

1. Record Nr.	UNINA9910506402503321
Autore	Martins Nuno
Titolo	Advances in Design and Digital Communication II : Proceedings of the 5th International Conference on Design and Digital Communication, Digicom 2021, November 4-6, 2021, Barcelos, Portugal
Pubbl/distr/stampa	Cham : , : Springer International Publishing AG, , 2021 ©2022
ISBN	3-030-89735-4
Descrizione fisica	1 online resource (716 pages)
Collana	Springer Series in Design and Innovation Ser. ; ; v.19
Altri autori (Persone)	BrandãoDaniel
Soggetti	Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	<p>Intro -- Preface -- Organization -- General Chair -- Co-chair -- Team -- Scientific Committee -- Contents -- Digital and Interaction Design -- Narrative Infusion in Web Design -- 1 Introduction -- 2 The Boat -- 3 Focalisation -- 4 Methodology -- 5 The Interactive Graphic Novel Close Reading -- 5.1 Narrative Infusion -- 5.2 Narrativised Interface -- 6 Considerations -- 7 Conclusion -- References -- Building a Privacy Oriented UI and UX Design: An Introduction to Its Foundations and Potential Developments -- 1 Introduction: The Layered Relation of Privacy, UI Design, and UX Design -- 2 Layer One: A Privacy-Friendly UI -- 2.1 Unethical UI and Dark Patterns in Websites -- 2.2 Deceptive UI Practices in Mobile Apps -- 3 Conclusions: Designing an Ethical UX Design -- References -- Search Engine Interfaces for Sign Languages: Designing a Multilanguage Questionnaire to Collect Signers' Perception of Handshapes Similarities -- 1 Introduction -- 2 Background -- 2.1 Sign Language Handshapes -- 2.2 Handshapes in Search Engines -- 3 A Multilanguage Questionnaire to Assess Handshapes Similarity -- 3.1 Designing Handshapes Similarity Questions -- 3.2 Focus Group -- 3.3 Translations -- 3.4 Collecting Data About Handshapes Similarity -- 4 Methodological Issues in the Questionnaire's Design -- 5 Conclusion -- References -- How Usability and User Experience Vary Among the Basic m-Commerce, AR and VR Based User Interfaces of Mobile Application for Online Shopping -- 1 Introduction -- 2 Literature Review -- 3</p>

Design and Development -- 4 Evaluation of the System -- 4.1
Participants Profile -- 4.2 Study Procedure -- 4.3 Study Findings -- 5
Conclusion -- References -- The Design Process of Variable Fonts:
A Prospective Survey-Based Investigation with Type Designers -- 1
Introduction -- 2 Digital Type Design Process -- 3 Methodological
Procedures.

4 Results and Discussions -- 4.1 Discussions -- 5 Final Considerations
-- References -- Fluid Collaborations. Digital Platforms to Support
Creative Communities -- 1 Introduction -- 2 Connectivity and Digital
Transformation -- 3 Collaborative Dialogues Through Physical
and Digital Tools -- 4 Conclusions -- References -- Color Sensitivity
in Digital Interfaces Designed for Elderly People -- 1 Introduction -- 2
Literature Review -- 3 Characterization of the Tests' Recruited Senior
Sample -- 4 Tests: Methodologies Employed and Data Collected -- 4.1
First Assessment of the Individual Color Identification Ability -- 4.2
Second Assessment of the Individual Color Identification Ability -- 5
Conclusions -- References -- Enhancing Human-Centered Design
Methods Through Jobs To Be Done: An Exploratory Study to Enhance UX
-- 1 Introduction -- 2 The Emergence of JTBD -- 3 Theoretical Context
-- 4 Going Beyond Design Theory -- 5 Discussion -- 5.1 Current State
-- 5.2 The Study of the Ecosystem Instead of the Tool -- 5.3 The
Possibilities with JTBD and HCD -- 6 Implications -- 7 Conclusion --
References -- A Case Study of Emotional Interaction Response
with Cutlery: EEG and Semantic Tools -- 1 Introduction -- 2
Methodologies -- 2.1 Participants -- 2.2 Object Study - Stimuli -- 2.3
Experiment Design - EEG -- 2.4 Equipment - EEG -- 2.5 Subjective
Evaluation -- 3 Data Collection -- 3.1 Data Processing -- 3.2 Data
Analysis and Results -- 4 Data Collection -- 5 Future Research --
References -- Mobile Application of Communitarian Participation
Oriented to the Prevention of Forest Fires in Portugal -- 1 Introduction
-- 2 Methodology -- 3 Results -- 3.1 Systematic Review
of the Literature -- 3.2 Existing Forest Fires Mobile Applications -- 3.3
Portuguese Prevention Campaigns Analysis -- 3.4 Functional
Requirements and Prototyping -- 3.5 Implementation -- 4
Conclusions.

