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<b>Soggetti</b>	User interfaces (Computer systems) Human-computer interaction Artificial intelligence Application software Computer engineering Computer networks Electronic commerce User Interfaces and Human Computer Interaction Artificial Intelligence Computer and Information Systems Applications Computer Engineering and Networks e-Commerce and e-Business
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<b>Nota di contenuto</b>	Information Design and User Experience -- Cooperation Mode of 2D and 3D Interfaces on Destination Planning Tasks in the Location-based AR Application -- Generalized Cohen's Kappa: A Novel Inter-rater Reliability Metric for Non-Mutually Exclusive Categories -- Knowledge Graph-based Machining Process Route Generation Method -- How to Share Color Impression Among Different Observers Using Simplicial Maps -- Task-Based Open Card Sorting: Towards a New Method to Produce Usable Information Architectures -- Emotive Idea and Concept Generation -- Survey on the Auditory Feelings of Strangeness while

Listening to Music -- Text Reconstructing System of Editorial Text Based on Reader's Comprehension -- Interfaces for Learning and Connecting around Recycling -- Sound Logo to Increase TV Advertising Effectiveness Based on Audio-Visual Features -- Research on Visualization Method for Empathic Design -- A Study on HCI of a Collaborated Nurture Game for Sleep Education with Child and Parent -- Analysis of Resilient Behavior for Interaction Design -- How Information Influences the Way We Perceive Unfamiliar Objects – An Eye Movement Study -- Data Visualization and Big Data -- The Nikkei Stock Average Prediction by SVM -- What Causes Fertility Rate Difference among Municipalities in Japan -- Explore Data Quality Challenges Based on Data Structure of Electronic Health Records -- Feature Analysis of Game Software in Japan Using Topic Model and Structural Equation Modeling for Reviews and Livestreaming Chat -- Inductive Model Using Abstract Meaning Representation for Text Classification via Graph Neural Networks -- Enhancing Visual Encodings of Uncertainty through Aesthetic Depictions in Line Graph Visualisations -- Satisfaction Analysis of Group/Individual Tutoring Schools and Video Tutoring Schools -- Zebrafish Meets the Ising Model: Statistical Mechanics of Collective Fish Motion -- Research on New Design Methods for Corporate Value Provision in a DX (Digital Transformation) Society Visualization of value by lifestyle derived from qualitative analysis -- Evaluating User Experience in Information Visualization Systems: UXIV an Evaluation Questionnaire -- Multimodal Interaction -- Study of HMI in Automotive ~Car design proposal with usage by the elderly -- Pilot Study on Interaction with Wide Area Motion Imagery Comparing Gaze Input and Mouse Input -- Development of a Speech-Driven Communication Support System Using a Smartwatch with Vibratory Nodding Responses -- Coordinated Motor Display System of ARM-COMS for Evoking Emotional Projection in Remote Communication -- Fundamental Considerations on Representation Learning for Multimodal Processing -- A Preliminary Study on Discrimination of Dominant Hand Based on Motion Analysis of Hand Movements by Image Analysis Using Deep Learning -- Glasses Encourage Your Choices: A System that Supports Indecisive Choosers by Eye-tracking -- Physiological Measures in VR Experiments - Some Aspects of Plethysmogram and Heart Rate -- Effects of Visual and Personality Impressions on the Voices Matched to Animated Characters -- Effects of Gaze on Human Behavior Prediction of Virtual Character for Intention Inference Design -- Interacting with AI and Intelligent Systems -- Development of a Light-Emitting Sword Tip Accompanying Thrusts and a Device for Judging Valid Thrusts by Light Spectrum Detection Without an Electric Judge in the Foil Event of Fencing Competitions -- A Study on Human-Computer Interaction with Text-to/from-Image Game AIs for Diversity Education -- A Generative Vase Design System Based on Users' Visual Emotional Vocabulary -- The Impact of AI Text-To-Image Generator on Product Styling Design -- Generating Various 3D Motions by Emergent Imitation Learning -- Personalized Sleep Stage Estimation based on Time Series Probability of Estimation for Each Label with Wearable 3-axis Accelerometer -- Controllable Features to Create Highly Evaluated Manga -- A Study on Trust Building in AI Systems through User Commitment -- Chatbot to Facilitate Opinion Formation in Web Search -- A State-of-Art Review on Intelligent Systems for Drawing Assisting -- Discussion Support Framework Enabling Advice Presentation That Captures Online Discussion Situation -- Triple Supportive Information for Matrix Factorization with Image, Text, and Social Networks -- An Analysis of Factors Associated with Self-Confidence in the Japanese -- Detecting Signs of Depression for Using

**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.

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