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| Nota di contenuto | Towards Ubiquitous Service Design & Development Approach -- Exploring Design for Multi-device, Multi-environment and Multimodal Connected Experiences -- Investigating Low-Cost Wireless Occupancy Sensors for Beds -- User Interface Design for Ambient Assisted Living Systems -- Establishing Guidelines for User Quality of Experience in Ubiquitous Systems -- Towards Big Data Interactive Visualization in Ambient Intelligence Environments -- End-User Development Tools for the Smart Home: A Systematic Literature Review -- The Interaction Design Research about 3D Demo Animation in Smart Home -- A Formal Model for Context-Aware Semantic Augmented Reality Systems -- How to support the design of user-oriented product-related services -- |

Design and Sensitive Configurations: Memory and Learning Neural Circuits Correlated with the Creative Processes in Design -- Data-driven Smart Home System for Elderly People based on Web Technologies -- A Unified Framework for Remote Collaboration using Interactive AR Authoring and Hands Tracking -- Game Design and Neuroscience cooperation in the Challenge-based Immersion in mobile devices as tablets and smartphones -- Exploring machine learning object classification for interactive proximity surfaces -- Machine Learning and Location Fingerprinting to improve UX in a Ubiquitous Application -- Exploring the Ergonomic Issues of User-Defined Mid-Air Gestures for Interactive Product Exhibition -- Facial Tracking-Assisted Hand Pointing Technique for Wall-Sized Displays -- 3-Dimensional Face from a Single Face Image with Various Expressions -- Landmark Detection and Tracking for Spatial AR Interaction -- Mid-Air Gestures for Virtual Modeling with Leap Motion -- Fashion design and tactile perception: a teaching/learning methodology to enable visually handicapped people to identify textile structures -- Towards Effective Interventive Health Applications: On the Problem of User Triggering -- Body Storytelling and the Performance of Memory: Arts-Based-Research and Human Enhancement -- Voices of the Internet of Things: An Exploration of Multiple Voice Effects in Smart Homes -- Mental Model Development Using Collaborative 3D Virtual Environments -- Effects of playing mobile games while driving -- Empirical Study of Humor Support in Social Human-Robot Interaction -- Laughter and humour as conversational mind-reading displays -- Smart Bugs and Digital Banana Peels: Accidental Humor in Smart Environments -- Ambient Scripts in Humor and Beyond -- Affect and atmosphere in controlled responsive environments -- Towards simulation of semantic generation and detection of humorous response -- Infusing Humor in Unexpected Events -- When Worlds and Scripts Collide -- On Feasibility of Crowdsourced Mobile Sensing for Smarter City Life -- Quantitative, Qualitative, and Historical Urban Data Visualization Tools for Professionals and Stakeholders -- Computational Community: A Procedural Approach to Guide Collective Human Behavior Towards Achieving a Flourished Society -- Transcendent Telepresence: Telecommunication better than Face to Face interaction -- An improvisation based framework for interactive urban environments -- Live Sound System with Social Media for Remotely Conducting Wildlife Monitoring -- User Participatory Sensing for Disaster Detection and Mitigation in Urban Environments -- The Use of Historical Information to Support Civic Crowdsourcing -- One to Many: Opportunities to Understanding Collective Behaviors in Urban Environments Through Individual's Passively-Collected Locative Data -- Gamification and Social Dynamics: Insights from a Corporate Cycling Campaign.

Sommario/riassunto

This book constitutes the refereed proceedings of the 4th International Conference on Distributed, Ambient, and Pervasive Interactions, DAPI 2016, held as part of the 18th International Conference on Human-Computer Interaction, HCI 2016, held in Toronto, ON, Canada, in July 2016 and received a total of 4354 submissions, of which 1287 papers were accepted for publication after a careful reviewing process. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation 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. This volume contains papers addressing the following major topics: designing and developing smart environments; tracking and recognition techniques in ambient intelligence; human behavior in

smart environments; emotions and affect in intelligent environments;
and smart cities and communities.
