1.

Record Nr.	UNINA9910734870003321
Autore	Streitz Norbert A
Titolo	Distributed, Ambient and Pervasive Interactions : 11th International Conference, DAPI 2023, Held as Part of the 25th HCI International Conference, HCII 2023, Copenhagen, Denmark, July 23–28, 2023, Proceedings, Part II / / edited by Norbert A. Streitz, Shin'ichi Konomi
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023
ISBN	3-031-34609-2
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (504 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14037
Altri autori (Persone)	KonomiShin'ichi
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Computer networks User Interfaces and Human Computer Interaction Computer and Information Systems Applications Computer Communication Networks
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Smart Cities and Environment Preservation -- Methodology for Functionalization of "Living lab" under Concept of Smart Cities - Case through Service Design Development Workshops Using Frailty Prevention AI Technology -- Toward Supporting Baggage-Free Walk-Arounds at Travel Destinations: Issues of the Hassle of Baggage during Travel -- Platform Urbanism for Sustainability -- Experiences with using Diverse Evaluation Methods for Extracting Insights via Experience Prototyping in Ambient and Civic Computing -- Opening up Smart Learning Cities - Building Knowledge, Interactions and Communities for Lifelong Learning and Urban Belonging -- Weather Forecasting Limitations in the Developing World -- Risk Framework for the Use of AI Services Driven by Citizens Themselves -- The Nurturing of Theory for Smart Environments and Spaces: The Case of Ambient Theory for Smart Cities -- Future Living Lab / Design Research Project to Explore

Local Values for Infrastructure Services with the Participation of Residents -- AR-Enabled Interface for IoT Water Management Systems in Smart Cities -- An IoT Framework for Heterogeneous Multi-Layered Access in Smart Cities -- Applications of Bioacoustics Human Interface System for Wildlife Conservation in Nepal -- How Citizens Participation Begin and Continue in Developing Smart Cities -- Application of Digital Media Technology in the Display Design of Construction Sand Table Model -- Media, Art and Culture in Intelligent Environments -- A Clothing-type Wearable Device that Promotes a Sense of Unity for Viewers of Online Live Performances -- Research on the Integration of Stage Performance and Virtual Technology in the Digital Media Art Environment -- Dashcam Video Curation for Generating Memorial Movies on Tourism using Multiple Measures of "Tourist Spot Likeness -- On the Application and Influence of Interactive Installation in Urban Public Art -- An Analysis of the Origin, Integration and Development of Contemporary Music Composition and Artificial Intelligence and Human-Computer Interaction -- Research on the Application of the Ming Dynasty Clothing Element "ShiDiKe" in Home Fabric Design -- Analyzing the Design of Online VR Platforms for Accessing Cultural Heritage Resources and Services: Multiple Case Studies in European and American Countries -- Analysis of the Current Status of the NFT Industry Chain in China -- Research on Digital Communication of Chinese Traditional Garden -- Digital Inheritance of Straw Weaving in Laizhou, Shandong Province -- Supporting Health, Learning, Work and Everyday Life -- User-Centred Detection of Violent Conversations on Mobile Edge Devices -- The Tribrid-Meeting-Setup – Improving Hybrid Meetings using a Telepresence Robot -- Silent Delivery: Make Instant Delivery More Accessible for the DHH Delivery Workers through Sensory Substitution -- Augmented Reality Visual-Captions: Enhancing Captioning Experience for Real-Time Conversations -- Playful Learning: Promoting Immersive Learning Environment in Chinese Community -- Augmented Social Meal via Multi-Sensory Feedback Modulated by Bodily-in-Coordinated Measures -- Ambient Information Design for a Work Environment -- Card Type Device to Support Acquirement of Card Techniques -- E-Reminder: A Mindfulness-Based Interactive Eating Reminder Device to Improve Emotional Eating -- Detecting Hand Hygienic Behaviors In-the-wild Using a Microphone and Motion Sensor on a Smartwatch.

| 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. |