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Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Computer networks Software engineering User Interfaces and Human Computer Interaction Computer and Information Systems Applications Computer Communication Networks Software Engineering
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Nota di contenuto	Part 1: User Experience Design for Inclusion and Diversity: Using The Technology Acceptance Model to Explore the User Experience of Smart Kitchen Use Among Older Adult Women -- Empowering Older Adults: A User-Centered Approach Combining iTV and Voice Assistants to Promote Social Interactions -- UX Design Curriculum: Intersectionality, Race and Ethnicity in Persona Construction -- Intersectionality in UX Design and HCI Research and Curriculum Development: Bringing Race and Ethnicity into Focus -- Proactive TV Gamification: Engaging Older Adults Socially -- Experience Design Assisted Healing and Therapeutic

Design for Promoting Cultural Heritage: A Case of China Traditional Lingnan Water Village -- The Experience of Portuguese Visually Impaired with Interactive Television (iTV) Services: A Questionnaire Survey -- Challenges and Gaps in Promoting Inclusive Spaces: A Study Based on Interviews -- Big Movements or Small Motions : Controlling Digital Avatars with Single-Camera Motion Capture -- Functional Effectiveness and User Experience Assessment of Knee Joint Protective Gear Fixation Methods during Physical Activity -- Gamified Participatory Design Empowers Blind People's Emotional Experience - Take "sound-sound" as an Example. Part 2: Human-Centered Design for Social Impact: Perceived Value of UX in Organizations: A Systematic Literature Review -- Thinking Interactions and their Social Impact through Human-Centred Design -- Redesigns in Enterprise Resource Planning Modules using User-Centered Design Methods: A Systematic Literature Review -- A Case Study Analyzing an Interdisciplinary Effort to Guide the Development and Design of a Human-Centered, Digitally Facilitated System of Care to Support Diabetes Self-Management Education and Support (DSMES) in Rural Parts of Texas -- Acceptance of Students and Teachers Regarding a Virtual Reality Tool for Teaching the History of Architecture and Urbanism -- Facilitating User Engagement: A Systematic, Survey-based Approach -- A Study on the Impact of Customer Interactions in Virtual Brand Community on Brand Equity -- Insights from User Perceptions Towards the Design of a Proactive Intelligent TV Assistant -- Design Methods for Catalyzing Co-creation in Community Building: An Evaluating Approach -- A Product Design Strategy that Comprehensively Considers Consumer Behavior and Psychological Emotional Needs.

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.
