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Titolo	Foundations of Augmented Cognition: Neuroergonomics and Operational Neuroscience : 10th International Conference, AC 2016, Held as Part of HCI International 2016, Toronto, ON, Canada, July 17-22, 2016, Proceedings, Part II // edited by Dylan D. Schmorow, Cali M. Fidopiastis
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Collana	Lecture Notes in Artificial Intelligence, , 2945-9141 ; ; 9744
Disciplina	004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Artificial intelligence Computers and civilization Education - Data processing User Interfaces and Human Computer Interaction Artificial Intelligence Computers and Society Computers and Education
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Augmented Cognition in Training and Education -- Agent-Based Practices for an Intelligent Tutoring System Architecture -- Intelligent Tutoring gets Physical: Coaching the Physical Learner by Modeling the Physical World -- Measuring Stress in an Augmented Training Environment: Approaches and Applications -- Alternate Rubric for Performance Assessment of Infantry Soldier Skills Training -- Leveraging Interoperable Data to Improve Training Effectiveness Using the Experience API (xAPI) -- Practical Requirements for ITS Authoring Tools from a User Experience Perspective -- Making Sense of Cognitive Performance in Small Unit Training -- Considerations for Immersive Learning in Intelligent Tutoring Systems -- Elements of Adaptive

Instruction for Training and Education -- Adaptive Instruction for Individual Learners within the Generalized Intelligent Framework for Tutoring (GIFT).-Applying Augmented Cognition to Flip-Flop Methodology -- Real-time Assessment of Cognitive State: Research and Implementation Challenges -- How Novices Read Source Code in Introductory Courses on Programming: An Eye-Tracking Experiment -- Human Cognition and Behavior in Complex Tasks and Environments -- Implementing User-Centered Methods and Virtual Reality to Rapidly Prototype Augmented Reality Tools for Firefighters -- RevealFlow: A Process Control Visualization Framework -- Paradigm Development for Identifying and Validating Indicators of Trust in Automation in the Operational Environment of Human Automation Integration -- Performance-based Eye-tracking Analysis in a Dynamic Monitoring Task -- Exploring the Hybrid Space: Theoretical Framework Applying Cognitive Science in Military Cyberspace Operations -- Empirical Study of Secure Password Creation Habit -- Team Cognition as a Mechanism for Developing Collaborative and Proactive Decision Support in Remotely Piloted Aircraft Systems -- Supporting Multi-Objective Decision Making within a Supervisory Control Environment -- Assessment of expert interaction with multivariate time series 'big data' -- Aircraft Pilot Intention Recognition for Advanced Cockpit Assistance Systems -- Explaining a Virtual Worker's Job Performance: The Roles of Psychological Distance -- Training Tactical Combat Casualty Care with an Integrated Training Approach -- Exploratory Trajectory Clustering with Distance Geometry -- Interaction in Augmented Cognition -- Serial Sequence Learning On Digital Games -- Text Simplification and User Experience -- A proposed approach for determining the influence of multimodal robot-of-human transparency information on human-agent teams -- Assessment of visualization interfaces for assisting the development of multi-level cognitive maps -- Interactive Visualization of Multivariate Time Series Data -- Investigation of Multimodal Mobile Applications for Improving Mental Health -- Integrating Methodology for Experimentation using Commercial Off-the-Shelf Products for Haptic Cueing -- Understanding Older Adults' Perceptions of In-Home Sensors Using an Obtrusiveness Framework -- The Role of Simulation in Designing Human-Automation Systems -- Navigating with a Visual Impairment: Problems, Tools, and Possible Solutions -- A Systems Approach for Augmented Reality Design -- Social Cognition -- Modeling of Social Media Behaviors Using Only Account Metadata -- The Willful Marionette: Modeling Social Cognition Using Gesture-Gesture Interaction Dialogue -- Improving Analysis and Decision-Making through Intelligent Web Crawling -- Using an Augmented Training Event to Collect Data for Future Modeling Purposes -- The Art of Research: Opportunities for a Science-Based Approach.

Sommario/riassunto

This volume constitutes the refereed proceedings of the 10th International Conference on Foundations of Augmented Cognition, AC 2016, held as part of the 18th International Conference on Human-Computer Interaction, HCII 2016, which took place in Toronto, Canada, in July 2016. HCII 2016 received a total of 4354 submissions, of which 1287 papers were accepted for publication after a careful reviewing process. The 41 papers presented in this volume were organized in topical sections named: augmented cognition in training and education; human cognition and behavior in complex tasks and environments; interaction in augmented cognition; and social cognition. .

2. Record Nr.	UNINA9910137060003321
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ISSN	1097-0290
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Soggetti	Biotechnology Bioengineering Biochemistry Microbiology Biotechnologie Biochimie Microbiologie biochemistry microbiology Enginyeria Enginyeria bioquímica Biotecnologia Periodical periodicals. Periodicals. Periodiques. Revistes electròniques.
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Formato	Materiale a stampa
Livello bibliografico	Periodico
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