1. Record Nr. UNINA9910734851703321

Autore	Kurosu Masaaki
Titolo	Human-Computer Interaction : Thematic Area, HCI 2023, Held as Part of the 25th HCI International Conference, HCII 2023, Copenhagen, Denmark, July 23–28, 2023, Proceedings, Part III / / edited by Masaaki Kurosu, Ayako Hashizume
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023
ISBN	3-031-35602-0
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (565 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14013
Altri autori (Persone)	HashizumeAyako
Disciplina	004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Computer networks Image processing - Digital techniques Computer vision Application software Artificial intelligence User Interfaces and Human Computer Interaction Computer Communication Networks Computer Imaging, Vision, Pattern Recognition and Graphics Computer and Information Systems Applications Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Intro -- Foreword -- HCI International 2023 Thematic Areas and Affiliated Conferences -- List of Conference Proceedings Volumes Appearing Before the Conference -- Preface -- Human-Computer Interaction Thematic Area (HCI 2023) -- HCI International 2024 Conference -- Contents - Part III -- Human Robot Interaction -- Towards Diversity, Equity, and Inclusion in Human-Robot Interaction -- 1 Introduction -- 2 Background Literature -- 2.1 Social Classification of Robots -- 2.2 Social Identity Theory -- 3 Experiment: Robot Ethnicity -- 3.1 Methodology -- 4 Results -- 5 Discussion

and Conclusions -- References -- A Domain-Specific Language for Prototyping the Behavior of a Humanoid Robot that Allows the Inclusion of Sensor Data -- 1 Introduction -- 2 Related Work -- 3 Our Domain-Specific Language TaskDSL4Pepper -- 4 Summary and Outlook -- References -- An Architecture for Transforming Companion Robots into Psychosocial Robotic Surrogates -- 1 Introduction -- 2 Related Work -- 2.1 Early Robot Architectures -- 2.2 Social Robot Architectures -- 2.3 The Asprino Social Robot Reference Architecture -- 3 The Robot Surrogate Architecture -- 3.1 Autobiographic Memory -- 3.2 The Emotional State Subsystem -- 3.3 The Mood Subsystem -- 3.4 The Behaviour Generator -- 4 System Implementation -- 4.1 Testing the Architecture -- 5 Conclusions -- References -- Exploring the Recommendation Expressions of Multiple Robots Towards Single-Operator-Multiple-Robots Teleoperation -- 1 Introduction -- 2 Methods -- 2.1 Brainstorming for Expressions and Expressive Attribute -- 2.2 Multiple Expressions and Expressive Attributes -- 3 Web Survey -- 4 Result and Discussion -- 5 Limitation -- 6 Conclusion -- A Expressions and Expressive attributes -- B Images of Expressions -- C Detail descriptions of Expressions -- References.
Perception of a Mobile Service Robot's Proxemic Behavior and Appearance in Virtual Reality -- 1 Introduction -- 1.1 Virtual Reality -- 1.2 Discomfort -- 1.3 Factors Influencing HRI -- 1.4 Research Question -- 2 Method -- 2.1 Study 1 - Size and Speed -- 2.2 Study 2 - Size and Edge Shape -- 3 Results -- 3.1 Results of Study 1 -- 3.2 Results of Study 2 -- 4 Discussion and Limitations -- 5 Conclusion and Outlook -- References -- Introducing Playing Catch to Motivate Interaction with Communication Robots -- 1 Introduction -- 2 Related Research -- 3 Proposed Method -- 3.1 Overview of the Proposed Method -- 3.2 Implementation of the Prototype System -- 4 Experiment -- 4.1 Aim of the Experiment and Hypotheses -- 4.2 Outline of the Experimental Procedure -- 4.3 Content of Robot's Speech -- 4.4 Evaluation Criteria -- 5 Experimental Results and Discussion -- 5.1 Questionnaire Results on the Impression of the Robot (in All-Results) -- 5.2 Questionnaire Results on the Impression of the Robot (in First-Results) -- 5.3 Results of the Survey Regarding Playing Catch -- 5.4 Discussion -- 6 Conclusions -- References -- Asynchronous Classification of Error-Related Potentials in Human-Robot Interaction -- 1 Introduction -- 2 Methods -- 2.1 Scenario -- 2.2 Approach -- 2.3 EEG Recording -- 2.4 EEG Processing -- 2.5 Evaluation -- 3 Results and Discussion -- References -- A Longitudinal Experiment about Leadership in a Mixed Human-Robot Team in Comparison to a Human-Only Team -- 1 Introduction -- 2 Study Framework -- 3 Empirical Study -- 3.1 Sample and Measurement -- 3.2 Experimental Procedure -- 3.3 Manipulation of Empowering Leadership as Independent Variable -- 4 Preliminary Results -- 5 Conclusion -- 5.1 Limitations and Areas for Future Research -- Appendix -- References -- Social Robots for Older Adults in Medical Contexts -- 1 Introduction -- 2 Research Methodology.
3 Literature Review -- 3.1 Social Service Robots -- 3.2 Social Companion Robots -- 4 Result and Discussion -- 5 Conclusion -- Appendix A -- References -- The Influence of Context and Task on Human-Robot Interaction -- 1 Introduction -- 2 Objectives and Hypothesis -- 3 Methods -- 3.1 Design of Study -- 3.2 Stimulus and Materials -- 3.3 Participants -- 3.4 Procedure -- 3.5 Data Analysis -- 4 Results and Discussion -- 5 Conclusion -- References -- Studying Multi-modal Human Robot Interaction Using a Mobile VR Simulation -- 1 Introduction -- 2 Related Work -- 2.1 Speech for Communication -- 2.2 Gestures for Communication -- 2.3 Multi-modal Communication

