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Nota di contenuto	Part 1: Information Visualization and Interaction Design: Interaction Design for Territories: Fostering Community-Centered Design Experiences in Peri-urban Contexts -- Data Sins: Speculative Design Unveiling Data Colonialism through AI Imagery -- Navigating Government Websites: Optimizing Information Architecture on the US Department of Labor Site -- Conversations in the Cloud: Crafting Harmony in AliCloud Computing Interaction Design -- The Impact of Correlated Colour Temperature on Physiological Responses, Task Precision and Subjective Satisfaction in a Simulated Node3 Aft Cabin of

the Space Station -- Positive Lab: Intentional Visualization of Positive Emotions in Everyday Face-to-Face Communication -- European Luxury Fashion Brand Websites for the Chinese Market - An Explorative Study on Localization -- Influence of Color on Information Perception under AR Simulated Lunar Surface Environment -- From Modeling to Fractals: Research on Prototyping of Augmented Fractal Tangram Blocks Set -- Designing a Collaborative Storytelling Platform to Enrich Digital Cultural Heritage Archives and Collective Memory -- Designing Interactive Infographics for Traditional Culture: An Exploration of Interaction Patterns -- The Effect of Color on Responsiveness in The Interactive Interface of the Space Station Alerting Task (SSAT). Part 2: Usability Testing and User Experience Evaluation: Workshop DUXAIT: Conducting Efficient Heuristic Evaluations with the Duxait-ng Tool - A Case Study -- A Study of the Usability and Experience of Public Space in Rural Watershed Environments -- Optimization of Display Content Switching Under Multiple Large-Screen Displays: A Multi-Channel Interaction Usability Evaluation -- Optimizing Information Seeking for Multi-person Collaboration: Evaluating the Influence of Various Zoom Centers and Interaction Modals -- Building the User Experience Evaluation Model of Bank Outlets by Service Design -- Usability Testing for Electronic Remote Control Interaction Interface for Smart Home Products -- Public Transparency in Brazil: Evaluation of Transparency Websites and Portals of Local Governments with More Than 200 Thousand Inhabitants -- DUXAIT-NG in Practice: Evaluating Usability on the Municipality of Lima Website -- Proposal for Packaging Evaluation Methodology Based on Eye-Tracking and Affective Evaluation -- Qualitative and Quantitative Approaches to Conduct Heuristic Evaluations: A Comparison Study -- A Visual Checklist for the Usability Evaluation of Artificial Intelligence (AI) mHealth Applications Graphical User Interface -- Research on User Experience Evaluation System of Popular Science Games Based on Analytic Hierarchy Process -- A Qualitative Study for Parametric Designed Custom-fit Eyewear Frames: Fit Test Evaluation and User Insights -- Quality Assessment of Interdisciplinary Virtual Simulation Comprehensive Practical Training Program for Economics and Management Based on Students' Experience.

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### Sommario/riassunto

This five-volume set LNCS 14712-14716 constitutes the refereed proceedings of the 13th International Conference on Design, User Experience, and Usability, DUXU 2024, held as part of the 26th International Conference, HCI International 2024, in Washington, DC, USA, during June 29 – July 4, 2024. The total of 1271 papers and 309 posters included in the HCII 2024 proceedings was carefully reviewed and selected from 5108 submissions. The DUXU 2024 proceedings were organized in the following topical sections: Part I: Information Visualization and Interaction Design; Usability Testing and User Experience Evaluation. Part II: Designing Interactions for Intelligent Environments; Automotive Interactions and Smart Mobility Solutions; Speculative Design and Creativity. Part III: User Experience Design for Inclusion and Diversity; Human-Centered Design for Social Impact. Part IV: Designing Immersive Experiences across Contexts; Technology, Design, and Learner Engagement; User Experience in Tangible and Intangible Cultural Heritage. Part V: Innovative Design for Enhanced User Experience; Innovations in Product and Service Design.

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