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Autore	Finzi, Bruno
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Livello bibliografico	Monografia
Note generali	Vol. 1 : Teorie introduttive, cinematica, statica Vol. 2 : Dinamica

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Titolo	Design, User Experience, and Usability: UX Research, Design, and Assessment : 11th International Conference, DUXU 2022, Held as Part of the 24th HCI International Conference, HCII 2022, Virtual Event, June 26 – July 1, 2022, Proceedings, Part I // edited by Marcelo M. Soares, Elizabeth Rosenzweig, Aaron Marcus
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Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 13321
Disciplina	004.019 004.21
Soggetti	User interfaces (Computer systems) Human-computer interaction Computers, Special purpose Application software Computer networks Software engineering Image processing - Digital techniques Computer vision User Interfaces and Human Computer Interaction Special Purpose and Application-Based Systems Computer and Information Systems Applications Computer Communication Networks Software Engineering Computer Imaging, Vision, Pattern Recognition and Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Processes, Methods, and Tools for UX Design and Evaluation -- Customer Hierarchy of Needs: Customer Centric Approach to Agile Product Development -- Context is Key: Mining Social Signals for Automatic Task Detection in Design Thinking Meetings -- Selection and

Modeling of a Formal Heuristic Evaluation Process through Comparative Analysis -- Design Trend Analysis and Design Innovation based on Card Heuristic Method -- Reporting the Application of User Experience Tools and Proxy Users in an Industrial Process based on Double Diamond -- A Process to Support the Remote Tree Testing Technique for Evaluating the Information Architecture of User Interfaces in Software Projects -- Developing Personas in UX Process: a Case Study for a Web -Documentary to Increase Empathy among Social Groups -- The Exploration of Tools and Methods for Designing Smart Products in User Experience -- Building up Personas by Clustering Behavior Motivation from Extreme Users -- Effective Public Participation in UrbanOpen Space: Take Yangpu Waterfront Scenario Workshop as an Example -- Research on Product Design Process Based on the Integration of Perceptual Image and Brand Identity -- User Requirements, Preferences, and UX Influential Factors -- IOHIVE: Design Requirements for a System that Supports Interactive Journaling for Beekeepers during Apiary Inspections -- Combining Virtual Reality and Eye Tracking to Recognize Users' Aesthetic Preference for Product Modeling -- A Study of the Affordance of Haptic Stimuli in a Simulated Haunted House -- Research on the Influencing Factors of Shopping Mall Experiential Marketing on Consumer Attitudes: a Case of Guangzhou Sunac Mall -- Different Sample Sources, Different Results? A Comparison of Online Panel and Mail Survey Respondents -- The Effect of Music Type Association on Design Product Styling -- The Effect of Camera Viewing Angle on Product Digital Presentation Perception -- Demographic Census: Searching for the Best User Experience -- Usability in Automated Teller Machines Interfaces: A Systematic Literature Review -- User Experience Research in China: A 15-Year Bibliometric Analysis -- Why Some "User-Centred" Medical Devices do not Provide Satisfactory User Experiences? An Investigation on User Information Factors in New Device Development Processes -- Comparison of Usability and Immersion between Touch-Based and Mouse-Based Interaction: a Study of Online Exhibitions -- Identifying Key Factors Influencing Mobile Music App User Experience in China Using a Fuzzy DEMATEL Method -- Usability, Acceptance, and User Experience Assessment -- Augmented Reality Books: A User Experience Evaluation -- G4NHE Second Edition: Refining a Generic Gamification Technique to Engage HCI Evaluators in Consolidation Tasks -- Towards More Clean Results in Data Visualization: A Weka Usability Experiment -- Usability Assessment and Improvement Plan for Treadmills in Campus Gym -- Examining the Usability of a Short-Video App Interface Through an Eye-Tracking Experiment -- Usability Evaluation and Redesign of an Integrated Chair -- Promising or Influencing? Theory and Evidence on the Acceptance of Mobile Payment among the Elderly in China -- Applying a New Questionnaire to Evaluate the Usability of Peruvian E-Government Websites -- Online Virtual Simulation Course Design for VR Glasses Fit Analysis -- A Systematic Review About Quantitative Metrics For The Usability Evaluation Of Retail E-commerce Web Sites Based On Open Source Platforms -- Usability Study of Museum Website Based on Analytic Hierarchy ProcessA Case of Foshan Museum Website -- Cumulative Distortions in Usability Testing: Combined Impact of Web Design, Experiment Conditions, and Type of Task and Upon User States during Internet Use.

Sommario/riassunto

This book constitutes the refereed proceedings of the 11th International Conference on Design, User Experience, and Usability, DUXU 2022, held as part of the 23rd International Conference, HCI International 2022, which was held virtually in June/July 2022. The total of 1271 papers and 275 posters included in the HCII 2022 proceedings

was carefully reviewed and selected from 5487 submissions. The DUXU 2022 proceedings comprise three volumes; they were organized in the following topical sections: Part I: Processes, Methods, and Tools for UX Design and Evaluation; User Requirements, Preferences, and UX Influential Factors; Usability, Acceptance, and User Experience Assessment. Part II: Emotion, Motivation, and Persuasion Design; Design for Well-being and Health.- Learning Experience Design; Globalization, Localization, and Culture Issues. Part III: Design Thinking and Philosophy; DUXU Case Studies; Design and User Experience in Emerging Technologies.
