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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
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Nota di contenuto	Intro -- Preface -- Organization -- Invited Speakers Abstracts -- Designing Transformative Experiences: Exploring the Potential of Virtual Technologies for Personal Change -- Aesthetically Resonant Multimodal Interactive Systems -- Contents - Part I -- Contents - Part II -- Invited Speaker -- Creating Human-Computer Partnerships -- 1 Introduction -- 1.1 The Cost of System-Induced Errors -- 1.2 Shaping the User's Behavior -- 1.3 Presentation Details Matter -- 1.4 Interacting

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### 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. .

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