1. Record Nr. UNISA996395682503316

Autore	Sofford Arthur <fl. 1618-1641.>
Titolo	Sofford, 1635 [[electronic resource]] : A new almanack for the yeere of our Lord God, 1635. Being the third from the bissextile or leape yeere. Calculated especially for the latitude and meridian of the most honourable citty of London: but may very well serve for most parts of great Brittane. / / By Arthur Sofford, philomathist
Pubbl/distr/stampa	London, : Printed by E[liz.]. A[llde]. for the Company of Stationers, [1635]
Descrizione fisica	[1]+ p
Soggetti	Almanacs, English Ephemerides Astrology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Date of publication suggested by STC (2nd ed.). Title within ornamental border. Fragment; consists of t.p. only. Reproduction of original in: British Library.
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Titolo	Computer-Human Interaction Research and Applications : 7th International Conference, CHIRA 2023, Rome, Italy, November 16–17, 2023, Proceedings, Part II / / edited by Hugo Plácido da Silva, Pietro Cipresso
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023
ISBN	3-031-49368-0
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (XVII, 362 p. 121 illus., 94 illus. in color.)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 1997
Disciplina	004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Computer engineering Computer networks Application software Artificial intelligence Image processing - Digital techniques Computer vision User Interfaces and Human Computer Interaction Computer Engineering and Networks Computer and Information Systems Applications Artificial Intelligence Computer Imaging, Vision, Pattern Recognition and Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Preface -- Organization -- Contents - Part II -- Contents - Part I -- Main Event -- I Am in Love with the Shape of You: The Effect of Mass Customization on the Human-Robot Relationship -- 1 Introduction -- 2 SARs' Morphology and Personality -- 3 Aim and Scope -- 4 Method and Study Design -- 5 Results -- 5.1 Acceptance Questionnaire -- 5.2 Thematic Analysis of the One-on-One Interactions -- 6 Discussion -- 7 Conclusion and Limitations --

References -- Eco-Design of a Smart Module to Provide Customizable and Effective Interaction for the Elderly -- 1 The Context of the Research -- 2 The Design of the Smart Module -- 2.1 The Electronic Architecture -- 2.2 The Mechanical Design -- 3 Experimental Results -- 3.1 The Scenarios -- 4 Conclusions and Future Work -- References -- Technology Enhanced Mulsemedia Learning: Insights of an Evaluation -- 1 Research Problem -- 2 Objectives -- 3 State of the Art -- 4 Methodology -- 4.1 Overview of Mulsemedia -- 4.2 Mulsemedia STEM Content -- 4.3 Mulsemedia Tools -- 5 Evaluation -- 5.1 Questionnaire -- 6 Results -- 6.1 One-Sample-Test -- 6.2 Discussion -- 6.3 Study Limitations -- 7 Conclusion -- References -- Accessible Applications to Improve the Tourist Experience -- 1 Introduction -- 2 Background and Related Work -- 2.1 Impairment Classification -- 2.2 Accessibility Guidelines for Mobile Applications -- 2.3 Accessibile Applications for Tourism -- 3 Method -- 3.1 Classification of Accessible Applications for the Tourism Sector -- 3.2 The Study -- 4 Results -- 4.1 General Questions on Mobile Apps -- 4.2 Evaluation Based on a Specific Disability -- 5 Discussion -- 6 Conclusions -- References -- An Augmented Reality Environment for Testing Cockpit Display Systems -- 1 Introduction -- 2 Visual Verification Methods for Cockpit Display Systems -- 2.1 Visual Verification of Cockpit Displays.
2.2 Manual Visual Verification -- 2.3 Automated Visual Verification with an External Display -- 2.4 Automated Visual Verification with Augmented Reality -- 3 Experiments -- 3.1 Design of the Experiments -- 3.2 Participant Information -- 3.3 Experimental Setup -- 3.4 Questionnaires -- 4 Results -- 4.1 Quantitative Results -- 4.2 Qualitative Results -- 4.3 Discussion -- 5 Conclusion -- References -- Human-Centred Digital Sovereignty: Explorative Conceptual Model and Ways Forward -- 1 Introduction -- 2 Background -- 2.1 Digital Sovereignty: The Policy Discourse -- 2.2 Digital Sovereignty in HCI -- 3 Method -- 4 Human-Centred Digital Sovereignty -- 4.1 Concept: Expressions of Sovereignty -- 4.2 Concept: Actors -- 4.3 Concept: Actions -- 4.4 Concept: Research Domains -- 5 Discussion -- 5.1 How to Use the Conceptual Model? -- 5.2 Key Challenges and Ways Forward -- 5.3 Limitations -- 6 Conclusion -- References -- MAS4Games: A Reinforced Learning-Based Multi-agent System to Improve Player Retention in Virtual Reality Video Games -- 1 Introduction -- 2 Related Works -- 3 Contribution -- 3.1 Preliminary Concepts -- 3.2 Method -- 4 Experiments -- 4.1 Experimental Protocol -- 4.2 Training Trials -- 4.3 Results -- 5 Discussion -- 5.1 Interpreting Results -- 5.2 The Impact of Training Time -- 5.3 Comparison with Related Work -- 5.4 Future Directions -- 6 Conclusions -- References -- Human-Centered AI Goals for Speech Therapy Tools -- 1 Introduction -- 2 Methodology -- 2.1 Study Design -- 2.2 Participants -- 2.3 Procedure -- 2.4 Ethical Considerations -- 3 Results -- 3.1 Goal 1: Fairness -- 3.2 Goal 2: Responsible and Accountable -- 3.3 Goal 3: Human-Centered Empowerment -- 3.4 Goal 4: Trustworthy -- 3.5 Goal 5: Privacy -- 3.6 Goal 6: Unbiased Funding -- 3.7 Goal 7: Security -- 4 Discussion -- 4.1 Goal 1: Fairness -- 4.2 Goal 2: Responsible and Accountable.
4.3 Goal 3: Human-Centered Empowerment -- 4.4 Goal 4: Trustworthy -- 4.5 Goal 5: Privacy -- 4.6 Goal 6: Unbiased Funding -- 4.7 Goal 7: Security -- 4.8 Limitations and Future Work -- 5 Conclusion -- References -- Designing a WhatsApp Inspired Healthcare Application for Older Adults: A Focus on Ease of Use -- 1 Introduction -- 2 Research Methodology -- 2.1 Phase-1 Study -- 2.2 Phase-2 Study -- 2.3 Phase-3 Study -- 3 Results -- 3.1 Results of Phase-1 Study -- 3.2 Result of Phase-2 Study -- 3.3 Result of Phase-3 Study -- 4 Discussion

