1.	Record Nr.	UNINA9910502657003321
	Autore	Ahram Tareq
	Titolo	Human Interaction, Emerging Technologies and Future Systems V : Proceedings of the 5th International Virtual Conference on Human Interaction and Emerging Technologies, IHIET 2021, August 27-29, 2021 and the 6th IHIET: Future Systems (IHIET-FS 2021), October 28-30, 2021, France
	Pubbl/distr/stampa	Cham : , : Springer International Publishing AG, , 2021 ©2022
	ISBN	3-030-85540-6
	Descrizione fisica	1 online resource (1330 pages)
	Collana	Lecture Notes in Networks and Systems Ser. ; ; v.319
	Altri autori (Persone)	TaiarRedha
	Soggetti	Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	Intro -- Preface -- Contents -- Human-Computer Interaction -- Human and Machine Trust Considerations, Concerns and Constraints for Lethal Autonomous Weapon Systems (LAWS) -- References -- A Multimodal Approach for Early Detection of Cognitive Impairment from Tweets -- 1 Introduction -- 2 Literature Review -- 3 Proposed Approach -- 4 Results and Discussion -- 5 Conclusion and Future Work -- References -- A Formal Model of Availability to Reduce Cross-Domain Interruptions -- 1 Introduction -- 2 Theoretical Framework -- 3 Approach -- 4 Application of the Model -- 5 Conclusions -- References -- Progressive Intensity of Human-Technology Teaming -- 1 Introduction -- 2 Limits of Human-Technology Bi-polarity Thinking -- 3 Humans and Technology Still Complementary -- 4 Progressive Intensity of Human-Technology Teaming -- 5 Conclusion -- References -- Cultural Difference of Simplified Facial Expressions for Humanoids -- 1 Introduction -- 2 Facial Gestures with the Fewest Numbers -- 2.1 The Style -- 2.2 Patterns of Facial Expression Classification -- 2.3 Facial Expression Patterns Distributed in Mathematical Space -- 3 A Result of Classification and Spatial Distribution of Facial Expressions -- 3.1 Face Distribution in a Three-Dimensional Space -- 3.2 Two Neutral Facial Expressions and Eight

Facial Expressions -- 4 Discussion and Conclusion -- References -- "I Think It's Quite Subtle, So It Doesn't Disturb Me": Employee Perceptions of Levels, Points and Badges in Corporate Training -- 1 Introduction -- 2 Related Work -- 3 Methods -- 4 The Gamification Design Flow -- 5 Results -- 5.1 Survey Responses -- 5.2 Interviews -- 6 Discussion -- 7 Conclusion and Further Research -- References -- Escape Rooms: A Formula for Injecting Interaction in Chemistry Classes -- 1 Introduction -- 2 Related Works -- 3 Method -- 3.1 Participants -- 3.2 Materials -- 3.3 Procedure.
4 Chemistry Escape Room Design -- 4.1 General Approach -- 4.2 The Narrative -- 4.3 Challenges Construction -- 4.4 Route Map -- 4.5 Final Rescue -- 5 Results and Discussion -- 6 Conclusions -- References -- Information Dissemination of COVID-19 by Ministry of Health in Indonesia -- 1 Introduction -- 2 Literature Review -- 2.1 Public Communication of Government -- 2.2 Social Media on Government -- 3 Research Method -- 4 Results and Discussion -- 4.1 COVID-19 Information Dissemination Activities -- 4.2 COVID-19 Information Indicators -- 4.3 The Most Frequently Used Words Tweeted by @KemenkesRI -- 4.4 Cluster Analysis of @KemenkesRI -- 5 Conclusion -- References -- Strengthening Mathematical Skills with M-Learning -- 1 Introduction -- 2 Technological Proposal -- 2.1 Develop Skills Around Whole Number Empowerment -- 3 Conclusions -- References -- Understand the Importance of Garments' Identification and Combination to Blind People -- 1 Introduction -- 2 Methodology -- 2.1 Sample -- 2.2 Instrument: Survey - Perception of the Importance in Identifying and Combining Clothing for Blind People -- 3 Results and Analysis -- 3.1 Participants Characterization -- 3.2 Identification of the Type of Disability -- 3.3 Aesthetics and Clothing -- 3.4 Technology -- 3.5 Research and Development -- 4 Final Remarks -- References -- International Employees' Perceptions and UX Design Utilization in Online Learning Development -- 1 Introduction -- 2 Related Research -- 3 Research Design -- 4 Results -- 5 Discussion -- 6 Conclusions -- References -- Iteration of Children with Attention Deficit Disorder, Impulsivity and Hyperactivity, Cognitive Behavioral Therapy, and Artificial Intelligence -- 1 Introduction -- 1.1 Concepts -- 2 Cognitive Behavioral Therapy Steps -- References -- Pros and Cons of Vaccine Program in Indonesia (Social Media Analysis on Twitter) -- 1 Introduction.
2 Literature Review -- 2.1 Twitter for Opinion Mining -- 2.2 The Spread of Opinion on the COVID-19 Period Based on Twitter -- 3 Method -- 4 Result and Discussion -- 4.1 The Opinion Spread on Media Social About Vaccine Program in Indonesia -- 4.2 Pro and Cons Vaccine Program in Indonesia -- 5 Conclusion -- References -- Cyber Risks in Maritime Industry - Case Study of Croatian Seafarers -- 1 Introduction -- 2 Cyber Risk Management -- 3 Results and Discussion of Quantitative Research on the Example of Seafarers Attending Special Education Program -- 4 Conclusion -- References -- Social Challenges to Communication in Digital Environment -- 1 Introduction -- 2 Protests in Bulgaria -- 3 Technology and Protests -- 4 Conclusion -- References -- Effectiveness of Disaster Mitigation Information by National Disaster Relief Agency in Indonesia -- 1 Introduction -- 2 Literature Review -- 2.1 Social Media Twitter as Public Communication for Disaster Mitigation -- 2.2 Disaster Mitigation -- 3 Method -- 4 Results and Discussion -- 4.1 Twitter Social Media Activity About Disaster Mitigation -- 4.2 Effectiveness of Disseminating Disaster Mitigation Information -- 5 Conclusion -- References -- Technology for Governance: Comparison of Disaster Information Mitigation of COVID-19 in Jakarta and West Java -- 1 Introduction -- 2 Literature

