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Descrizione fisica	1 online resource (277 pages)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 1478
Disciplina	004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Computer networks Computers, Special purpose Application software Artificial intelligence Software engineering User Interfaces and Human Computer Interaction Computer Communication Networks Special Purpose and Application-Based Systems Computer and Information Systems Applications Artificial Intelligence Software Engineering
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Combining two inspection methods: usability heuristic evaluation and WCAG guidelines to assess e-commerce websites -- Considering the older adults' perceptions of IoT for designing IoT technologies -- Control of a robotic hand through voice commands and biosignals -- Desktop Application for Water Quality Prediction and Monitoring System Using ISO 9241-210 and Machine Learning Techniques --

Digital Ecosystem for Children's Rehabilitation with Psychomotor Deficit -- Evaluating of mobile user interface: A Design Lenses approach -- Face Recognition Efficiency Enhancements Using Tensorflow and WebAssembly: A Practical Approach -- Gamified Model to Support Shopping in Closed Spaces Aimed at Blind People: A Systematic Literature Review -- Interface Analysis Criteria for Mobile Devices: A Systematic Mapping -- Lepi-Board: an Infrastructure for the Development of Digital Storytelling Games by Blind-Users -- Modeling and Evaluating Personas with Software Explainability Requirements -- Project-based Learning Focused on Professional Skills: An Approach applied on Human-Computer Interaction and Software Requirements Under-Graduation Courses -- Proposal for a serious game to assist in the daily care of children with ASD before Covid-19 -- Specified Ontologies in User Tags to Graphical User Interface Hedonistic type based on Sentiment Analysis -- Towards a definition of a learning model of business simulation games based on the analysis of response from physiological devices -- User experience evaluation in MOOC platforms: a hybrid approach -- User Interface Adaptation through Ontology Models and Code Generation -- User-centered design approach for a machine learning platform for medical purpose -- Virtual Reconstruction of Objects by Point Cloud Capture to Measurement of Density Parameters Using Low Cost Device.

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#### Sommario/riassunto

This book constitutes the thoroughly refereed proceedings of the 7th Iberoamerican Workshop on Human-Computer Interaction, HCI-Collab 2021, held in São Paulo, Brazil, in September 2021.\* The 15 full and 4 short papers presented in this volume were carefully reviewed and selected from 68 submissions. The papers deal with topics such as emotional interfaces, usability, video games, computational thinking, collaborative systems, IoT, software engineering, ICT in education, augmented and mixed virtual reality for education, gamification, emotional Interfaces, adaptive instruction systems, accessibility, use of video games in education, artificial Intelligence in HCI, among others.

\*The workshop was held virtually due to the COVID-19 pandemic.

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