

1. Record Nr.	UNINA9910484145203321
Titolo	Human-Computer Interaction -- INTERACT 2013 : 14th IFIP TC 13 International Conference, Cape Town, South Africa, September 2-6, 2013, Proceedings, Part II / / edited by Paula Kotzé, Gary Marsden, Gitte Lindgaard, Janet Wesson, Marco Winckler
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2013
ISBN	3-642-40480-4
Edizione	[1st ed. 2013.]
Descrizione fisica	1 online resource (XXX, 791 p. 260 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; 8118
Disciplina	005.437 4.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Artificial intelligence Computers and civilization Education - Data processing Software engineering User Interfaces and Human Computer Interaction Computer and Information Systems Applications Artificial Intelligence Computers and Society Computers and Education Software Engineering
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	E-Input/Output Devices (e-Readers, Whiteboards) -- Facilitating Social Behaviour and Collaboration -- Gaze-Enabled Interaction Design. - Gesture and Tactile User Interfaces -- Gesture-Based User Interface Design and Interaction -- Health/Medical Devices -- Humans and Robots -- Human-Work Interaction Design -- Interface Layout and

Sommario/riassunto

The four-volume set LNCS 8117-8120 constitutes the refereed proceedings of the 14th IFIP TC13 International Conference on Human-Computer Interaction, INTERACT 2013, held in Cape Town, South Africa, in September 2013. The 55 papers included in the second volume are organized in topical sections on E-input/output devices (e-readers, whiteboards), facilitating social behaviour and collaboration, gaze-enabled interaction design, gesture and tactile user interfaces, gesture-based user interface design and interaction, health/medical devices, humans and robots, human-work interaction design, interface layout and data entry, learning and knowledge-sharing, learning tools, learning contexts, managing the UX, mobile interaction design, and mobile phone applications.