- Mood Boards as a Tool for Studying Emotions as Building Blocks of the Collective Unconscious -- Research on Consumers' Decision-making Factors of Cultural and Creative Products of the Palace Museum under the Background of New Media -- Computer Science Intersects Humanities: Visualization Projects for Liberal Arts Undergraduate Students through an Interdisciplinary Approach Using Software Development Skills and Japanese Cultural Knowledge -- Research on the Design and Method of

Innovation System of Cultural and Creative Industries Based on Social Development -- How AI Systems Challenge the Conditions of Moral Agency? -- Deep Fake and Cultural Truth - Custodians of Cultural Heritage in the Age of a Digital Reproduction -- Experiencing the Conditions of Trust: A Practice-Based Exploration of Trust Formation through an Artificial Society Environment -- Cognitive Mimetics for AI Ethics: Tacit Knowledge, Action Ontologies and Problem Restructuring -- Good Life Ecosystems – Ethics and Responsibility in the Silver Market -- Hume's Guillotine Resolved -- Influences on Livestreaming Usage in China: Contents, Motivations, and Engagements -- Interactive and Immersive Cultural Heritage -- Archiving the Memory of the Holocaust -- Open City Museum: Unveiling the Cultural Heritage of Athens through an -Augmented Reality Based- Time Leap -- Research on Cultural Tourism Experience Design Based on Augmented Reality -- User Experience of Interaction Design in Local Cultural Heritage Museum based on Digital Information Services and Navigation Support -- Mixed Reality and Volumetric Video in Cultural Heritage: Expert Opinions on Augmented and Virtual Reality -- The Effects of Interactive Digital Exhibits (IDEs) on Children's Experience in Science Museums -- Redefining Visual Storytelling for Adaptation of Classic Literature in Immersive Environments: Hölderlin's Echo VR -- Increasing the Museum Visitor's Engagement through Compelling Storytelling based on Interactive Explorations -- Semantics-driven Conversational Interfaces for Museum Chatbots -- 3D Virtual Reconstruction and Sound Simulation of an Ancient Roman Brass Musical Instrument -- 'Talking' Triples to Museum Chatbots -- Acoustic Experiences for Cultural Heritage Sites: A Pilot Experiment on Spontaneous Visitors' Interest -- A Robot in the Library -- Preservation of Local Cultures -- Preservation and Promotion of Opera Cultural Heritage: The Experience of La Scala Theatre -- How to Utilize the HuValue Tool for Daily Life Product Design -- A Study on Symbolic Aesthetics of China's Splashed Ink Freehand Landscape Painting -- Study on the Development of Ruichang Bamboo Weaving Patterns based on Computer Graphics and Machine Learning -- Prakempa: The Colour Music of the Balinese Calendar -- Virtual Cinematic Heritage for the Lost Singaporean Film Pontianak (1957) -- Interactive Rakuchu Rakugai-zu (Views in and around Kyoto) -- Research on the Regenerated Design of Blue Calico based on Computer Image Processing -- Wechat Redesign for Foreigners Living in China from Culturally Adaptive Design Perspective -- A Methodological Reflection: Deconstructing Cultural Elements for Enhancing Cross-cultural Appreciation of Chinese Intangible Cultural Heritage. .

Sommario/riassunto

This book constitutes the refereed proceedings of the First International Conference on Culture and Computing, C&C 2020, held as part of the 22nd International Conference on Human-Computer Interaction, HCII 2020, in July 2020. The conference was planned to be held in Copenhagen, Denmark, but had to change to a virtual conference mode 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 34 papers presented in this volume were organized in topical sections as follows: HCI and ethics in cultural contexts; interactive and immersive cultural heritage; and preservation of local cultures.
