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Titolo	Gender and sexuality in the workplace [[electronic resource] /] / edited by Christine Williams, Kirsten Dellinger
Pubbl/distr/stampa	United Kingdom, : Emerald, 2010
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Descrizione fisica	1 online resource (299 p.)
Collana	Research in the sociology of work ; ; 20
Altri autori (Persone)	WilliamsChristine L. <1959-> DellingerKirsten
Disciplina	306.3615
Soggetti	Sex role in the work environment Gender identity in the workplace Electronic books.
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Front cover; Research in the sociology of work; Copyright page; Contents; List of contributors; Chapter 1. Introduction; Chapter 2. Caring, curing, and the community: Black masculinity in a feminized profession; Chapter 3. Job satisfaction: Impact of gender, race, worker qualifications, and work context; Chapter 4. "Not one of the guys": women chefs redefining gender in the culinary industry; Chapter 5. Women in power and gender wage inequality: the case of small businesses; Chapter 6. Navigating the boundaries: Army women in training Chapter 7. Gendered appearance norms: An analysis of employment discrimination lawsuits, 1970-2008 Chapter 8. Gender variance in the Fortune 500: The inclusion of gender identity and expression in nondiscrimination corporate policy; Chapter 9. Talk, touch, and intolerance: Sexual harassment in an overtly sexualized work culture; Chapter 10. Sexual harassment and gendered organizational culture in Japanese firms; Chapter 11. Fierce bitches on Tranny Lane: gender, sexuality, culture, and the closet in theme park parades Chapter 12. Making India the "mother destination": Outsourcing labor

## Sommario/riassunto

This volume features sociological research and theory on gender and sexuality in the workplace, and identifies how organizations can achieve a gender-balanced and sexually-diverse work force.

## 2. Record Nr.

## Titolo

UNISA996546850603316

Human-computer interaction – INTERACT 2023 : 19th IFIP TC13 International Conference, York, UK, August 28 – September 1, 2023, Proceedings . Part IV // edited by José Abdelnour Nocera, Marta Kristín Lárusdóttir, Helen Petrie, Antonio Piccinno, Marco Winckler

## Pubbl/distr/stampa

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## ISBN

3-031-42293-7

## Edizione

[1st ed. 2023.]

## Descrizione fisica

1 online resource (liv, 697 pages) : illustrations (some color)

## Collana

Lecture Notes in Computer Science, , 1611-3349

## Altri autori (Persone)

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## Disciplina

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## Soggetti

Human-computer interaction

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Monografia

## Nota di contenuto

User Studies -- Comparing Perceived Restorativeness and Stress Reduction in Virtual Reality Environments using Abstract Fractal Geometries versus Realistic Natural Landscapes -- "I miss going to that place": The impact of watching nature videos on the well-being of informal caregivers -- Our Nudges, Our Selves: Tailoring Mobile User Engagement Using Personality -- Turn & Slide: Designing a Puzzle Game to Elicit the Visualizer-Verbalizer Cognitive Style -- User Studies, Eye-Tracking, and Physiological Data -- Electroencephalographic (EEG) correlates of Visually Induced Motion Sickness (VIMS) in the Virtual Reality (VR) based simulations -- Exploring Eye Expressions for

