Record Nr. UNINA9910865250503321 Autore Stephanidis Constantine **Titolo** HCI International 2024 Posters: 26th International Conference on Human-Computer Interaction, HCII 2024, Washington, DC, USA, June 29-July 4, 2024, Proceedings, Part I / / edited by Constantine Stephanidis, Margherita Antona, Stavroula Ntoa, Gavriel Salvendy Cham: .: Springer Nature Switzerland: .: Imprint: Springer. . 2024 Pubbl/distr/stampa **ISBN** 9783031619328 9783031619311 Edizione [1st ed. 2024.] Descrizione fisica 1 online resource (452 pages) Communications in Computer and Information Science, , 1865-0937;; Collana 2114 Altri autori (Persone) AntonaMargherita **NtoaStavroula** SalvendyGavriel Disciplina 5,437 4.019 Soggetti User interfaces (Computer systems) Human-computer interaction Application software Artificial intelligence Computer networks User Interfaces and Human Computer Interaction Computer and Information Systems Applications Artificial Intelligence Computer Communication Networks 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 -- 26th International Conference on Human-Computer Interaction (HCII 2024) -- HCI International 2025 Conference -- Contents - Part I -- HCI Design Theories, Methods, Tools and Case Studies -- Research

on the Cognitive Mechanisms of Aural Alert Design in Civil Aircraft

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-- 2 Key Points in the Design of Civil Aircraft Cockpit Aural Alerts --
2.1 Types of Aural Alerts -- 2.2 Cancellation Method for Aural Alerts --
2.3 Persistence Characteristics of Aural Alerts -- 3 Cognitive
Mechanism of Aural Alert Based on Human Factors Engineering -- 4
Conclusion -- References -- Visualization of Operating System
Behavior in a Linux Environment Running in a Browser -- 1 Introduction
-- 2 Research Summary -- 3 Functions Developed -- 3.1 Displaying
Scheduler Function -- 3.2 Displaying Semaphore -- 3.3 Displaying
Memory Swap -- 3.4 CPU State Transition Diagram Display Function --
3.5 Replay Function -- 4 Conclusion -- References -- Research
on the Application Situation and Trend of Immersive Design -- 1
Introduction -- 2 Methodology -- 3 Descriptive Analysis -- 3.1
Analysis of Publication Volume and Publication Countries -- 3.2
Analyses of Research Field Hotspots -- 3.3 Highly Cited Literature -- 4
Conclusion and Discussion -- References -- Using Schema Theory
to Construct the Designer's Knowledge Framework -- 1 Introduction --
2 Methods -- 2.1 Study Design -- 2.2 Participants -- 2.3 Tools
and Materials -- 2.4 Analysis -- 2.5 Ethical Review -- 3 Results -- 3.1
Learning and Accumulation of Design Knowledge -- 3.2 Design
Precedent Works Analysis -- 3.3 Different Concept Schema Influence
Knowledge Retrieval -- 4 Discussion.
4.1 Framework Structure of Design Knowledge Based -- 4.2
Experienced Designers Possess More Advanced Conceptual Schema --
4.3 Influence of Design Learning Process on Conceptual Schema -- 4.4
Influence of Design Knowledge Framework on Innovation -- 5
Conclusions -- References -- Designing Metaphor-Based Character
Archetypes for a Story Authoring Tool -- 1 Introduction -- 2 Design --
3 Pilot Study and Discussion -- 4 Conclusion -- References -- UI-
DETR: GUI Component Detection from the System Screen
with Transformers -- 1 Introduction -- 2 Related Research -- 2.1
Object Detection -- 2.2 GUI Component Detection -- 3 Proposed
Method -- 3.1 Overview of the Proposed Method -- 3.2 CNN Backbone
-- 3.3 Transformer -- 3.4 Feedforward Network -- 3.5 Object Query
Improvements -- 4 Experiments -- 4.1 Dataset -- 4.2 Experiment (1)
-- 4.3 Experiment (2) -- 5 Conclusion -- References -- The Current
Status of the Application of Virtual Reality Technology in Display
Design: A Bibliometric Analysis -- 1 Introduction -- 2 Research Design
-- 2.1 Data Sources -- 2.2 Research Methodology -- 3 Results
and Analysis of Bibliometric Analysis -- 3.1 Distribution and Trend
Analysis of Literature Volume -- 3.2 Analysis of High-impact Journals
-- 3.3 Analysis of Research Hotspots -- 3.4 Research Trends Analysis
-- 3.5 Total Citations to References -- 4 Discussion and Conclusion --
References -- Universal Hand Gesture Interaction Vocabulary for Cross-
Cultural Users: Challenges and Approaches -- 1 Introduction -- 2
Challenges in Hand Gesture Vocabulary Standardization -- 2.1
Taxonomy, Lexicon and Vocabulary -- 2.2 Design of Hand Gesture
Vocabulary -- 2.3 The Cultural Dimension -- 3 Conclusion --
References -- Applying Co-designing Methods to Information-Seeking
Systems with North Carolina Foster Parents -- 1 Introduction -- 2
Background -- 3 Literature Review -- 4 Methods -- 4.1 PAR.