References -- Systematic Mapping of Methods Used to Evaluate
the Usability and UX of Learning Management Systems -- 1
Introduction -- 2 Related Work -- 3 Research Method -- 4
Preliminaries Results -- 5 Conclusion -- References -- A Checklist
Proposal to Evaluate the Quality of University Websites -- 1 Study
Framework -- 2 Descriptive Case Study Based on Literature Review -- 3
Proposed Criteria for a Checklist for Evaluating University Websites -- 4
Conclusions -- References -- Non-linear Storytelling Applied to Data-
Driven Web Design -- 1 Introduction -- 2 Related Work -- 2.1
Accessibility in Corporate Web Design -- 2.2 Data-Driven Storytelling
-- 3 Concept -- 4 Storytelling and GUI -- 4.1 Storytelling Breakdown
-- 4.2 Non-linear Construction -- 4.3 Navigation -- 5 Reactive
Illustrations -- 5.1 Grid System -- 5.2 Color Scheme -- 5.3 Semantic
Enrichment -- 5.4 Data Mapping -- 6 Validation and Analysis -- 7
Conclusion -- References -- The Relevance of UI/UX Design in Human-
Computer Interaction of Educational Games and Therapeutic Practices
-- 1 Introduction -- 2 User Interface (UI) Development -- 3 HCI, UI
and UX Paradigms at Console and Gamification Level -- 4 The
Importance of VR Systems as Educational and Therapeutic Aids -- 5
Conclusion -- References -- The Design Thinking Process
in the Development of an Intelligent Microscopic Equipment -- 1
Introduction -- 2 Materials and Methods -- 3 Results -- 4 Discussion
-- 5 Conclusion -- References -- Character Design: The Case

of Characters in a Hybrid Serious Game Called FlavourGame -- 1
Introduction -- 2 Character Design Theoretical Framework -- 3
Creative Development Process of FlavourGame's Characters -- 4 First Stage: The Initial Characters' Characterization -- 5 First Stage of the Character's Drawings -- 6 First Stage of Testing and Results -- 7 Second Stage of the Character's Drawings.
8 Second Stage of Testing and Results -- 8.1 First Test and Data Collection Method -- 8.2 Second Test and Data Collection Method -- 9 Conclusions -- References -- Creating Cultural Experiences in a Cemetery: A Storyboard for a VR User Interaction -- 1 Introduction -- 2 Theoretical Background -- 2.1 The Cemetery Tourism Concept -- 2.2 Case Studies -- 2.3 The Case of Prazeres Cemetery, Lisbon -- 2.4 Mausoleum of the Palmela's Dukes -- 3 The Creation of a Cemetery Tourism Experience in VR -- 3.1 Storytelling, Storyboard, and User Interaction Proposal -- 4 Results -- 5 Conclusions -- References -- Supporting the Construction of Mobile Games Interfaces: The Gamers4Nature Mobile Game Guidelines Cards Set -- 1 Introduction -- 2 User Interface (UI) Design for Mobile Games -- 3 The G4N Mobile Game Design Guidelines Cards -- 3.1 Background -- 3.2 Defining Topics and Contents -- 4 Evaluation Approach: Expert Evaluation -- 4.1 First Validation Cycle: Mobile Game Design Guidelines' Content Validation -- 4.2 Second Validation Cycle: Mobile Game Design Guidelines' Visual Layer Validation -- 5 Final Considerations and Future Work -- References -- Emotional Design in Multimedia Learning: Systematic Review -- 1 Introduction -- 2 Theoretical Framework -- 3 Methodology -- 3.1 The Purpose and Research Question -- 3.2 Research Strategy and Procedures -- 3.3 Inclusion and Exclusion Criteria -- 3.4 The corpusof Analysis -- 3.5 Data Extraction and Analysis -- 4 Results -- 4.1 What Media and Types of Materials Were Used to Present the Multimedia Learning Content? -- 4.2 What are the Characteristics of Emotional Design in the Development of Multimedia Learning Media? -- 4.3 What are the Effects of Emotional Design on the Learning Process? -- 5 Discussion -- 6 Conclusion -- References -- Designing Legal Interfaces: Transforming the Digital Services of a Legal Aid Clinic.
1 Introduction -- 2 Methodology -- 2.1 Primary and Secondary Research -- 2.2 Ideation and Co-creation Workshop -- 3 CJ Digital II: The Proposal -- 3.1 Concept Core -- 3.2 Main Features -- 3.3 Supporting Features -- 4 Discussion -- 4.1 Integrating System Thinking and Design Thinking to Improve UX for Legal Services -- 4.2 UX and Interaction Design for Complex Systems -- 4.3 Participatory Design in UX and Interaction Design Concepts -- 5 Conclusions -- References -- From Digital to Living Waste Denial: A Condition of the Liquid Society -- 1 The Waste We Refuse -- 2 New Emergencies -- 3 The Magazine Project -- 3.1 Vision of the Project -- 3.2 The Editorial Plan -- 3.3 The Content Structure -- 3.4 The Pictogram System -- 3.5 The Covers and the Graphic Style -- 3.6 The Typography -- 3.7 First Issue -- 4 Conclusions -- References -- A User Experience Design Process in Mobile Applications Prototypes: A Case Study -- 1 Introduction -- 2 Usability and User Experience Design -- 3 Workshop Methodology -- 4 Workshop Development -- 4.1 UX Design of the "Onde Vamos" App -- 5 Conclusions -- References -- An Industry-Academia, Multidisciplinary and Expertise-Heterogeneous Design Approach: A Case Study on Designing for Mobility -- 1 Introduction -- 2 Related Work -- 2.1 Academia and Industry -- 2.2 Leveraging Knowledge Diversity -- 2.3 From Novices to Experts -- 3 Work Approach -- 3.1 The Team -- 3.2 The Collaboration Approach -- 3.3 The Design Process -- 4 Reflections -- 5 Conclusions --

References -- Design Attributes for the Development of Digital Solutions: An Exploratory Study from the Perspective of Professionals Connected to Digital Transformation -- 1 Introduction -- 2 Methodology -- 3 Results and Discussion -- 3.1 Positive Aspects of Digital Products and Services -- 3.2 Negative Aspects of Digital Products and Services -- 4 Conclusion -- References.
Lemon's Pitch: An Attempt to Induce Audio-Visual Synesthesia in Live Music Performances.