Review -- 2.1 Technology for Government -- 2.2 Social Media Government and Related Disaster Communication -- 3 Research Methods -- 4 Analysis, Finding and Discussion -- 4.1 Information Topic Intensity on Official Twitter Government -- 4.2 Domination Information Message on @dinkesJKT and @pikobarjabar -- 4.3 Comparison Table of Mitigation Information -- 5 Conclusion, Research Limitations and Recommendations for Further Research -- References -- Social Media as a Tool for Social Protest Movement Related to Alcohol Investments in Indonesia.
1 Introduction -- 2 Literature Review -- 2.1 Social Media in Public Policy -- 2.2 Alcohol Policy -- 3 Research Method -- 4 Results and Discussion -- 4.1 What are the Functions and Links Between Social Media in the Social Protest Movement Regarding Alcohol Investment? -- 4.2 What Kind of Narratives are Circulating on Social Media About Alcohol Investment? -- 5 Conclusion -- References -- Reducing Online Sellers' Opportunistic Behavior: Designing Information Consistency and Information Relevancy -- 1 Introduction -- 2 Literature Review and Hypotheses -- 3 Methodology -- 3.1 Data Collection -- 3.2 Measurement -- 4 Results -- 5 Discussion -- 6 Limitations and Future Study -- References -- Conceptualizing Opportunities and Challenges Relevant to the Inclusion of Humanoid Service Robots in the Context of COVID-19 -- 1 Introduction -- 2 Service Robots (SR) and the COVID-19 Pandemic -- 3 The Anthropomorphism - Opportunities and Challenges -- 4 The Social Exclusion - Opportunities and Challenges -- 5 Conclusion -- References -- Implementing "SIREKAP" Application Based on Election for Improving the Integrity of Election Administrators and Increasing Public Trust -- 1 Introduction -- 2 Literature Review -- 3 Method -- 4 The References Section -- 5 Conclusion -- References -- The Effectiveness of Social Resilience in Indonesia -- 1 Introduction -- 2 Literature Review -- 2.1 Effectiveness of Social Resilience -- 2.2 Social Media as Socialization -- 3 Research Methods -- 4 Results and Discussion -- 4.1 Accuracy of Program Targets -- 4.2 Program Monitoring -- 4.3 Program Socialization -- 4.4 Achieving Program Goals -- 5 Conclusion -- References -- Economic Recovery for Tourism Sector Based on Social Media Data Mining -- 1 Introduction -- 2 Literature Review -- 2.1 Indonesian Tourism During the Covid-19 Pandemic -- 2.2 Social Media as Tourism Recovery.
2.3 Promotion, Price, Facility as Aspects of Tourism Recovery -- 3 Method -- 4 Result and Discussion -- 5 Conclusion -- References -- SHEEN: Set of Heuristics to Evaluate Mobile Applications that Interact with External Equipment -- 1 Introduction -- 2 Methodology -- 2.1 Exploratory Stage -- 2.2 Experimental Stage -- 2.3 Descriptive Stage -- 2.4 Correlation Stage -- 2.5 Selection Stage -- 2.6 Specification Stage -- 2.7 Validation State -- 2.8 Refinement Stage -- 3 Conclusions and Future Work -- References -- Differential Non-autonomous Representation of the Integrative Activity of a Neural Population by a Bilinear Second-Order Model with Delay -- 1 Introduction -- 2 Dictionary of Terms and Problem Statement -- 3 A Characteristic Feature of the BDR Model -- 4 The Rayleigh-Ritz Operator Continuity in the Analysis of Solvability of the BDR Problem -- 5 Conclusion -- References -- Human-Technology Interaction: The Cognitive Hack in the Automatic Speech Recognition Devices -- 1 Introduction -- 2 Psychoacoustic Hiding and Hidden Command -- 3 Human-Computer Interface Design and the Hidden Affordance in ASR Devices -- 4 The Cognitive Hack -- 5 Information Operations in the Digital Voice Community -- 6 Human Dimensions of Cyber Cognitive Hacks in ASR Devices -- 7 Cognitive Security in the ASR Digital Voice Community --

8 Conclusion -- References -- Participatory Visual Process Analysis of Manual Assembly Processes to Identify User Requirements for Digital Assistance Systems -- 1 Introduction -- 2 Related Work -- 2.1 Manual Assembly Process -- 2.2 Digital Assistance System -- 2.3 Participatory Design in Manufacturing -- 3 Research Gap and Problem Statement -- 4 Research Method -- 5 Results and Validation -- 6 Discussion -- 7 Conclusion and Further Work -- References -- Volume Control Methods to Reduce Audible Discomfort for Watching Videos -- 1 Introduction.
2 Proposed Method.