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Descrizione fisica	1 online resource (335 pages)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 1877
Disciplina	004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Computer networks Information technology - Management Coding theory Information theory Software engineering User Interfaces and Human Computer Interaction Computer Networks Computer Application in Administrative Data Processing Coding and Information Theory Software Engineering
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	A case study on teaching HCI to interactive art practitioners and learning from them -- A Multidisciplinary Approach to Developing a Digital Game to Enhance Social Cognition Skills in Adolescents with ASD -- A Multidisciplinary Approach to Developing a Digital Game to Enhance Social Cognition Skills in Adolescents with ASD -- Adaptive Videogames for Education An Initial Study -- An Approach to Cluster Scenarios According to their Similarity using Natural Language Processing -- Applying Design Thinking with Virtual Reality

Applications as a Support for Bachelor Students with Disabilities -- Approach for the feature models definition in software lines based on collaborative work -- Automation of Granollers Heuristic Evaluation Method Using a Developed Support System A Case Study -- Computational playful strategy to measure the level of technological acceptance by older adults -- Design Thinking Empowering Innovation and Transformation in Industry 4.0 Lessons Learned from Early Adoption in SMEs -- Development and Evaluation of a Non Conventional Interaction Wearable Device -- DUXAIT NG A Software for the Planning and Execution of User Experience Evaluations and Experiments -- Eye Tracking-Based Platform for Programming Teaching -- Facial Emotion Recognition with AI -- Human-Computer Interaction Research in Ibero America A bibliometric analysis -- Migration of legacy Java desktop applications to collaborative Web -- Mistakes Hold the Key: Reducing Errors in a Crowdsourced Tumor Annotation Task by Optimizing the Training Strategy -- Personalization and Accessibility in a Digital Repository -- Prompt Engineering An Alternative for Video Game Development -- Redesign of the Dashboard of a Web Telemetry System for decision support -- Scenarios, shared understanding, and group decision support to foster innovation networks -- Social Presence and User Experience The Influence of the Immersive Virtual Classroom in Synchronous Distance Learning -- The Adoption of Industry 4.0 Practices for Small and Medium-sized Companies A systematic mapping study.

Sommario/riassunto

This book constitutes the referred proceedings of the 9th Iberoamerican Workshop on Human-Computer Interaction, HCI-COLLAB 2023, held in Buenos Aires, Argentina, during September 13–15, 2023. The 23 full papers presented in this book were carefully reviewed and selected from 84 submissions. They cover a variety of topics related to HCI such as: Emotional Interfaces, Usability, Video Games and Gamification, Computational Thinking, Internet of Things (IoT), Software Engineering, ICT in Education, Augmented and Mixed Virtual Reality for Education, Emotional Interfaces, Adaptive Instructional Systems, Accessibility, Artificial Intelligence in HCI, Industry 4. 0 and HCI, Infotainment Systems, Intelligent Systems, Collaborative Work and Learning, Cognition, and Interaction, among others.