Enhancing EOG-Based Interaction -- How Many Participants Do You Need for an Open Card Sort? A Case Study of E-commerce Websites -- Quantifying Device Usefulness - How Useful is an Obsolete Device? -- Usability Evaluation of a Brazilian Dam Safety Data Exploration Platform: a Consolidation of Results from User Tests and Heuristic Evaluation -- Virtual Reality -- Asymmetric communication in virtual reality: designing for presence, effectiveness, and enjoyment -- Digital Modeling for Everyone: Exploring How Novices Approach Voice-Based 3D Modeling -- Exploring the Potential of Metaverse Apps for Real-World Applications: A Case Study with CALEND\_AR -- PeriFocus - Training Peripheral Color- and Shape Detection in Virtual Reality -- Supporting Resilience Through Virtual Reality: Design and Preliminary Evaluation of a VR Experience Based on Viktor Frankl's Logotherapy -- Virtual Reality and Training -- A Case Study Using Virtual Reality to Prime Knowledge for Procedural Medical Training -- Mind the Heart: Designing a Stress Dashboard Based on Physiological Data for Training Highly Stressful Situations in Virtual Reality -- VR for HR – a Case Study of Human Resource Development Professionals using Virtual Reality for Social Skills Training in the Workplace -- Courses -- Disability, Design and Innovation for a Fairer World -- Hacking the Brain: the risks and challenges of Cognitive Augmentation -- How to Assess Human Reliance on Artificial Intelligence in Hybrid Decision-Making -- Introduction to Information Visualisation -- The UCD Sprint: Bringing Users Along to Sprint -- Industrial Experiences -- How to Bring Diversity into Industry: Industrial Experiences in Public Transport Repair & Maintenance -- Whose responsibility is accessibility in games anyway? Everyone -- Interactive Demonstrations -- A Toolkit for Human-Centred Engineering: an Experience with Pre-teens -- Color Blind: A Figma Plugin to Simulate Colour Blindness -- Comfort Management Through a Universal Wheelchair Dashboard -- Dataslip: How Far Does Your Personal Data Go? -- Ingá Telikit: A Virtual Reality Game for Learning Penan's Hunting Techniques -- StoryCarnival: Inspiring Play with Stories and an Enhanced Puppet -- Together Porting: Multi-user Locomotion in Social Virtual Reality -- Towards "Image Reflow" on the Web: Avoiding Excessive Panning of Magnified Images by Multiplexing Automatically Cropped Regions of Interest -- Two Domain-Specific Languages for Controlling a Humanoid Robot in a Therapeutic Context -- Using polymorphic glyphs to support the visual exploration of hierarchical spatio-temporal data -- Keynotes -- A Framework for Born-Accessible Development of Software and Digital Content -- Why we do what we do – HCI and societal impact -- Panels -- A Multi-Perspective Panel on User-centred Transparency, Explainability, and Controllability in Automations -- Ethical Value Exchange in HCI -- Posters -- A Comparative Analysis of Multi-Object Animation with Motion Paths in Virtual Reality -- A Human-Robot Conversation Interface for Children with ASD -- A Literature Review on Positive and Negative Effects of Interruptions and Implications for Design -- A new interactive paradigm for speech therapy -- A simple evaluation framework for enhanced usability and accessibility of Cultural Heritage Information Systems -- A Study on Prototyping in a Design Course -- A Theoretical Framework For The Development of "Needy" Socially Assistive Robots -- AllyChat: Developing a VR Conversational AI Agent Using Few-Shot Learning to Support Individuals with Intellectual Disabilities -- An Approach to Evaluate User Interfaces in a Scholarly Knowledge Communication Domain -- Are Italian and French Public University Websites Sustainable? -- Are You Okay? Development of Electronic Check-in Systems for Isolated Older Adults -- Availability for Work, Family, and Leisure: An Empirical

