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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
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Nota di contenuto	Security and trust -- Coping with Accessibility Challenges for Security - A User Study with Blind Smartphone Users.-Effects of Uncertainty and Cognitive Load on User Trust in Predictive Decision Making -- Modelling Trust: An Empirical Assessment.-Towards Understanding the Influence of Personality on Mobile App Permission Settings -- Social media and design innovation -- 10 Design Themes for Creating 3D Printed Physical Representations of Physical Activity Data -- Breathing

Friend: Tackling Stress through Portable Tangible Breathing Artifact --
Citizen Tagger: Exploring social tagging of conversational audio --
Exploring Offline Context and Consciousness in Everyday Social Media
Use -- Special Digital Monies: The Design of Alipay and WeChat Wallet
for Mobile Payment Practices in China -- UX adoption in the
organizations -- Active Involvement of Software Developers in Usability
Engineering: Two Small-Scale Case Studies -- Adoption of UX
Evaluation in Practice: An Action Research Study in a Software
Organization -- Empowering Project Managers in Enterprises - A
Design Thinking approach to manage Commercial Projects -- Learning
HCI Across Institutions, Disciplines and Countries: A Field Study of
Cognitive Styles in Analytical and Creative Tasks.-UX Professionals'
Definitions of Usability and UX – A Comparison between Turkey,
Finland, Denmark, France and Malaysia -- Virtual Reality and feeling of
immersion -- Estimating Visual Discomfort in Head-Mounted Displays
using Electroencephalography -- Experience Probes: Immersion and
Reflection Between Reality and Virtuality -- Guidelines for Designing
Interactive Omnidirectional Video Applications -- How Real is
Unreal? The Impact of Visual Imagery on the Experience of Exercise-
Induced Pain -- Increasing Presence in Virtual Reality with a Vibrotactile
Grid around the Head -- User Experience and Immersion of Interactive
Omnidirectional Videos in CAVE Systems and Head-Mounted Displays
-- Case Studies -- A Digital Employability Marketplace -- Ability-based
Optimization: Designing Smartphone Text Entry Interface for Older
Adults -- Adoption of Structural Analysis Capabilities in an IOT based
Scenario for Connected Assets. -Augmenting the Textbook for
Enaction: Designing Media for Participatory Learning in Classrooms --
Connected by Design - Our learnings from designing digital profiler
journeys IDFC Bank Digital Experience -- Design and Development of a
Location-Based Social Networking Mobile Application -- Design
guidelines for exploring relationships in a connected big data
environment -- esigning Interactive Spatiotemporal Visualizations to
Enhance Movie Browsing -- Enterprise Software Experience Design:
Journey and lessons -- Expectation and experience: Passenger
acceptance of autonomous public transportation vehicles -- From
Minutes of Meeting to 'Memories of Meeting' - How we designed
impactful and engaging Visual MoM for Client Visit -- Leveraging
Virtual Trips in Google Expeditions to Elevate Students' Social
Exploration -- On the design and evaluation of Nippon Paint Color
Visualizer application – a case study -- Courses -- Design of location-
based mobile games: introduction -- Designing and Assessing
Interactive Systems Using Task Models -- Designing for Accessibility --
Designing Valuable Products with Design Sprint -- Introduction to
Service Design for Digital Health -- The Science behind User Experience
Design -- Demonstrations -- Coaching Compliance: A Tool for
Personalized e-Coaching in Cardiac Rehabilitation. -Inclusive Side-
scrolling Action Game Securing Accessibility for Visually Impaired
People -- Little Bear – A Gaze Aware Learning Companion for Early
Childhood Learners -- ReRide A Platform to Explore Interaction with
Personal Data Before, During, and After Motorcycle Commuting --
SoPhy: Smart Socks for Video Consultations of Physiotherapy --
Interactive posters -- BendSwipe: One Handed Target Zooming for
Flexible Handheld Display -- Crowdsourcing of Accessibility Attributes
on Sidewalk-based Geodatabase -- Dual-Mode User Interfaces for Web
based Interactive 3D Virtual Environments Using Three.js -- Fine-
grained Privacy Setting Prediction using a Privacy Attitude
Questionnaire and Machine Learning -- Interactive Reading Using Low
Cost Brain Computer Interfaces -- Investigating Control of Virtual

Reality Snowboarding Simulator Using a Wii FiT Board -- Pragati - A Mobile Based Virtual Reality (VR) Platform to Train and Educate Community Health Workers -- Shifting from the Children to the Teens' Usability: Adapting a Gamified Experience of a Museum Tour.-TTracker: Using Finger Detection to Improve Touch Typing Training -- URetail: Privacy User Interfaces for Intelligent Retail Stores -- Versatile Classroom Management Solution for Teachers in Developing Countries -- Field Trips -- ICT Based Interventions for Anganwadi Healthcare Workers in Mumbai -- Investigating Perceptions of Personalization and Privacy in India -- IVR Wizard of OZ Field Experiment with Less-Literate Telecom Customers -- Modeling Less-literate User's Choices of Smartphone Authentication Modes -- Parental Perspectives Towards Education Technology in Low-Income Urban households -- Understanding Early Technology Adoption by the Emergent Older Adults in Dharavi -- Understanding The Informal Support Networks of Older Adults in India -- Workshops -- Beyond Computers: Wearables, Humans, And Things - WHAT! -- Cross Cultural Differences in Designing for Accessibility and Universal Design -- Dealing with Conflicting User Interface Properties in User-Centered Development Processes -- Designing Gestures for Interactive Systems: Towards Multicultural Perspective -- Designing Humor in Human Computer Interaction (HUMIC 2017) -- Human Work Interaction Design meets International Development -- Multimodality in Embodied Experience Design Embodied Experience Design -- Service Design Meets Design for Behaviour Change: Opportunities and Challenges -- Symposium on Asian HCI Research.

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 interaction techniques; personalization and visualization; persuasive technology and rehabilitation; and pointing and target selection. Part IV: security and trust; social media and design innovation; UX adoption in the organizations; virtual reality and feeling of immersion; case studies; courses; demonstrations; interactive posters; field trips.
