

1.	Record Nr.	UNINA9910705763703321
	Titolo	FY 2009 OAR action plan to integrate environmental justice // U.S. Environmental Protection Agency, Office of Air and Radiation
	Pubbl/distr/stampa	[Washington, D.C.] : , : United States, Environmental Protection Agency, Office of Air and Radiation, , [2009]
	Descrizione fisica	1 online resource (36, 46 pages) : illustrations
	Soggetti	Environmental justice - Government policy - United States Air quality management - Government policy - United States
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Report number assigned by National Service Center for Environmental Publications (NSCEP); 400R09003.
	Nota di bibliografia	Includes bibliographic references.
2.	Record Nr.	UNISA996660365003316
	Titolo	Design, User Experience, and Usability : 14th International Conference, DUXU 2025, Held as Part of the 27th HCI International Conference, HCII 2025, Gothenburg, Sweden, June 22–27, 2025, Proceedings, Part V // edited by Martin Schrepp
	Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
	ISBN	3-031-93233-1
	Edizione	[1st ed. 2025.]
	Descrizione fisica	1 online resource (XX, 271 p. 81 illus., 61 illus. in color.)
	Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15798
	Disciplina	005.437 004.019
	Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Computer networks Software engineering User Interfaces and Human Computer Interaction Computer and Information Systems Applications Computer Communication Networks Software Engineering

Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	<p>Design Education and Professional Practice: Participatory Design and Heuristic Ideation: A Framework for Integrated Collaboration in User-Centered Design Education -- Design Capability in Social Innovation: A Synthesis of Professional Skills and Design Attitude -- Developing Human Experience Experts: Design Education's Process-Centric Response to Generative AI -- Integrating User Experience in User Interface Design Education: A Problem-Based Learning Approach Enhanced by Generative AI-Supported Design -- Prioritizing Human Creativity: A Sequential Approach to Teaching Generative AI in Graphic Design Education -- Utilizing Generative AI in Design Education: Visualizing Aesthetic Sensibilities through Language Expression -- Sustainable Design: From Principles to Practice in Design Education -- Understanding Why HCI Design Professionals are Slow to Adopt Ethics Practices -- Educational Strategies for Training UI/UX Planners and Designers in the Era of Technological Evolution. Human-Centered Design and Interactive Experiences: User Interface Principles for Designing Virtual Showrooms -- Designing for Sharing: Recommendations for the Design of Human-Centered Shared Products and Services -- Research on Intelligent Game Peripheral Product Design Driven by Human-centered Innovation -- Research on Public Facilities Design of Children's Library from the Perspective of Embodied Cognition Theory -- Comparative Analysis of Usability Evaluation Methods for University Websites: Implications for Student Recruitment -- Conjoint Control: A Practical Approach to Implementing Physical Interfaces in Real-World Settings -- GlobeStick: Innovating Map Navigation through Tactile Interaction and User-Centered Design -- Kids' Perspectives on User Experience: A Study on Questionnaire Design and Measurement -- Research on the Application of Interactive Design in Online Farmland.</p>
Sommario/riassunto	<p>This six-volume set LNCS 15794-15799 constitutes the refereed proceedings of the 14th International Conference on Design, User Experience, and Usability, DUXU 2025, held as part of the 27th International Conference on Human-Computer Interaction, HCII 2025, in Gothenburg, Sweden, during June 22-27, 2025. The total of 1430 papers and 355 posters included in the HCII 2025 proceedings was carefully reviewed and selected from 7972 submissions. The six volumes cover the following topics: Part I: Information design and visualization; emotional interaction and persuasive design; and interactive systems and user behavior. Part II: UX design and evaluation methodologies; inclusive design and accessible experiences; and product and industrial design. Part III: Design and the digital transmission of culture; design for arts and creativity; and designing for health and therapeutic experiences. Part IV: Consumer experience and service design; design and evaluation of technology-enhanced learning; and UX in automotive and transportation. Part V: Design education and professional practice; and human-centered design and interactive experiences. Part VI: AI and the future of UX design; and UX in AI and emerging technologies.</p>