Study -- Better Real-Life Space Utilization in VR Through a Multimodal Guardian Alternative -- Building Teamwork: Mixed Reality Game for Developing Trust and Communication -- Coding with colors: Children's errors committed while programming Robotito for the first time -- Design and development of an immersive Virtual Reality application to reduce anxiety in young adults -- Designing AR Applications for People Living with Dementia -- Designing Interaction to Support Sustained Attention -- Digital Educational Games with Storytelling for Students to Learn Algebra -- Distinguishing user paths for personas and stakeholders through motives and decision making -- Embodied PointCloud: Combining Embodied Avatars with Point Clouds to Represent Users in VR Remote Meetings -- Enhancing Learnability with Micro Teachings -- Exploring Responsible AI Practices in Dutch Media Organizations -- Exploring Users' Ability to Choose a Proper Fit in Smart-Rings: A Year-Long "In the Wild" Study -- Heuristics to design trustworthy technologies: study design and current progress -- Influences of Cognitive Styles on EEG-based Activity: An Empirical Study on Visual Content Comprehension -- Interactive 3D printed urban maps for blind people -- Interactive Visualization of Sport Climbing Data -- Interactors, not users! Towards a neutral interaction design -- Lessons Learned from Designing and Implementing Interaction Mechanics for Viewer Participation in Game Streaming -- Mapping The Digital Injustices of Technology-Facilitated Sex Trafficking -- MetaCUX: Social Interaction and Collaboration in the Metaverse -- Multisensory Climbing in the Magic Room -- News Bulletins Supporting Human Memory -- PECSOnline: A Bespoke Classroom Based Picture Exchange Communication System (PECS) for Children with Autism -- Prediction of Love-Like Scores after Speed Dating based on Pre-obtainable Personal Characteristic Information -- SamS-Vis: A Tool to Visualize Summary View using Sampled Data -- They need to know and learn – Gamified Social Communication Framework for Adolescent Reproductive Health and Well Being -- Towards Cross-Cultural Assessment of Trust in High-Risk AI -- Towards Enhancing the Media Industry through AI-Driven Image Recommendations -- Using virtual reality to investigate the emergence of gaze conventions in interpersonal coordination -- What's in a Name? How Perceived Music Playlist Personalization Influences Content Expectations -- Where do all Stakeholders find the Software Product Blueprint? -- Why Choose You? - Exploring Attitudes Towards Starter Pokémon -- Wokshops -- Algorithmic affordances in recommender interfaces -- Co-Designing Immersive Virtual and Extended Reality Systems for Remote and Unsupervised Interaction, Intervention, Training and Research -- Designing for Map-based Interfaces and Interactions -- Designing Technology for Neurodivergent Self-Determination: Challenges and Opportunities -- HCI for Digital Democracy and Citizen Participation -- HCI-E2-2023: Second IFIP WG 2.7/13.4 Workshop on HCI Engineering Education -- Human-Centered Software Engineering: Rethinking the Interplay of Human–Computer Interaction and Software Engineering in the Age of Digital Transformation -- Intelligence Augmentation: Future Directions and Ethical Implications in HCI -- Interacting with Assistive Technology (IATech) Workshop -- On Land, at Sea, and in the Air: Human-Computer Interaction in Safety-Critical Spaces of Control -- Playful, Curious, Creative, Equitable: Exploring Opportunities for AI Technologies with Older Adults -- Re-Contextualizing Built Environments: Critical & Inclusive HCI Approaches for Cultural Heritage -- Sustainable Human-Work Interaction Designs -- Understanding HCI approaches for the Metaverse in Education applications for the Global South -- VR Accessibility in Distance Adult Education.

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## Sommario/riassunto

The four-volume set LNCS 14442 -14445 constitutes the proceedings of the 19th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2023, held in York, UK, in August/September 2023. The 71 full papers and 58 short papers included in this book were carefully reviewed and selected from 406 submissions. They were organized in topical sections as follows: 3D Interaction; Accessibility; Accessibility and Aging; Accessibility for Auditory/Hearing Disabilities; Co-Design; Cybersecurity and Trust; Data Physicalisation and Cross-device; Eye-Free, Gesture Interaction and Sign Language; Haptic interaction and Healthcare applications; Self-Monitoring; Human-Robot Interaction; Information Visualization; Information Visualization and 3D Interaction; Interacting with Children; Interaction with Conversational Agents; Methodologies for HCI; Model-Based UI Design and Testing; Motion Sickness, Stress and Risk perception in 3D Environments and Multisensory interaction; VR experiences; Natural Language Processing and AI Explainability; Online Collaboration and Cooperative work; Recommendation Systems and AI Explainability; Social AI; Social and Ubiquitous Computing; Social Media and Digital Learning; Understanding Users and Privacy Issues; User movement and 3D Environments; User Self-Report; User Studies; User Studies, Eye-Tracking, and Physiological Data; Virtual Reality; Virtual Reality and Training; Courses; Industrial Experiences; Interactive Demonstrations; Keynotes; Panels; Posters; and Workshops. .

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