

1. Record Nr.	UNINA9910865239303321
Autore	Marcus Aaron
Titolo	Design, User Experience, and Usability : 13th International Conference, DUXU 2024, Held As Part of the 26th HCI International Conference, HCII 2024, Washington, DC, USA, June 29 - July 4, 2024, Proceedings, Part V
Pubbl/distr/stampa	Cham : , : Springer, , 2024 ©2024
ISBN	9783031613623 9783031613616
Edizione	[1st ed.]
Descrizione fisica	1 online resource (436 pages)
Collana	Lecture Notes in Computer Science Series ; ; v.14716
Altri autori (Persone)	RosenzweigElizabeth SoaresMarcelo M
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Intro -- Foreword -- HCI International 2024 Thematic Areas and Affiliated Conferences -- List of Conference Proceedings Volumes Appearing Before the Conference -- Preface -- 13th International Conference on Design, User Experience and Usability (DUXU 2024) -- HCI International 2025 Conference -- Contents - Part V -- Innovative Design for Enhanced User Experience -- The Design of Humpback Correction Belt Under the Guidance of Healthy Behavior -- 1 Introduction -- 2 Analysis of Hunchback Problem -- 2.1 Overview of the Hunchback Problem -- 2.2 Treatment Methods for Postural Hunchback -- 3 Humpback Correction Belt Product and User Experience Analysis -- 3.1 Product Function Analysis -- 3.2 User Experience Analysis -- 4 Design Principles of Hunchback Correction Belt -- 5 Design of Hunchback Correction Belt -- 6 Conclusion -- References -- A Framework for Applying Kansei Engineering Principles in the Design of Small Household Appliances -- 1 Introduction -- 2 Method -- 3 The Framework for Applying KE Principles in the Design of Household Appliances -- 4 Applying the Framework in the Design of a Household Humidifier -- 5 Discussion and Conclusion -- 6 Limitations and the Next Step -- References -- Comparative Analysis of the Presence and Decision Making in Romantic Visual Novels:

Influence of Personalization and Sense of Presence -- 1 Introduction -- 2 State of the Art -- 2.1 Visual Novels -- 2.2 Player Experience -- 2.3 Game Design Elements -- 3 Methodology -- 3.1 Implementation -- 4 Tests and Feasibility -- 4.1 Sample -- 4.2 Sample Analysis -- 4.3 Research Limitations -- 5 Conclusion -- 5.1 Future Works -- References -- Construction and Practice of Financial Management Professional Curriculum System Based on OBE Philosophy -- 1 Introduction -- 1.1 Background and Significance of the Study -- 1.2 Research Issues and Objectives.

1.3 Research Methods and Data Sources -- 2 Strategies and Implementation Paths for the Construction of Financial Management Professional Curriculum System Based on the Concept of OBE -- 2.1 Background and Significance of the Study -- 2.1 Strategies for the Construction of Financial Management Professional Curriculum System Based on the Concept of OBE -- 2.2 Implementation Path of Financial Management Professional Curriculum System Based on the Concept of OBE -- 3 The Practice of Reverse Design Construction of Financial Management Professional Curriculum System Based on the Concept of OBE -- 3.1 Determine the Training Objectives of Financial Management Professionals -- 3.2 Identify Core Outcomes to Be Achieved by Financial Management Graduates -- 3.3 Decomposition of Course Objectives -- 3.4 Selection of Content and Teaching Methods and Development of Syllabus -- 4 Analysis of Empirical Evaluation of Financial Management Course Implementation -- 4.1 Constructing an Evaluation System for the Achievement of Professional Talents' Results -- 4.2 Reform of the Course Assessment System -- 4.3 Analysis of the Effectiveness of the Reform of the Financial Management Program Based on the OBE Concept -- 5 Conclusion and Outlook -- References -- Exploring

Virtual Proximity in Sensory Food Experience -- 1 Introduction -- 1.1 Study Objectives -- 2 Literature Review -- 2.1 Sensory Food Experience -- 2.2 Virtual and Real Environments -- 2.3 Changing Dynamics of Dining Environments -- 2.4 Virtual Game Environments: A World of Complexity -- 2.5 Gamification Improving Food Experiences -- 3 Methodology -- 3.1 Selecting Environments -- 3.2 Brain Answer Platform -- 3.3 Testing and Data Collection -- 3.4 Post-testing Questionnaire -- 4 Results and Discussion -- 4.1 Food Environment Association -- 4.2 Post Testing Answers -- 5 Conclusions -- 5.1 Future Studies -- References.

Influences of ICT Tools on the Empathizing Phase of the Design Thinking Process of Design Students -- 1 Introduction -- 1.1 Application of ICT Tools in Design Studio -- 2 Problem Statement -- 2.1 Research Questions -- 3 Research Methodology -- 3.1 Data Collection -- 3.2 Data Analysis -- 4 Results -- 5 Discussion -- 5.1 ICT Tools and Its Influences in Architectural Design Thinking -- 5.2 ICT Tools and Its Influences on Empathizing Phase in Architectural Design Thinking -- 6 Conclusion -- References -- Observation and Reflection: The Behavioral Fields of UX Industry and Its Dilemma -- 1 Introduction -- 2 Materials and Methods -- 2.1 The First Author's Education Background -- 2.2 Sampling -- 2.3 Data Collection and Analysis -- 2.4 Determination of Research Saturation -- 3 Results -- 3.1 Behavioral Fields Directly Related to UX -- 3.2 Behavioral Fields Indirectly Related to UX -- 4 Discussion -- 4.1 Direction and Challenges in Building a Unified UX Theory -- 4.2 Interdisciplinary Perspective in Academic Evaluation -- 4.3 Constructing a Unified UX Theory -- References -- Design and Research on the Integration of Gamification Design and Agricultural Harvesting -- 1 Introduction -- 2 Background of the Study -- 2.1 Research on the Integration of Gamification

