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User-Centered Design of Preference Elicitation Interfaces for Decision Support -- "Same Same but Different" How Service Contexts of Mobile Technologies Shape Usage Motives and Barriers -- Social Acceptance of Negotiation Support Systems -- e-Health and HCI -- Chances of Increasing Youth Health Awareness through Mobile Wellness Applications -- A Small but Significant Difference – The Role of Gender on Acceptance of Medical Assistive Technologies -- Discount User-Centered e-Health Design: A Quick-but-not-Dirty Method -- Towards a Pattern Language Approach to Sharing Experiences in Healthcare Technology Evaluations -- Enhancing the Quality of Life of Elderly People -- Potential of e-Travel Assistants to Increase Older Adults' Mobility -- Making the Wii at Home: Game Play by Older People in Sheltered Housing -- Designing for Older People: A Case Study in a Retirement Home -- Supporting Fellow Humans with Special Needs -- User Centered Interaction Design for Mobile Applications Focused on Visually Impaired and Blind People -- E-Learning Accessibility for the Deaf and Hard of Hearing - Practical Examples and Experiences -- Enhancing Digital Inclusion with an English Pseudo-syllabic Keyboard -- Teaching and Virtual/Mobile Learning -- LDS: Computer-Based Lesson Development System for Teaching Computer Science -- Enhancing Virtual Reality Learning Environments with Adaptivity: Lessons Learned -- Mobile Learning and Commuting: Contextual Interview and Design of Mobile Scenarios -- Enhanced and New Methods in HCI Research -- The XAOS Metric – Understanding Visual Complexity as Measure of Usability -- Context Information in Guiding Visual Search: The Role of Color and Orientation -- Exploring the Possibilities of Body Motion Data for Human Computer Interaction Research -- Enabling User Experience with Future Interactive Learning Systems (UXFUL 2010) -- International Workshop on Enabling User Experience with Future Interactive Learning Systems (UXFUL 2010) -- Following the White Rabbit – A Robot Rabbit as Vocabulary Trainer for Beginners of English -- Learning Flow Management and Semantic Data Exchange between Blog-Based Personal Learning Environments -- Educational Complexity: Centrality of Design and Monitoring of the Experience -- Designing Usable Educational Material for English Courses Supported by Mobile Devices -- Enhancing the Learning Experience: Preliminary Framework for User Individual Differences -- Interactive Multimedia Applications (WIMA) -- Scene Segmentation in Artistic Archive Documentaries -- Issues in Designing Novel Applications for Emerging Multimedia Technologies -- Metadata Aggregation for Personalized Music Playlists -- Instant Video Browsing: A Tool for Fast Non-sequential Hierarchical Video Browsing -- An Experimental Investigation of the Akamai Adaptive Video Streaming -- A Social Approach to Image Re-targeting Based on an Interactive Game -- Vicarious Learning with a Digital Educational Game: Eye-Tracking and Survey-Based Evaluation Approaches -- Tutorial -- iPhone/iPad Human Interface Design -- Posters -- On the Paradigm Shift of Search on Mobile Devices: Some Remarks on User Habits -- Leveraging the Semantic Web for Intelligent and Adaptive Education -- Semantic Mash-Up Personal and Pervasive Learning Environments (SMupple) -- Model of a Touchscreen Interaction Benchmark Test Supporting Usability Awareness in Mobile Application Development Process -- Information System User Interface Complexity -- e-Health and HCI.-Technical Expertise and Its Influence on the Acceptance of Future Medical Technologies: What Is Influencing What to Which Extent?.

international platform for interdisciplinary exchange, research and developments since February 2005. While human-computer interaction (HCI) traditionally brings psychologists and computer scientists together, the inclusion of usability engineering (UE), a software engineering discipline ensuring the appropriate implementation of applications, has become indispensable. Because of the fast developments in information and communication technologies (ICT), the fields of application of HCI and UE are broader than ever. Therefore, USAB 2010 had, in comparison to past USAB conferences, quite a broad focus on all potential aspects of HCI in work-environments, learning, private life and leisure activities. Each of these areas of application includes various challenges for HCI and UE, which go far beyond the classical desktop interface as well as usability norms and definitions postulated in the late twentieth century. The contributions for USAB 2010 provide important insights on the actual research activities in the field and support the interested audience by presenting the state of the art in HCI research as well as giving valuable input on questions arising when planning or designing research projects. Because of the increasing propagation of the field of HCI research, it is not possible to address all areas within a small conference; however, this is not the goal of USAB 2010--it should be seen as a metaphorical counterpart of a wholesale, an HCI delicatessen shop providing a tasting menu with different courses (hopefully) catering to all tastes.

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