4.2 Co-design -- 4.3 Implementation -- 5 Cultivating Relationships
to Enact Change -- 6 Methods of Building Trust -- 6.1 Seeds of Hope
-- 6.2 Family and Children Resource Program (FCRP) at UNC-CH -- 6.3
Foster Family Alliance -- 7 Limitation -- 8 Next Steps -- 9 Conclusion
-- References -- Exploration of Design Intervention in Eliminating Bias:
A Persuasive System Design Approach of Introducing Intermediate
Scenarios -- 1 Introduction -- 2 Related Works -- 3 Methods
```

Cockpit -- 1 Overview of Cockpit Aural Alerts Design for Civil Aircraft

and Process -- 3.1 Causes of Prejudice -- 3.2 Identification of Intermediate Scenario -- 3.3 Identification of User Requirements and Design Features -- 4 Result -- 5 Discussion -- 6 Conclusion --References -- A Practical Study of Project-Based Learning in High School General Technology Based on Design Thinking -- 1 Introduction -- 2 The Relationship Between High School General Technology and Design Thinking Education -- 3 Current Problems in the High School Technology Classroom -- 4 A Case Study of Project-Based Teaching of High School General Technology Based on Design Thinking -- 5 Evaluation Methods for Project-Based Instructional Case Design --6 Discussion and Future Plans -- References -- On the Influence and Application of Regional Culture in Interaction Design -- 1 Regional Culture and Interaction Design -- 2 Sensory-Driven Regionalized Interaction Design Considerations -- 3 Possibilities of Regionally Specialized Interaction Design Through Sensory Experiences -- 4 Conclusion -- References -- Supporting Parent-Child Interactions in Child Riding: Exploring Design Opportunities for Digital Interaction Strategies -- 1 Introduction -- 2 Related Works -- 2.1 Parent-Child Interactions in Child Riding -- 2.2 Digital Interaction -- 3 Methods --3.1 Data Collection -- 3.2 Data Analysis -- 4 Finding -- 4.1 Participatory Support -- 4.2 Emotional Support -- 4.3 Instructional Support. 4.4 Material Support -- 4.5 Non-positive Supports -- 5 Concluding Remarks -- 5.1 Design Opportunities and Strategies -- 5.2 Contribution to HCI Research -- 5.3 Limitations and Implications for Future Research -- References -- Research and Application of Grid System Design for Version Aesthetics in Book Design -- 1 The Emergence of Grid Systems -- 2 Grids in Traditional Chinese Books --2.1 The Plain Grid System Predates the Use of Paper -- 2.2 The Development of Grid Systems in the Printing Age: Row Grids -- 3 Traditional Book Layout and Grid: Row Grids -- 3.1 Number of Lines and Word Count -- 3.2 Layout and Folio -- 3.3 The Change of the Row -- 4 Grid System in Modern Chinese Books -- 4.1 Modern Grid System and Book Design -- 4.2 The Rational Beauty of Book Design Under Grid System -- 5 Principles of Using Grid System in Book Design -- 5.1 Grid System Establishes Information Architecture for Book Design -- 5.2 Grid Design of Chinese Characters -- 6 Conclusion -- References --User Experience Evaluation Methods and Case Studies -- Exploration of Alert Response Strategy Modeling Method Based on MBSE -- 1 Introduction -- 2 Alert Triggering Strategy Modeling Method -- 2.1 System-Subsystem-Equipment Modeling -- 2.2 System Failure Mode Modeling -- 2.3 Alert Signal Logic Operation Modeling -- 2.4 Associating System State with Alert Models -- 3 Alert Trigger Strategy Modeling Demo -- 4 Conclusion -- References -- The Perceived Impact of Different Types of Ice-Themed Typography on Users -- 1 Introduction -- 2 Research Methodology -- 