1. Record Nr. UNINA9910865242003321 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 Cham:,: Springer,, 2024 Pubbl/distr/stampa ©2024 **ISBN** 9783031613593 9783031613586 Edizione [1st ed.] Descrizione fisica 1 online resource (0 pages) Lecture Notes in Computer Science Series ; ; v.14715 Collana 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 IV -- Designing Immersive Experiences across Contexts -- Exploring Student Attention in the Metaverse: A Systematic Literature Review from the Perspective of Design and Ergonomics -- 1 Introduction -- 2 Materials and Methods -- 3 Results and Discussions -- 3.1 Group 1 -- 3.2 Group 2 -- 3.3 Other Searches -- 4 Final Considerations -- References -- 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 -- 1 Introduction -- 1.1 Ux Research -- 2 Training Immersive Game: The Creative Process -- 2.1 Data Collected and Results -- 3 The New Game -- 4 The Usability Test -- 5 Results and Discussion -- 6 Conclusions

-- References -- Does Virtual Reality Allow Essay Participants Better Conditions to Get Information Regarding the Perception of Architectural

Contexts? -- 1 Introduction -- 2 Methods -- 2.1 Instruments -- 3 Results -- 3.1 Immersion Questionnaire -- 3.2 Kansei Experience -- 4 Discussion -- 5 Conclusions -- 6 Recommendations -- References --Panoramic 360 Image Versus 2D Video: What is the Best Inside Virtual Reality? -- 1 Introduction -- 1.1 Context -- 2 Methods -- 2.1 Instruments -- 2.2 Sample -- 2.3 Protocol -- 2.4 Results and Discussion -- 3 Conclusion and Final Considerations -- References -- Kinesics Language Interaction in Virtual Reality -- 1 Introduction --2 Exploring Kinesics Language: Crafting a 'Mind Bridge' in Virtual Reality for Deeper Connection -- 2.1 Facial Expression Interaction. 2.2 Gaze Based Interaction -- 2.3 Gesture Based Interaction -- 2.4 Posture Based Interaction -- 3 Discussion -- 3.1 The Implementation and Application of Kinesics Language Interaction: A Critical Analysis of Its Deficiencies and Developments -- 3.2 The Constraints of Kinesics Language Interaction Research -- 3.3 The Influence of Factors on Users' Kinesics Language Interaction -- 3.4 The Impact of Kinesics Language Interaction on Social Behavior -- 3.5 Kinesics Language Interaction and Data Privacy -- 4 Conclusion -- References --Comparing the Therapeutic Effects of Using Traditional Methods and Virtual Reality Headset in the Treatment of Depression and Anxiety -- 1 Introduction -- 2 Definition and History of Virtual Reality -- 3 Traditional Methods for Treating and Managing Depression and Anxiety -- 4 Virtual Reality Therapies in Management of Anxiety and Depression -- 5 Effectiveness of Virtual Reality Therapies over Traditional Therapies -- 6 Conclusion -- References -- Analysis of the Impact on Immersive Experience: Narrative Effects in First and Third Person Perspectives -- 1 Introduction -- 2 Literature Review -- 2.1 Narrative Perspective -- 2.2 Immersive Experience -- 2.3 The Modulating Factors and Dependent Variables of Narrative Effects Application -- 3 Method -- 3.1 Literature Retrieval and Screening --3.2 Literature Coding -- 3.3 Data Extracting and Effect Size Calculating -- 3.4 Publication Bias Assessment -- 3.5 Model Selection and Heterogeneity Test -- 4 Result -- 4.1 The Literature Coding Results -- 4.2 Main Effect Test -- 4.3 The Role of Narrative Genre --4.4 The Role of Narrative Mode -- 4.5 Publication Bias Test -- 5 Discussion and Conclusion -- 5.1 Significance -- 5.2 Limitation --References -- IMARISS: Story Creation Tools - Inspiration Mobile Augmented Reality Interactive Story System -- 1 Introduction. 1.1 Inspiration for the System Design -- 1.2 Inspiration for the System Design -- 1.3 Character, Event, Prop. and Emotion in the Story -- 2 Design of IMARISS -- 2.1 Evaluation Tools -- 3 Method -- 3.1 Usage of Questionnaire Described. -- 3.2 Crafting the Experimental Environment -- 3.3 Tools and Materials for the Experiment -- 3.4 Documentation, and Archival Techniques -- 3.5 Statistical Analysis --3.6 Iterative Comparative Trend Charting -- 4 Result -- 4.1 Detailed in Results. -- 5 Discussion -- 5.1 Reflection on Study Limitations --5.2 Prospective Discussions on Future Developments -- 5.3 Enhanced Conclusion -- A APPENDICES -- References -- Virtual Reality Image Creation in the Era of Artificial Intelligence -- 1 Introduction -- 2 Integration of Al Technology and VR Imaging -- 3 Impact of Al on VR Image Creation -- 4 Possibilities of VR Image Creation in the Era of Al -- 5 Conclusions -- References -- Technology, Design, and Learner Engagement -- Research on Strategies of Virtual Reality Technology to Promote Astronomy Science Popularization Education in Primary Schools -- 1 The Current Status and Issues of Popular Science Platforms in Informal Learning -- 1.1 Definition of the Concept -- 1.2 Status of the Platform for the Popularization of Astronomical Sciences in Informal Education -- 1.3 Problems with the Popularization of Digital