-- 4.1 Implications and Recommendations -- 4.2 Limitation of the Study -- 5 Conclusion -- References -- Understanding Adoption of Last Mile Electric Micromobility in Rural Areas: A Structural Equation Modeling Approach -- 1 Introduction -- 2 E-Micromobility and First and Last Mile Problems -- 3 Research Model -- 4 Data Analysis and Results -- 4.1 Demographics and Descriptive Results -- 4.2 Measurement Model -- 4.3 Structural Model -- 5 Discussion -- 6 Conclusion -- References -- Participative Development of a Learning Dashboard for Online Students Using Traditional Design Concepts -- 1 Introduction -- 2 Background -- 2.1 The Gestalt Laws -- 2.2 Factual and Interaction Problems -- 3 Method -- 3.1 Wireframe for the Learning Dashboard in the Content Area -- 3.2 Wireframe for the Learning Dashboard in the Sidebar -- 3.3 The Scope of the Study -- 4 Results -- 4.1 Evaluating the Gestalt Laws of the Content Area Wireframe (Fig. 2) -- 4.2 Evaluating the Gestalt Laws of the Sidebar Wireframe (Fig. 3) -- 4.3 Factual Problems -- 4.4 Interaction Problems -- 4.5 Bonus Task: Students Create an Alternative Solution to a Card of Their Choice Using the Gestalt Law of Proximity -- 5 Summary -- 6 Discussion -- References -- Easy Induction: A Serious Game Using Participatory Design -- 1 Introduction -- 2 Background and Related Work.
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Using Audience Avatars to Increase Sense of Presence in Live-Streams.

Sommario/riassunto

These 2 volumes constitute the selected papers of the 7th International Conference, CHIRA 2023, held Rome, Italy, during November 16–17, 2023. The 14 full papers and the 29 short papers presented in these books were carefully reviewed and selected from 69 submissions. The papers selected contribute to the advancement of research and practical applications of human-technology and human-computer interaction. Different aspects of Computer-Human Interaction were covered in four parallel tracks: human factors for interactive systems, research, and applications; interactive devices; interaction design; and adaptive and intelligent systems. .