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	Titolo	Human Interaction, Emerging Technologies and Future Applications III : Proceedings of the 3rd International Conference on Human Interaction and Emerging Technologies: Future Applications (IHIET 2020), August 27-29, 2020, Paris, France / / edited by Tareq Ahram, Redha Taiar, Karine Langlois, Arnaud Choplin
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	Collana	Advances in Intelligent Systems and Computing, , 2194-5357 ; ; 1253
	Disciplina	004.019
	Soggetti	Biomedical engineering
		User interfaces (Computer systems)
		Sports medicine
		Sports sciences
		Computer engineering
		Internet of things
		Embedded computer systems
		Biomedical Engineering and Bioengineering
		User Interfaces and Human Computer Interaction
		Sports Medicine
		Sport Science
		Cyber-physical systems, IoT
	Lingua di pubblicazione	Inglese
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	Livello bibliografico	Monografia
	Nota di contenuto	Human-centered Design -- Looking at Driving Automation from a Passenger's Perspective: Driving Experience and Gaze Behavior during Fully Automated vs. Human Vehicle Control -- Designing robo-taxis to promote ride-pooling -- How to Measure UX and Usability in Today's Connected Vehicles -- Exploring interaction qualities from teenagers' studying behavior for learning feature in museum exhibit -- Human digital twins and cognitive mimetics -- The Influence of Lighting

Settings on Museum's Brand Image and Human Satisfaction in Exhibition Halls Using Virtual Reality -- Effects of Colors toward Pleasant Impression on Sofa Furniture through Electroencephalography (EEG) -- Exploring a Taxonomy of Interaction in Interactive Sonification Systems -- Artificial Intelligence and Computing -- Talker and Team Dependent Modeling Techniques for Intelligent Interruption Interfaces -- Dimensionality reduction and the strange case of categorical data for predicting defective water meter devices -- Speaker Verification Method Using Hierarchical Temporal Memory for Security System -- Research on Precision of Transmission Mechanism in Flight Control Deck Suite of Civil Aircraft -- A framework for selecting classification models in the intruder detection system using TOPSIS -- Augmented, Virtual and Mixed Reality Simulation -- Physical add-ons for haptic human-surrounding interaction and sensorial augmentation -- A mixed reality interface for handheld 3D scanners -- A Comparative Study of 3 DOF Travel Techniques for Immersive Virtual Flythroughs: the Leap Motion and the Oculus Rift S Hand Controllers -- Use of virtual reality in the nursing school's toco-surgery teaching process -- Digital technologies in expanding the boundaries through immersive spaces: case studies in vessel and yacht design -- Sound perception in 3D virtual environments: Application to a Roman theatre of Hispania -- Design of an innovative system for safety and health at work applied to construction -- -- Wearable Technologies and Affective Computing -- Instagram Photo Sharing and its Relationships with Social Rewards and Social Connectedness -- Building a unique method to teach how to "design" with and for ICS Materials in the wearable domain -- Emotion detection on smartphones through memory tasks involving watching videos -- On Air: flirting with podcasts as an auxiliary educational resource -- Human–computer Interaction -- Design of Digital Mediation Tool for Self-disclosing PTSD -- Mind-reading chatbots: We are not there yet -- Approaching Instant Messaging (IM) by Connecting Usage Scenario and User Interaction for More Meaningful Notification -- A Framework for facilitating Human-Human Interactions to Mitigate Loneliness in Elderly -- -- Healthcare and Medical Applications -- Segmentation of musculotendinous structures of the hip from 3D imaging for patient-specific individualization of biomechanical simulations -- Effective Speech Features for Distinguishing Mild Dementia Patients from Healthy Person -- Blink Detection Using Image Processing to Predict Eye Fatigue -- Human-Technology and Future of Work -- New Investment of Innovative Design of The Future Workstation Advancing Sedentary Work Behavior -- Industry 4.0 in Logistics and associated Employee Competencies – A Technology Providers' Perspective -- Digital Twin Modeling of Smart Cities -- Upper limbs motion tracking for collaborative robotic applications -- Comparison of muscular activity analysis for electrical tecnicians using exoeskeleton in the Colombia industry, Enel-Codensa study -- Prevention of occupational risks related to the Human-Robot Collaboration -- Emerging Technologies and Applications -- Voice Commerce - Studying the Acceptance of Smart Speakers -- Model to improve the efficiency in the extrusion area in a manufacturing SME of the industrial plastic sector based on SMED, autonomous maintenance and 5S -- Proposal for an early warning system against flood risks in the urban area of Cantón Milagro, Ecuador -- Process management model aligned to the Civil Service Law in public entities of Peru.

Sommario/riassunto   This book reports on research and developments in human-technology interaction. A special emphasis is given to human-computer interaction, and its implementation for a wide range of purposes such as healthcare, aerospace, telecommunication, and education, among

others. The human aspects are analyzed in detail. Timely studies on human-centered design, wearable technologies, social and affective computing, augmented, virtual and mixed reality simulation, human rehabilitation and biomechanics represent the core of the book. Emerging technology applications in business, security, and infrastructure are also critically examined, thus offering a timely, scientifically-grounded, but also professionally-oriented snapshot of the current state of the field. The book is based on contributions presented at the 3rd International Conference on Human Interaction and Emerging Technologies: Future Applications, IHIET 2020, held on August 27-29, 2020. It offers a timely survey and a practice-oriented reference guide to researchers and professionals dealing with design and/or management of the new generation of service systems.