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	Altri autori (Persone)	Abdelnour-NoceraJose <1973-> LarusdottirMarta (Marta Kristin) PetrieH (Helen) PiccinnoAntonio WincklerMarco
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	Nota di contenuto	User Studies -- Comparing Perceived Restorativeness and Stress Reduction in Virtual Reality Environments using Abstract Fractal Geometries versus Realistic Natural Landscapes -- “I miss going to that place”: The impact of watching nature videos on the well-being of informal caregivers -- Our Nudges, Our Selves: Tailoring Mobile User Engagement Using Personality -- Turn & Slide: Designing a Puzzle Game to Elicit the Visualizer-Verbalizer Cognitive Style -- User Studies, Eye-Tracking, and Physiological Data -- Electroencephalographic (EEG) correlates of Visually Induced Motion Sickness (VIMS) in the Virtual Reality (VR) based simulations -- Exploring Eye Expressions for Enhancing EOG-Based Interaction -- How Many Participants Do You Need for an Open Card Sort? A Case Study of E-commerce Websites -- Quantifying Device Usefulness - How Useful is an Obsolete Device? --

Usability Evaluation of a Brazilian Dam Safety Data Exploration Platform: a Consolidation of Results from User Tests and Heuristic Evaluation -- Virtual Reality -- Asymmetric communication in virtual reality: designing for presence, effectiveness, and enjoyment -- Digital Modeling for Everyone: Exploring How Novices Approach Voice-Based 3D Modeling -- Exploring the Potential of Metaverse Apps for Real-World Applications: A Case Study with CALEND_AR -- PeriFocus - Training Peripheral Color- and Shape Detection in Virtual Reality -- Supporting Resilience Through Virtual Reality: Design and Preliminary Evaluation of a VR Experience Based on Viktor Frankl's Logotherapy -- Virtual Reality and Training -- A Case Study Using Virtual Reality to Prime Knowledge for Procedural Medical Training -- Mind the Heart: Designing a Stress Dashboard Based on Physiological Data for Training Highly Stressful Situations in Virtual Reality -- VR for HR – a Case Study of Human Resource Development Professionals using Virtual Reality for Social Skills Training in the Workplace -- Courses -- Disability, Design and Innovation for a Fairer World -- Hacking the Brain: the risks and challenges of Cognitive Augmentation -- How to Assess Human Reliance on Artificial Intelligence in Hybrid Decision-Making -- Introduction to Information Visualisation -- The UCD Sprint: Bringing Users Along to Sprint -- Industrial Experiences -- How to Bring Diversity into Industry: Industrial Experiences in Public Transport Repair & Maintenance -- Whose responsibility is accessibility in games anyway? Everyone -- Interactive Demonstrations -- A Toolkit for Human-Centred Engineering: an Experience with Pre-teens -- Color Blind: A Figma Plugin to Simulate Colour Blindness -- Comfort Management Through a Universal Wheelchair Dashboard -- Dataslip: How Far Does Your Personal Data Go? -- Ingá Telikit: A Virtual Reality Game for Learning Penan's Hunting Techniques -- StoryCarnival: Inspiring Play with Stories and an Enhanced Puppet -- Together Porting: Multi-user Locomotion in Social Virtual Reality -- Towards "Image Reflow" on the Web: Avoiding Excessive Panning of Magnified Images by Multiplexing Automatically Cropped Regions of Interest -- Two Domain-Specific Languages for Controlling a Humanoid Robot in a Therapeutic Context -- Using polymorphic glyphs to support the visual exploration of hierarchical spatio-temporal data -- Keynotes -- A Framework for Born-Accessible Development of Software and Digital Content -- Why we do what we do – HCI and societal impact -- Panels -- A Multi-Perspective Panel on User-centred Transparency, Explainability, and Controllability in Automations -- Ethical Value Exchange in HCI -- Posters -- A Comparative Analysis of Multi-Object Animation with Motion Paths in Virtual Reality -- A Human-Robot Conversation Interface for Children with ASD -- A Literature Review on Positive and Negative Effects of Interruptions and Implications for Design -- A new interactive paradigm for speech therapy -- A simple evaluation framework for enhanced usability and accessibility of Cultural Heritage Information Systems -- A Study on Prototyping in a Design Course -- A Theoretical Framework For The Development of "Needy" Socially Assistive Robots -- AllyChat: Developing a VR Conversational AI Agent Using Few-Shot Learning to Support Individuals with Intellectual Disabilities -- An Approach to Evaluate User Interfaces in a Scholarly Knowledge Communication Domain -- Are Italian and French Public University Websites Sustainable? -- Are You Okay? Development of Electronic Check-in Systems for Isolated Older Adults -- Availability for Work, Family, and Leisure: An Empirical Study -- Better Real-Life Space Utilization in VR Through a Multimodal Guardian Alternative -- Building Teamwork: Mixed Reality Game for Developing Trust and Communication -- Coding with colors: Children's

