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Disciplina	004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Computer networks Electronic commerce Artificial intelligence User Interfaces and Human Computer Interaction Computer and Information Systems Applications Computer Communication Networks e-Commerce and e-Business Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Service Design -- Method for Assessing the Potential Impact of Changes in Software Requirements of Agile Methodologies based Projects -- Validation of Items of Aspects of Interests in Quality-in-use -Stakeholder Needs of Each System Domain -- Design Study of Wearable IV Pole: Service Design Perspective -- Extensibility Challenges of Scientific Workflow Management Systems -- The Effect of Color on the Visual Search Efficiency of Mobile Travel Service APP in Night Mode -- Research on Conversational Interaction Design Strategy of Shopping APP Based on Context Awareness -- Influence of Different Language Labels on Perception of Product Value -- Structural Equation Modeling

For The Interplay Among Consumer Engagements With Multiple Engagement Objects In Consumer's Fashion -- Considerations for Health Care Services Related to the Menstrual Cycle -- Dialogue-Based User Needs Extraction for Effective Service Personalization -- The Impact of External Networks on Product Innovation in Social Purpose Organizations: An Empirical Research on Japanese Museums -- Does Guaranteeing Anonymity in SNS Use Contribute to Regional Revitalization -- Effects of Poor Visibility on Riding Anxiety in Riding a Bicycle that can be Ridden with two Infants -- Wayfinding and Navigation in the Outdoors - Quantitative and Data Driven Development of Personas and Requirements for Wayfinding in Nature -- Knowledge in eLearning and eEducation -- Analysis of Classroom Test Results for an Error-based Problem Presentation System for Mechanics -- Using Interactive Flat Panel Display for STEM Education based on SAMR Model -- Analysis of Effects of Raggedy Student CG Characters in Face-to-Face Lectures and Their On-demand Streaming -- Triangle Logic Recomposition Exercise for Three-Clause Argument and its Experimental Evaluation -- Proposal for a Semi-Subjective Learning Support System with Operation Indices Targeting Vectors -- Instructional Design of a VR-based Empathy Training -- Program to Primary School Children -- Classroom Practice of Code Sharing Platform to Encourage Refinement Activities -- Learning Support System for Programming that Promotes Understanding of Source Code Function through Behavior Modeling -- Proposal for Automatic Problem and Feedback Generation for use in Trace Learning Support Systems -- Improving Educational Outcomes: Developing and Assessing Grading System (ProGrader) for Programming Courses -- Development of VR Education System for Media Exchange in Cell Culture Operation -- Proposal of Learning Programs Using the Senseware -- Investigation of the Relationship Between Map Quality and Higher-Order Thinking in Kit-Build Concept Map -- Application of the Recomposition Method to Mind Map and Experimental Verification of Learning Effect -- Development of a VR Collaboration System to Support Reflection on the Learning Process of Oneself and Others -- Supporting work and collaboration -- Design of an Interview Script Authoring Tool for a Job Interview Training Simulator using Graph Transformations -- Human Factors and Ergonomics Awareness Survey of Professional Personnel in a Large-Scale Company from the Aerospace Industry -- Optimization of a Human-Machine Team for Geographic Region Digitization -- Crowdsourced Argumentation Feedback for Persuasive Writing -- An Online Opinion-Learning Experiment Simulating Social Interaction on Emerging Technologies: A Case Study of Genome-Edited Crops -- Tasks Decomposition Approaches in Crowdsourcing Software Development -- Comparison of Nature and Office Environments on Creativity - A Field Study -- A Conceptual Design of Management Interface for Wireless Sensor Network System -- What Affects the Success of Programmers in Query Validation Process? An Eye Tracking Study -- Comparative Analysis of Manipulation Skills of Experts and Non-Experts in Cell Culture Using VR Gloves -- Prototyping Process Analyzed from Dialogue and Behavior in Collaborative Design -- A Study on Visual Communication with Different Conveyance under MR Remote Collaboration -- Developers Foraging Behavior in Code Hosting Sites: A Gender Perspective.

Sommario/riassunto

This two-volume set LNCS 14015 - 14016 constitutes the thoroughly refereed proceedings of the thematic area Human Interface and the Management of Information, HIMI 2023, which was held as part of HCI International 2023 which took place in Copenhagen, Denmark, during July 23-28, 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 HCII-HIMI volume set were organized in topical sections as follows: Part I: Information design and user experience; data visualization and big data; multimodal interaction; interacting with AI and intelligent systems; Part II: Service design; knowledge in eLearning and eEducation; supporting work and collaboration.
