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Data Utilization for Smart Cities -- User Experience in Intelligent Environments -- Investigating the Psychological Impact of Emotion Visualization and Heart Rate Sharing in Online Communication -- Sustained Participation Motivation of Quantified Self for Personal Time Management -- Evaluating Students Experiences in VR Case-Studies of Information Systems Problem-based Teaching -- Assessing Lighting Experience Using Physiological Measures: A Review -- Advancing User Research in Naturalistic Gambling Environments through Behaviour Tracking. A Pilot Study -- Using the Experience Sampling Method to Find the Pattern of Individual Quality of Life Perceptions. -Mutual Recall Between Onomatopoeia and Motion Using Doll Play Corpus -- Understanding Avoidance Behaviors of users for Conversational AI -- How Remote-Controlled Avatars are Accepted in Hybrid Workplace -- Pervasive Data -- Ethical Considerations of High Performance Computing Access for Pervasive Computing -- A Taxonomy of Factors Influencing Data Quality -- Designing A Smart Standards Information Service: A Research Framework -- Estimation of Water Consumption in a Family Home using IOT Systems -- Development of Large-Scale Scientific Cyberinfrastructure and the Growing Opportunity to Democratize Access to Platforms and Data -- Understanding Regional Characteristics Through EC Data Analysis.

Sommario/riassunto	This book constitutes the refereed proceedings of the 11th International Conference on Distributed, Ambient and Pervasive Interactions, DAPI 2023, held as part of the 25th International Conference on Human-Computer Interaction, HCII 2023, which took place as an hybrid event 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 60 papers included in the DAPI 2023 proceedings were organized in topical sections as follows: Part I: Designing and evaluating intelligent environments; user experience in intelligent environments; pervasive data; Part II: Smart cities and environment preservation; media, art and culture in intelligent environments; supporting health, learning, work and everyday life.