errors committed while programming Robotito for the first time -- Design and development of an immersive Virtual Reality application to reduce anxiety in young adults -- Designing AR Applications for People Living with Dementia -- Designing Interaction to Support Sustained Attention -- Digital Educational Games with Storytelling for Students to Learn Algebra -- Distinguishing user paths for personas and stakeholders through motives and decision making -- Embodied PointCloud: Combining Embodied Avatars with Point Clouds to Represent Users in VR Remote Meetings -- Enhancing Learnability with Micro Teachings -- Exploring Responsible AI Practices in Dutch Media Organizations -- Exploring Users' Ability to Choose a Proper Fit in Smart-Rings: A Year-Long "In the Wild" Study -- Heuristics to design trustworthy technologies: study design and current progress -- Infuences of Cognitive Styles on EEG-based Activity: An Empirical Study on Visual Content Comprehension -- Interactive 3D printed urban maps for blind people -- Interactive Visualization of Sport Climbing Data -- Interactors, not users! Towards a neutral interaction design -- Lessons Learned from Designing and Implementing Interaction Mechanics for Viewer Participation in Game Streaming -- Mapping The Digital Injustices of Technology-Facilitated Sex Trafficking -- MetaCUX: Social Interaction and Collaboration in the Metaverse -- Multisensory Climbing in the Magic Room -- News Bulletins Supporting Human Memory -- PECSOnline: A Bespoke Classroom Based Picture Exchange Communication System (PECS) for Children with Autism -- Prediction of Love-Like Scores after Speed Dating based on Pre-obtainable Personal Characteristic Information -- SamS-Vis: A Tool to Visualize Summary View using Sampled Data -- They need to know and learn –Gamified Social Communication Framework for Adolescent Reproductive Health and Well Being -- Towards Cross-Cultural Assessment of Trust in High-Risk AI -- Towards Enhancing the Media Industry through AI-Driven Image Recommendations -- Using virtual reality to investigate the emergence of gaze conventions in interpersonal coordination -- What's in a Name? How Perceived Music Playlist Personalization Influences Content Expectations -- Where do all Stakeholders find the Software Product Blueprint? -- Why Choose You? - Exploring Attitudes Towards Starter Pokémon -- Wokshops -- Algorithmic affordances in recommender interfaces -- Co-Designing Immersive Virtual and Extended Reality Systems for Remote and Unsupervised Interaction, Intervention, Training and Research -- Designing for Map-based Interfaces and Interactions -- Designing Technology for Neurodivergent Self-Determination: Challenges and Opportunities -- HCI for Digital Democracyand Citizen Participation -- HCI-E2-2023: Second IFIP WG 2.7/13.4 Workshop on HCI Engineering Education -- Human-Centered Software Engineering: Rethinking the Interplay of Human–Computer Interaction and Software Engineering in the Age of Digital Transformation -- Intelligence Augmentation: Future Directions and Ethical Implications in HCI -- Interacting with Assistive Technology (IATech) Workshop -- On Land, at Sea, and in the Air: Human-Computer Interaction in Safety-Critical Spaces of Control -- Playful, Curious, Creative, Equitable: Exploring Opportunities for AI Technologies with Older Adults -- Re-Contextualizing Built Environments: Critical & Inclusive HCI Approaches for Cultural Heritage -- Sustainable Human-Work Interaction Designs -- Understanding HCI approaches for the Metaverse in Education applications for the Global South -- VR Accessibility in Distance Adult Education.

Sommario/riassunto

The four-volume set LNCS 14442 -14445 constitutes the proceedings of the 19th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2023, held in York, UK, in August/September

2023. The 71 full papers and 58 short papers included in this book were carefully reviewed and selected from 406 submissions. They were organized in topical sections as follows: 3D Interaction; Accessibility; Accessibility and Aging; Accessibility for Auditory/Hearing Disabilities; Co-Design; Cybersecurity and Trust; Data Physicalisation and Cross-device; Eye-Free, Gesture Interaction and Sign Language; Haptic interaction and Healthcare applications; Self-Monitoring; Human-Robot Interaction; Information Visualization; Information Visualization and 3D Interaction; Interacting with Children; Interaction with Conversational Agents; Methodologies for HCI; Model-Based UI Design and Testing; Montion Sickness, Stress and Risk perception in 3D Environments and Multisensory interaction; VR experiences; Natural Language Processing and AI Explainability; Online Collaboration and Cooperative work; Recommendation Systems and AI Explainability; Social AI; Social and Ubiquitous Computing; Social Media and Digital Learning; Understanding Users and Privacy Issues; User movement and 3D Environments; User Self-Report; User Studies; User Studies, Eye-Tracking, and Physiological Data; Virtual Reality; Virtual Reality and Training; Courses; Industrial Experiences; Interactive Demonstrations; Keynotes; Panels; Posters; and Workshops. .