-- 3 Experimental Setting -- 3.1 VR-Simulation -- 3.2 Controlling WebTool -- 4 Case Studies -- 4.1 First Qualitative Study on Intuitive Gestures -- 4.2 Second Qualitative Study on Speech -- 5 Discussion -- 6 Conclusion and Future Work -- References -- Teachers' Perspective on Robots Inclusion in Education - A Case Study in Norway -- 1 Introduction -- 2 Methodology -- 3 Data Analysis -- 4 Results and Discussion -- 5 Conclusion and Future Work -- References -- Applying the Social Robot Expectation Gap Evaluation Framework -- 1 Introduction -- 2 The Social Robot Expectation Gap Evaluation Framework -- 3 Method -- 3.1 Phase 1: Scenario -- 3.2 Phase 2: Data Collection -- 3.3 Phase 3: Analysis of the Data -- 4 Results -- 4.1 Aspects Related to the Four UX Goals -- 4.2 Severity and Scope of the Identified UX Problems -- 5 Discussion and Conclusion -- References -- Moral Dilemmas in Social Robots: An Exploratory Study for Future Research -- 1 Introduction -- 2 Literature Review -- 3 Research Method -- 3.1 Survey Instrument -- 3.2 Participants -- 4 Results -- 5 Discussion -- 6 Limitations and Future Research -- References -- One Size Does Not Fit All: -- 1 Introduction.
2 Qualitative Interviews with Potential Office Robot Users -- 3 Robot User Types -- 4 Online Study of Robot User Types -- 4.1 Sample -- 4.2 Typology of Office Robot Users -- 4.3 Relation of Robot User Types to Personal, Job, and Performance Outcomes -- 5 Discussion -- 5.1 What Can Such a User Typology Look like? -- 5.2 How are the Types Related to Social and Performance Outcomes? -- 5.3 Limitations and Implications for Future Research -- References -- Proposal of Emotion Expression Method by Clothes Color for Communication Robot -- 1 Introduction -- 2 Related Research and Research Objective -- 2.1 Related Research: Emotion Expression Methods for Communication Robot -- 2.2 Related Research: Clothes as Communication Tool -- 2.3 Related Research: Relationship Between Emotions and Colors -- 2.4 Research Objective -- 3 Design of Speech Contents and Clothes Color for Robot -- 3.1 Robot Used in the Experiment -- 3.2 Speech Contents -- 3.3 Clothes Color -- 4 Experiment: Matching Clothes Color with Speech Emotion -- 4.1 Experiment Objective and Method -- 4.2 Questionnaire -- 4.3 Experiment Results -- 4.4 Summary of Experiment Results and Discussion -- 5 Additional Experiment: Improvement of Clothes Color Changing Method for Robot -- 5.1 Research Objective -- 5.2 Clothes Color Changing Method -- 5.3 Experimental Procedure -- 5.4 Questionnaire -- 5.5 Experiment Results -- 5.6 Summary of Experiment Results and Discussion -- 6 Conclusion -- References -- Enhancing Robot Explainability in Human-Robot Collaboration -- 1 Introduction -- 2 Theoretical Background -- 2.1 Explainability -- 2.2 Social Cues in Human-Robot Interaction -- 2.3 Robot Anthropomorphic Design -- 2.4 Trust and Acceptance -- 3 Method -- 3.1 Participants -- 3.2 Robots -- 3.3 Experiment Scenario -- 3.4 Manipulations -- 3.5 Procedure -- 3.6 Measurement -- 4 Results -- 4.1 Manipulation Check. 4.2 Hypothesis Testing -- 5 Discussion -- 5.1 Implications for Theory and Practice -- 5.2 Limitations and Future Research -- 6 Conclusion -- References -- An Intuitive Human-Robot Interaction Method for Robotic Dance Choreography -- 1 Introduction -- 1.1 Research Motivation -- 1.2 Research Purpose -- 2 Related Works -- 3 Method -- 3.1 Data Collection -- 3.2 Data Transfer -- 3.3 Robot Arm Control -- 4 Outcomes -- 5 Conclusion and Future Work -- References -- Robot Path Verification Method for Automotive Glue-Coating Based on Augmented Reality and Digital Twin -- 1 Introduction -- 2 Method -- 2.1 System Framework -- 2.2 Construction of the AR Environment -- 2.3 Robot Digital Twin Behavior Model -- 2.4 Collision Detection --