Astronomy in Informal Education -- 2 Integration of Virtual Reality Technology and Astronomy Popularization -- 2.1 The Advantages of Virtual Reality Technology -- 2.2 The Advantages of Virtual Reality Technology in Astronomy Popularization -- 3 The Strategies for Utilizing VR in Informal Learning Settings for Astronomy Popularization Education -- 3.1 Environmental Virtualization -- 3.2 Activity Fun -- 3.3 Interaction Simplicity -- 3.4 Knowledge Systematization.

4 Interesting Science Popularization in Virtual Reality -- 4.1 Game Scene Design -- 4.2 Interactive Design -- 4.3 Full Sensory Experience Design -- 5 Conclusion -- References -- Analysis of Gamification Strategies for Children's Safety Popularization Education Based on AR Technology -- 1 The Current Status and Issues of Children's Science Popularization Games -- 1.1 Development Status -- 1.2 Problem -- 2 The Current Status and Issues of Children's Science Popularization Games -- 2.1 Advantage of AR Technology -- 2.2 Filed Research -- 3 User Analysis and Theoretical Foundation Analysis -- 3.1 User Research -- 3.2 User Analysis -- 3.3 Flow Experience Theory -- 3.4 Combining AR Children's Safety Education Games with Flow Experience -- 4 Design Strategy for Augmented Reality-Based Children's Safety Popularization Education Games -- 4.1 Strategic Layer -- 4.2 Scope Layer -- 4.3 Structural Layer -- 4.4 Framework Layer -- 4.5 Visual Layer -- 5 Conclusion -- References -- 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 -- 1 Introduction -- 2 Literature Review --2.1 Theory and Conceptual -- 2.2 Hypotheses Development -- 3 Methodology -- 3.1 Population and Sampling -- 3.2 Data Collection Research Instruments -- 3.3 Data Analysis -- 4 Results -- 4.1 Descriptive Analysis -- 4.2 Measurement Model -- 4.3 Structural Model -- 5 Discussion and Conclusion -- 5.1 Discussion -- 5.2 Conclusion --5.3 Implications and Limitation -- References -- A Study on the Application of Digital Products Designed to Improve Primary School Students' Literacy Skills -- 1 The Necessity of Improving Primary School Students' Literacy Skills for their Learning and Development --1.1 Improving Learning Efficiency -- 1.2 Facilitating Language Development.

1.3 Promoting Cognitive Competence -- 2 Research and Analysis of Primary School Students' Literacy Skills -- 2.1 Analysis of Primary School Students' Poor Literacy Skills -- 2.2 User Research and Analysis -- 3 Innovative Strategies for Designing Digital Products to Improve Literacy Skills -- 3.1 The Context-Based Approach is Essential for the Enhancement of Primary School Students' Literacy Skills -- 4 The Value of the Application of Digital Products Designed to Improve Primary School Students' Literacy Skills and Its Significance -- 4.1 The Value of the Application -- 4.2 Significance of the Design --References -- Bridging Cello Learning with Technological Innovations: An Exploration of Interaction Design Opportunities -- 1 Introduction --2 Literature Review -- 3 Related Work -- 3.1 Advancements in Al for Music Performance and Analysis -- 3.2 Existing Music Learning Products Review -- 4 Methodology of the User Research -- 4.1 Design of the Research -- 4.2 Recruitment of Participants -- 4.3 Method of Observation -- 4.4 Format of the Interview -- 4.5 Grounded Theory in Data Analysis -- 5 Data Analysis -- 5.1 Data Preparation -- 5.2 Thematic Analysis of the Challenges in Cello Practice -- 6 Design Directions -- 6.1 Synthesis of Design Principles -- 6.2 Design Solutions -- 7 Credibility and Dependability -- 8 Future Plan and Limitations -- 9 Conclusion -- References -- Unlocking Interactive Learning: Applying

Bioecological Theory to Parent-Child Interaction in Educational Product Design -- 1 Research Background -- 2 Methods -- 2.1 Date Collection -- 2.2 Date Analysis -- 3 Result -- 3.1 Questionnaire Survey Analysis -- 3.2 Analysis of Non-participatory Results -- 4 Discussion and Conclusion -- References -- Research on an Educational Toy for Preschool Children's Oral Care Based on Persuasive Design -- 1 Introduction -- 2 Related Work.

2.1 Current Status of Research on Children's Oral Care.