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Nota di contenuto	Gesture-Based Interaction -- RemoteHand: A Wireless Myoelectric Interface -- Early Prototyping of 3D-Gesture Interaction within the Presentation- Gesture-Dialog Design Space -- The Study of the Full Cycle of Gesture Interaction, The Continuum between 2D and 3D --

iPanel: A Computer-Vision Based Solution for Interactive Keyboard and Mouse -- Adding Multi-Touch Gesture Interaction in Mobile Web Applications -- Harmonic Navigator: An Innovative, Gesture-Driven User Interface for Exploring Harmonic Spaces in Musical Corpora -- HandyScope: A Remote Control Technique Using Circular Widget on Tabletops -- Comparing Hand Gesture Vocabularies for HCI -- Effectiveness of Virtual Hands in 3D Learning Material -- Proposal of the Effective Method of Generating Characteristic Gestures in Nonverbal Communication -- Hand-Object Interaction: From Grasping to Using -- Model-Based Multi-touch Gesture Interaction for Diagram Editors -- Multi-sensor Finger Ring for Authentication Based on 3D Signatures -- What You Draws What You Search: The Analog Gesture -- Remote Collaboration with Spatial AR Support -- Prediction of Multi-touch Gestures during Input -- "Will Use It, Because I Want to Look Cool" A Comparative Study of Simple Computer Interactions Using Touchscreen and In-Air Hand Gestures -- Beyond Presentation - Employing Proactive Intelligent Agents as Social Catalysts -- A Method for Lifelong Gesture Learning Based on Growing Neural Gas -- Gesture, Gaze and Activity Recognition -- The Issues of 3D Hand Gesture and Posture Recognition Using the Kinect -- Frontal-Standing Pose Based Person Identification Using Kinect -- A Virtual Handwriting Tablet Based on Pen Shadow Cues -- HOUDINI: Introducing Object Tracking and Pen Recognition for LLP Tabletops -- Detecting Address Estimation Errors from Users' Reactions in Multi-user Agent Conversation -- Evaluation of Leap Motion Controller with a High Precision Optical Tracking System -- Proposal of a Method to Measure Difficulty Level of Programming Code with Eye-Tracking -- Expressing Observation Direction through Face and Body Rotation in a Multi-user Conversation Setting -- Gaze Location Prediction with Depth Features as Auxiliary Information -- Study and Evaluation of Separability Techniques and Occlusion in Multitouch Surfaces -- Human Activity Recognition from Kinect Captured Data Using Stick Model -- Multi-sensor Based Gestures Recognition with a Smart Finger Ring -- View-Invariant Human Detection from RGB-D Data of Kinect Using Continuous Hidden Markov Model -- A Survey of Datasets for Human Gesture Recognition -- Speech, Natural Language and Conversational Interfaces -- Accessing Cause-Result Relation and Diplomatic Information in Ancient "Journalistic" Texts with Universal Words -- Human Factors in the Design of Arabic-Language Interfaces in Assistive Technologies for Learning Difficulties -- Design and Development of Speech Interaction: A Methodology -- Introducing Consciousnet: Internet Content as an Environment for Human-Machine Interaction -- Can User-Paced, Menu-free Spoken Language Interfaces Improve Dual Task Handling While Driving? -- Chinese Romanization and Its Application in HCI -- Driving with a Speech Interaction System: Effect of Personality on Performance and Attitude of Driver -- Effects of Language Variety on Personality Perception in Embodied Conversational Agents -- Long Text Reading in a Car -- Let's Get Personal: Assessing the Impact of Personal Information in Human-Agent Conversations -- Multimodal Behaviours in Comparable Danish and Polish Human-Human Triadic Spontaneous Interactions -- Building Rapport between Human and ECA: A Pilot Study -- The Effect of Voice Instruction on the Construction of Mental Model -- Discourse Particles and User Characteristics in Naturalistic Human-Computer Interaction -- The Effects of Working Memory Load and Mental Imagery on Metaphoric Meaning Access in Metaphor Comprehension -- Natural and Multimodal Interfaces -- Human Factors in the Design of BCI-Controlled Wheelchairs -- Interface Design and Dynamic Audio -- A

Pictorial Interaction Language for Children to Communicate with Cultural Virtual Characters -- Tangible or Not Tangible – A Comparative Study of Interaction Types for Process Modeling Support -- Body Image and Body Schema: Interaction Design for and through Embodied Cognition -- Exploring Initiative Interactions on a Proxemic and Ambient Public Screen -- Evaluation of Tactile Drift Displays in Helicopter -- Development of Interaction Concepts for Touchless Human-Computer Interaction with Geographic Information Systems -- Spyractable: A Tangible User Interface Modular Synthesizer -- Neural Interface Emotiv EPOC and Arduino: Brain-Computer Interaction in a Proof of Concept -- A Heuristic Model of Vibrotactile Haptic Feedbacks Elicitation Based on Empirical Review -- Auditory Emoticons: Iterative Design and Acoustic Characteristics of Emotional Auditory Icons and Earcons -- Natural Forms of Communication and Adaptive Behaviour in Human-Computer-Interaction -- Human-Robot Interaction -- Backchannel Head Nods in Danish First Meeting Encounters with a Humanoid Robot: The Role of Physical Embodiment -- Recommended Considerations for Human-Robot Interaction Communication Requirements -- An Emotional Framework for a Real-Life Worker Simulation: Emotional Valence Scoring Inside a Workflow Enhancement Simulator -- Behavioral Persona for Human-Robot Interaction: A Study Based on Pet Robot -- Robotic Border Crosser TNG - Creating an Interactive Mixed Reality -- Emotion Transmission System Using a Cellular Phone-Type Teleoperated Robot with a Mobile Projector -- Emotions Recognition -- Design of an Emotion Elicitation Framework for Arabic Speakers -- Analysing Emotional Video Using Consumer EEG Hardware -- Emotracking Digital Art -- Estimation of Emotion by Electroencephalography for Music Therapy -- Evaluating User's Emotional Experience in HCI: The PhysiOBS Approach -- Proposal for the Model of Occurrence of Negative Response toward Humanlike Agent Based on Brain Function by Qualitative Reasoning -- Current and New Research Perspectives on Dynamic Facial Emotion Detection in Emotional Interface -- Evaluation of Graceful Movement in Virtual Fitting through Expressed Emotional Response and Emotion Expressed via Physiology Measures.

Sommario/riassunto

The 3-volume set LNCS 8510, 8511 and 8512 constitutes the refereed proceedings of the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Crete, Greece in June 2014. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences was carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas.
