1. Record Nr. UNINA9910830652603321

Titolo	Cognitive behavior and human computer interaction based on machine learning algorithms / / editors, Sandeep Kumar Panda [et al.]
Pubbl/distr/stampa	Hoboken, NJ : , : Wiley-Scrivener, , [2022] ©2022
ISBN	1-119-79208-8 1-119-79210-X 1-119-79209-6
Edizione	[First edition.]
Descrizione fisica	1 online resource (416 pages)
Disciplina	004.019
Soggetti	Human-computer interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	COGNITIVE BEHAVIOR AND HUMAN COMPUTER INTERACTION BASED ON MACHINE LEARNING ALGORITHMS The objective of this book is to provide the most relevant information on Human-Computer Interaction to academics, researchers, and students and for those from industry who wish to know more about the real-time application of user interface design. Human-computer interaction (HCI) is the academic discipline, which most of us think of as UI design, that focuses on how human beings and computers interact at ever-increasing levels of both complexity and simplicity. Because of the importance of the subject, this book aims to provide more relevant information that will be useful to students, academics, and researchers in the industry who wish to know more about its real-time application. In addition to providing content on theory, cognition, design, evaluation, and user diversity, this book also explains the underlying causes of the cognitive, social and organizational problems typically devoted to descriptions of rehabilitation methods for specific cognitive processes. Also described are the new modeling algorithms accessible to cognitive scientists from a variety of different areas. This book is inherently interdisciplinary and contains original research in computing, engineering, artificial

intelligence, psychology, linguistics, and social and system organization as applied to the design, implementation, application, analysis, and evaluation of interactive systems. Since machine learning research has already been carried out for a decade in various applications, the new learning approach is mainly used in machine learning-based cognitive applications. Since this will direct the future research of scientists and researchers working in neuroscience, neuroimaging, machine learning-based brain mapping, and modeling, etc., this book highlights the framework of a novel robust method for advanced cross-industry HCI technologies. These implementation strategies and future research directions will meet the design and application requirements of several modern and real-time applications for a long time to come. Audience: A wide range of researchers, industry practitioners, and students will be interested in this book including those in artificial intelligence, machine learning, cognition, computer programming and engineering, as well as social sciences such as psychology and linguistics.