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Descrizione fisica	1 online resource (XXX, 546 p. 143 illus.)		
Collana	Information Systems and Applications, incl. Internet/Web, and HCI;; 10515		
Disciplina	004.019		
Soggetti	User interfaces (Computer systems)  Application software		
	Computer graphics		
	Computer organization		
	Education—Data processing		
	Artificial intelligence		
	User Interfaces and Human Computer Interaction		
	Information Systems Applications (incl. Internet) Computer Graphics		
	Computer Systems Organization and Communication Networks		
	Computers and Education		
	Artificial Intelligence		
Lingua di pubblicazione	Inglese		
Formato	Materiale a stampa		
Livello bibliografico	Monografia		
Note generali	Includes index.		
Nota di contenuto	Mediated communication in eHealth Co-designing a mHealth application for self-management of cystic fibrosis Even when Icons are Not Worth a Thousand Words They are Helpful in Designing Asthma mHealth Tools Keeping Children Safe Online: Understanding the Concerns of Carers of Children with Autism Mediating Interaction between Healthcare Professionals and Patients with a Dual-Sided Tablet Stimulating Conversations in Residential Care through Technology-mediated Reminiscence Viability of Magazines for Stimulating Social		

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Interactions in Nursing Homes -- Methods and tools for user interface evaluation -- A Model to Compute Webpage Aesthetics Quality based on Wireframe Geometry -- Bringing Worth Maps a step further: A dedicated Online-Resource -- Extending Mobile App Analytics for Usability Test Logging -- NexP: A Beginner Friendly Toolkit for Designing and Conducting Controlled Experiments -- UX Metrics: Deriving Country-Specific Usage Patterns of a Website Plug-in From Web Analytics -- Multitouch interaction -- An Observational Study of Simultaneous and Sequential Interactions in Co-located Collaboration -- Dynamic UI Adaptations for One-Handed Use of Large Mobile Touchscreen Devices -- Horizontal vs. Vertical: How the Orientation of a Large Interactive Surface Impacts Collaboration in Multi-Surface Environments.-Investigating Notifications and Awareness for Multi-user Multi-touch Tabletop Displays -- New interaction techniques --Comfort: A Coordinate of User Experience in Interactive Built Environments -- Designing Smart Shoes for Obstacle Detection: Empowering Visually Challenged Users through ICT -- Effects of Haptic Feedback in Dual-Task Teleoperation of a Mobile Robot -- Effects of Human Cognitive Differences on Interaction and Visual Behavior in Graphical User Authentication -- Pupil-Assisted Target Selection (PATS) -- Personalisation and visualisation -- Grab 'n' Drop: User Configurable Toolglasses -- Shelves: A User-defined Block Management Tool for Visual Programming Languages -- Text Priming -Effects of Text Visualizations on Readers Prior to Reading -- The Panta Rhei: Modernizing the Marquee -- Your Data, Your Vis: Personalizing Personal Data Visualizations -- Persuasive technology and rehabilitation -- A Technology for Prediction and Prevention of Freezing of Gait (FOG) in Individuals with Parkinson Disease --Designing User Interfaces in Emotionally-sensitive Applications -iKnowU – Exploring the Potential of Multimodal AR Smart Glasses for the Decoding and Rehabilitation of Face Processing in Clinical Populations -- Personalized Persuasion in Online Advertisements: A Case Study of a Micro-Funding Website -- FIT Decision Aid: Matching the Needs of People with Dementia and Caregivers with Products and Services.-Perswedo: Introducing Persuasive Principles into the Creative Design Process through a Design Card-Set -- Towards the Applicability of NAO Robot for Children with Autism in Pakistan -- Pointing and target selection -- Dynamics of Pointing with Pointer Acceleration --How can Adding a Movement Improve Target Acquisition Efficacy --Information-Theoretic Analysis of Human Performance for Command Selection -- One Fitts' Law, Two Metrics -- Towards Pupil-Assisted Target Selection in Natural Settings: Introducing an On-screen Keyboard. .

Sommario/riassunto

The four-volume set LNCS 10513—10516 constitutes the proceedings of the 16th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2017, held in Mumbai, India, in September 2017. The total of 68 papers presented in these books was carefully reviewed and selected from 221 submissions. The contributions are organized in topical sections named: Part I: adaptive design and mobile applications; aging and disabilities; assistive technology for blind users; audience engagement; co-design studies; cultural differences and communication technology; design rationale and camera-control. Part II: digital inclusion; games; human perception, cognition and behavior; information on demand, on the move, and gesture interaction; interaction at the workplace; interaction with children. Part III: mediated communication in health; methods and tools for user interface evaluation; multi-touch interaction; new interact ion techniques; personalization and visualization; persuasive technology and

rehabilitation; and pointing and target selection.				