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Nota di contenuto	Intro -- Foreword -- About IFIP TC Working Group 13.6 -- Mission -- Aims -- Scope -- Preface -- Acknowledgments -- Contents -- 1 A Platform for Theorizing about Socio-Technical HCI Design -- 1.1 On the Use of the HWID Platform -- 1.2 The Context(s) of HWID -- 1.3 Content -- References -- 2 Human Work Interaction Design for Socio-Technical Theory and Action -- 2.1 The Aim with the HWID for Theory and Action -- 2.2 The Body of HWID Research -- 2.3 HWID and Practice-Based Design (PBD) -- 2.4 HWID and Experience Design (ED) -- 2.5 HWID and Design Tensions (DTs) -- 2.6 Socio-Technical Approaches to HCI Compared -- 2.7 About the Core of HWID -- 2.8 Summary -- References -- 3 Relation Artefacts Type I -- 3.1 Organizational Problem Definitions -- 3.2 Workers' Needs -- 3.3 Persona Creations -- 3.4 Summary -- References -- 4 Relation Artefacts Type II -- 4.1 Interaction Design Patterns -- 4.2 Collaborative Sketches -- 4.3 Workflow Convergences -- 4.4 Summary -- 4.5 Appendix -- References -- 5 Relation Artefacts Type III -- 5.1 Organizational Action Hypotheses -- 5.2 Prototyped Worker Experiences -- 5.3 UX-at-Work Field Evaluations -- 5.4 Summary -- References -- 6 Relation Artefacts Type IV -- 6.1 Interaction Interoperability Checkups -- 6.2 Digital Legacy Interventions -- 6.3 Organizational Strategy Alignments -- 6.4 Summary -- 6.5 Appendix

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