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Nota di contenuto	<p>Part 1: Designing Immersive Experiences across Contexts: Exploring Student Attention in the Metaverse: a Systematic Literature Review from the Perspective of Design and Ergonomics -- A Neuroeducational Approach in the Integration of Virtual Reality Technologies in the Development of Serious Games: Case Study in the Field of Occupational Safety and Risk Prevention -- Does Virtual Reality Allow Essay Participants Better Conditions to Get Information Regarding the Perception of Architectural Contexts? -- Panoramic 360 Image Versus 2D Video: What is the Best Inside Virtual Reality? -- Kinesics Language Interaction in Virtual Reality -- Comparing the Therapeutic Effects of Using Traditional Methods and Virtual Reality Headset in the Treatment of Depression and Anxiety -- Analysis of the Impact on Immersive Experience: Narrative Effects in First and Third Person Perspectives -- IMARISS: Story Creation Tools - Inspiration Mobile Augmented Reality Interactive Story System -- Virtual Reality Image Creation in the Era of Artificial Intelligence. Part 2: Technology, Design, and Learner Engagement: Research on Strategies of Virtual Reality Technology to Promote Astronomy Science Popularization Education in Primary Schools -- Analysis of Gamification Strategies for Children's Safety Popularization Education Based on AR Technology -- The Impact of Innovative Education Driven by Design Thinking and Training Model of Innovative Talents on Student Engagement: The Moderating Role of Background of Blockchain Technology -- A Study on the Application of Digital Products Designed to Improve Primary School Students' Literacy Skills -- Bridging Cello Learning with Technological Innovations: An Exploration of Interaction Design Opportunities -- Unlocking Interactive Learning: Applying Bioecological Theory to Parent-child Interaction in Educational Product Design -- Research on an Educational Toy for Preschool Children's Oral Care Based on Persuasive Design -- Optimizing the Student Evaluation System in Higher Education: A Comprehensive Approach from the Perspective of Student Experience. Part 3: User Experience in Tangible and Intangible Cultural Heritage: Research on the Value Development and Spatial Experience of Rural Ecological Landscape in Lingnan -- Bibliometric Analysis on Intangible Cultural Heritage and Experience Marketing in China -- Visitor's Museum Experience Model in Mixed Reality Environment from the Perspective of 4E Cognition -- The Impact of Gamified AR Format on Engagement for Site Museum Tours -- User Experience Evaluation of an Immersive Virtual Reality Experience: The Case of the Palmela Dukes' Mausoleum in Lisbon's Prazeres Cemetery -- Research on the Application of Digital Technology in Museum-based Aesthetic Education of Children -- User Experience Research in China's Tourism Industry Based on Knowledge Map.</p>
Sommario/riassunto	<p>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</p>

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.
