Record Nr. UNINA9910865255203321 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 III / / edited by Constantine Stephanidis, Margherita Antona, Stavroula Ntoa, Gavriel Salvendy Cham: .: Springer Nature Switzerland: .: Imprint: Springer. . 2024 Pubbl/distr/stampa **ISBN** 3-031-61950-1 Edizione [1st ed. 2024.] Descrizione fisica 1 online resource (463 pages) Collana Communications in Computer and Information Science, , 1865-0937;; 2116 Altri autori (Persone) AntonaMargherita NtoaStavroula SalvendyGavriel Disciplina 005.437 004.019 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 III -- eXtended Reality and the Metaverse -- Unraveling the Meta Quest 3: An Out-of-Box Experience of the Future of Mixed Reality Headsets -- 1

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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: HCI 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: AI Algorithms and Tools in HCI; Interacting with Large Language Models and Generative AI; Interacting in Intelligent Environments: HCI in Complex Industrial Environments. .