and Agriculture -- 2.2 Fundamentals of Gamification -- 2.3 Applications of Gamification in Different Domains -- 2.4 Current Status of Harvesting Activities -- 3 Research Design -- 3.1 Preliminary Research -- 3.2 User Analysis -- 3.3 Combining Picking with Gamification -- 4 Design Strategies -- 4.1 Interface Design -- 4.2 Interaction Design -- 4.3 Gamification Design -- 5 Concluding Remarks -- References -- Smart Digital Technology Driven Experience Design of Job Seeking Social Skills Training for University Students in Campus Scenarios via Business Model Innovation -- 1 Introduction -- 2 Method. 3 Result -- 3.1 Literature Review and Qualitative Analysis -- 3.2 User Research -- 3.3 Design Practice -- 4 Discussion and Conclusion -- References -- Let Go of the Non-digital Past: Embracing the 4Rs for a New Life - Recallable, Relaxing, Repayable, and Reconnected Experiences -- 1 Introduction -- 2 Methodology -- 2.1 User Needs -- 2.2 Collection of User Needs -- 2.3 Analysis of User Needs -- 2.4 Iteration of User Needs -- 3 Results -- 3.1 Gap Day -- 3.2 Rhapsody Pack -- 3.3 Play House -- 3.4 Recallable Toys -- 4 Discussion and Conclusions -- 4.1 Feedback from the LEGO Group -- 4.2 What if We Start All Over -- 4.3 Prospects -- References -- Models for the Assessment of Stimulus Conditions Favoring Harm and Excessive Loads in Home Office Environments -- 1 Introduction -- 2 Methodology -- 2.1 Sample -- 2.2 Systematic Literature Review -- 2.3 Mapping Sentence -- 2.4 Data Collection Method (MSP) -- 2.5 Data Analysis Method (SSA) -- 2.6 Definition of Stimulus Elements -- 2.7 The Test (Research Procedures) -- 3 Results -- 4 Conclusion -- References -- Connecting the Dots for Positive Change: Designing an Enabling Digital Platform for Social Innovation for a Depopulated Territory in Portugal -- 1 Introduction -- 1.1 Research Question and Objectives -- 1.2 Digital Platforms as Facilitating Devices for Social Innovation -- 2 Methods -- 3 Prototyping an Enabling Platform: A Social Innovation Design Process in the Territory -- 4 Results and Discussion -- 4.1 Limitations -- 5 Conclusions -- References -- Looking Through an Ethical and Equitable Lens at the Constructive Disruption of Design Interventions -- 1 Introduction -- 2 The Impact of Design Interventions on Testimonial Injustice -- 3 Nuanced Design Interventions -- 4 Ethical and Equitable Processes -- 5 Points for Further Understanding -- References. Navigating the Generation Z Wave: Transforming Digital Assistants into Dream Companions with a Touch of Luxury, Hedonism, and Excitement -- 1 Introduction -- 1.1 Generation Z -- 1.2 Digital Assistants (DA) -- 1.3 Research Objectives -- 2 Methodology -- 2.1 Practice and Collaboration-Based Classroom -- 2.2 Collaborative Partners -- 2.3 Evaluation Tools -- 3 Results -- 3.1 Wealthy Second Generation -- 3.2 Rental Customer -- 3.3 Racing Enthusiast -- 4 Discussion and Reflection -- 4.1 Achievements and Contributions -- 4.2 Deviations in User Needs Estimation -- 4.3 Insufficient Understanding of Existing Technology -- 4.4 Prospects -- References -- Discovering Unanticipated Uses of Interactive Applications to Improve Usability and Enhance Functionality -- 1 Introduction -- 2 Related Work -- 3 Issues in Unanticipated Use of an Application -- 4 An Adaptable Approach to Tool Support -- 4.1 Aspect-Oriented Instrumentation to Capture User Interface Events -- 4.2 Model-Based Analysis to Identify User Tasks from Event Traces -- 4.3 Criteria-Guided Evaluation to Discover Unanticipated Uses -- 5 Feasibility Experiment -- 6 Summary -- References -- Affective TV: Concepts of Affective Computing Applied to Digital Television -- 1 Introduction -- 2 Related Work -- 2.1 Emotion Evaluation Based by Facial Expression

Recognition -- 2.2 Involuntary Feedback for Audiovisual Content -- 3
Affective TV: Multimodal Interaction and User Emotion -- 3.1
Recognition Modules -- 4 Evaluation -- 4.1 Methodology -- 4.2
Procedure -- 4.3 Participants -- 4.4 Results and Discussion -- 4.5
Limitations -- 5 Final Remarks -- References -- Research
on the Application Trend of Scenario Theory in the Field of Intelligent
Product Innovation -- 1 Insights and Inspirations from Scenarios -- 1.1
Insights into Communication Scenarios -- 1.2 Insights into Spatial
Planning Scenarios.
1.3 Insights into Business Service Scenarios.
