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Nota di contenuto	Part 1: Designing Interactions for Intelligent Environments: Exploring a Behavioral Model of "Positive Friction" in Human-AI Interaction -- A Study on Enhancing the Influence of Intelligent Investment Advisors on Users through Experience Design -- Psychological Perspectives on the Influence of Robotic Emotional Cues on Human User Interaction Intention -- Modeling of Behavior and Interaction Analysis of Autonomous Robots in Smart Logistics Environment: A Case Study on iLoabot-M -- Application of Participatory Design for AI-based Decision Support: Development of a Frontend with two Companies -- squad.ai:

A Multi-Agent System Built on LLMs, Incorporating Specialized Embeddings and Sociocultural Diversity -- Designing Conversational Human-Robot Collaborations in Silence -- Will You Work with Us to Design a Robot? Boys' and Girls' Choices of Anthropomorphic Robots According to their Gender -- Comparison of Robot Assessment by Using Physical and Virtual Prototypes: Assessment of Appearance Characteristics, Emotional Response and Social Perception. Part 2: Automotive Interactions and Smart Mobility Solutions: Research on Design Methods of Smart Service Systems driven by Autonomous Vehicles -- From Passive to Active: Towards Conversational In-Vehicle Navigation Through Large Language Models -- Analysis of Influencing Factors on Advanced Driving Assistance System Purchase Intention in China -- Advancing Adaptive Decision-Making for Intelligent Cockpit Layouts: Exploring Preferred and Sensitive Joint Angles Across Multi-Type Vehicles -- Research on Scenario-Based User Experience Evaluation Method for Intelligent Cars -- Exploring Electric Vehicle Charging Space Brand Market Factor and User Experience: A case of the United States and China -- Visual or Auditory First? The Modality Shift Effect in Two-stage Takeover Warning -- Voice Revolution on Wheels: Porsche's Pioneering Journey into Next-Gen In-Car Interactions -- User Interaction Mode Selection and Preferences in Different Driving States of Automotive Intelligent Cockpit. Part 3: Speculative Design and Creativity: Guided Fantasy: A Research Method for Innovative Products -- Reform and Practice of "Foundation of Innovation and Entrepreneurship" Course Based on "Three Phases and Six Segments" Experiential Teaching -- Framework for a Project Methodology in Design - Interactions in Speculation and Fictional Futures -- Teaching Method Innovation and Practice for Information and Interaction Design in the Context of New Liberal Arts -- Becoming More Curious About the Future: ReadySetFuture -- "Let's Fashion Fiction!" Fashion Designers as Speculators, Alternative Present and Possible Future with Speculative Design -- Creating an Online Exhibition About Shoe Heritage. A Story on Swiss Footwear on Google Arts & Culture.

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 HCI International 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.
