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Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14015
Disciplina	361
Soggetti	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
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	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
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of Gaze on Human Behavior Prediction of Virtual Character for Intention
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Development of a Light-Emitting Sword Tip Accompanying Thrusts and
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an Electric Judge in the Foil Event of Fencing Competitions -- A Study
on Human-Computer Interaction with Text-to/from-Image Game AIs
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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
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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.