3 Case Study -- 4 Discussion -- 5 Conclusion and Future Study -- References -- Robot in Disguise -- 1 Your Companion - A Social Robot -- 2 What Fashion Can Add to Social Robots (If Anything)? -- 2.1 Why Would People Want to Dress Their Robots? -- 2.2 Customization of the Robot -- 2.3 Social Signals -- 3 Why "RObot in Disguise" -- 4 Factors to Consider -- 5 Future Works and Conclusions -- References -- Chatbots and Voice-Based Interaction -- The Impact of Parent-Like Chatbot Narratives on Daily Reflection -- 1 Introduction -- 2 Related Research -- 3 Methodology -- 3.1 Flow Chart of Reflections by the Proposed Method -- 3.2 Parent Factors -- 3.3 Responses to User's Talk -- 3.4 Daily Reflection -- 4 Verification Experiment -- 4.1 Experimental Summary -- 4.2 Experimental Procedures -- 4.3 Evaluation Items -- 5 Results and Discussion -- 5.1 Results -- 5.2 Discussion -- 6 Conclusion and Future Work -- References -- Revealing Chatbot Humanization Impact Factors -- 1 Introduction -- 2 Fundamentals and Related Work -- 3 Identification of Impact Factors in Humanization -- 3.1 Results of the Identified Impact Factors. 4 Experiment with Market Chatbots.

Sommario/riassunto

The four-volume set LNCS 14011, 14012, 14013, and 14014 constitutes the refereed proceedings of the Human Computer Interaction thematic area of the 25th International Conference on Human-Computer Interaction, HCII 2023, which took place in Copenhagen, Denmark, in July 2023. A total of 1578 papers and 396 posters have been accepted for publication in the HCII 2023 proceedings from a total of 7472 submissions. The papers included in the HCI 2023 volume set were organized in topical sections as follows: Part I: Design and evaluation methods, techniques and tools; interaction methods and techniques; Part II: Children computer interaction; emotions in HCI; and understanding the user experience; Part III: Human robot interaction; chatbots and voice-based interaction; interacting in the metaverse; Part IV: Supporting health, quality of life and everyday activities; HCI for learning, culture, creativity and societal impact.