2.1 Font Selection and Experimental Procedures -- 2.2 Participants -- 3 Results and Analysis -- 3.1 Semiotic Theory Analysis -- 3.2 Discussion of Findings -- 4 Conclusion -- References -- Cognitive Biases in the Estimation of the Interface Updates: Facebook Users' Case -- 1 Introduction -- 2 Methods -- 3 Results -- 4 Discussion. References -- Force-Based Modeling of a Resilient Helping Role in Coordinated Behavior of a Triad -- 1 Introduction -- 2 Method -- 2.1 Pulling and Relaxing Roles -- 2.2 Adjusting Role -- 2.3 Simulation and Analysis -- 3 Results and Discussion -- 4 Conclusion -- References --Automating User Task Performance: Introducing Task Experience Score (TES) for Complex Cloud Platforms -- 1 Introduction -- 2 Related Work -- 3 The Metric -- 3.1 Relative Completion Rate (RC) -- 3.2 Relative

Efficiency (RE) -- 3.3 Task Experience Score (TES) -- 3.4 Product-Level Task Experience Score (PTES) -- 4 Evaluation Process -- 5 Discussion and Future Works -- References -- Examining the Influence of Front-Facing Camera Layout on the Aesthetic Experience of Smartphone User Interfaces -- 1 Introduction -- 2 Materials and Methods -- 2.1 Participants -- 2.2 Apparatus and Prototypes -- 2.3 Experiment Design -- 3 Result and Discussion -- 4 Conclusions -- References --A Comparative Study of Icon Style Based on Cognitive Behavior -- 1 Introduction -- 2 Related Work -- 3 Methods -- 3.1 Cognitive Behavioral -- 3.2 Development of Evaluation Indicators -- 4 Experiment -- 4.1 Experimental Design -- 4.2 Data Analysis -- 4.3 Result -- 5 Conclusion -- References -- Analysis of Participants' Synchronization Behaviors and Big Five Personalities in Dyadic Conversation -- 1 Introduction -- 2 Collection of Dyadic Conversation Data -- 2.1 Calculation of Smile Synchronization -- 2.2 Wrist Velocity and Voice Activities -- 3 Results of Analysis -- 3.1 Results of Smile Synchronization -- 3.2 Results of Wrist Velocity and Speech Interval --4 Discussion -- 5 Conclusion -- References -- Optimization and Evaluation of Tablet Keyboard Layout in the Unsupported Case -- 1 Introduction -- 1.1 Background -- 1.2 Related Work -- 2 Method --2.1 Experimental Design -- 2.2 Participants -- 2.3 Task. 2.4 Equipment.

## Sommario/riassunto

The seven-volume set CCIS 2114-2120 contains the extended abstracts of the posters presented during the 26th International Conference on Human-Computer Interaction, HCII 2024, held in Washington, DC, USA, during June 29–July 4, 2024. The total of 1271 papers and 309 posters included in the HCII 2024 proceedings were carefully reviewed and selected from 5108 submissions. The posters presented in these seven volumes are organized in the following topical sections: Part I: HCI Design Theories, Methods, Tools and Case Studies: User Experience Evaluation Methods and Case Studies; Emotions in HCI: Human Robot Interaction. Part II: Inclusive Designs and Applications; Aging and Technology. Part III: eXtended Reality and the Metaverse; Interacting with Cultural Heritage, Art and Creativity. Part IV: HCl in Learning and Education; HCI in Games. Part V: HCI in Business and Marketing; HCI in Mobility and Automated Driving; HCI in Psychotherapy and Mental Health. Part VI: Interacting with the Web, Social Media and Digital Services; Interaction in the Museum; HCI in Healthcare. Part VII: Al Algorithms and Tools in HCI; Interacting with Large Language Models and Generative AI; Interacting in Intelligent Environments; HCI in Complex Industrial Environments. .