

1. Record Nr.	UNINA9910865261603321
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 VI // edited by Constantine Stephanidis, Margherita Antona, Stavroula Ntoa, Gavriel Salvendy
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2024
ISBN	9783031619663 9783031619656
Edizione	[1st ed. 2024.]
Descrizione fisica	1 online resource (422 pages)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 2119
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 VI -- Interacting with the Web, Social Media and Digital Services -- Growing Up with Passwords -- 1 Introduction -- 2 Background -- 2.1 Developmental

Milestones -- 2.2 Children's Authentication -- 3 Study -- 3.1 Analysis -- 4 Results -- 4.1 Early Childhood: Ages 3-6 -- 4.2 Middle Childhood: 7-12 -- 4.3 Late Childhood: 13-18 -- 5 Discussion -- 6 Conclusion -- References -- GovMark: A Local Government Benchmarking Webapp for the Philippine Department of the Interior and Local Government -- 1 Introduction -- 1.1 Background of the Study -- 1.2 Reference Studies -- 1.3 Research Question -- 1.4 Research Objectives -- 1.5 Significance of the Study -- 1.6 Scope and Delimitation -- 2 Review of Related Literature -- 2.1 Related Terms -- 2.2 Related Literature -- 3 Methodology -- 3.1 SGLG Metrics -- 4 Results and Discussion -- 5 Conclusion and Recommendation -- References -- Automatic Verbalizer for Extracting Fine-Grained Customer Opinions from Non-English Social Media Comments -- 1 Introduction -- 2 Methodology -- 2.1 Task Definition and Decomposition -- 2.2 Prompting -- 2.3 Automatic Verbalizer -- 3 Experiments and Evaluation -- 3.1 Dataset -- 3.2 Experiment Results -- 4 Conclusion -- References -- Enhancing Usability in E-Voting Systems: Balancing Security and Human Factors with the HC3 Framework -- 1 Introduction -- 2 The HC3 Framework -- 3 Application of the HC3 Framework to an E-Voting System -- 4 Conclusions -- References -- Side Effect Reporting in Online Drug Reviews -- 1 Introduction -- 2 Method -- 2.1 Research Setting and Data Collection. 2.2 Data Processing for Thematic Analysis -- 2.3 Data Analysis for Classification -- 3 Results -- 3.1 Themes Identified -- 3.2 Characteristics of Side Effects Reported in Online Reviews -- 4 Discussion -- References -- Influence Based Group Recommendation System in Personality and Dynamic Trust -- 1 Introduction -- 2 Literature Review -- 2.1 Personality Test -- 2.2 Social Influence Based on Trust -- 2.3 Group Recommendation Algorithm on Social Elements -- 3 Personality-Based Dynamic Trust Group Recommendation System -- 3.1 TKI Personality Value -- 3.2 Dynamic Trust Mechanism -- 3.3 Integration of Personality and Social Trust -- 4 Methodology -- References -- Did Japanese Students Change Their Social Media Usage Toward Learning After COVID-19? -- 1 Introduction -- 2 Background and Significance -- 3 Method -- 3.1 Description of Survey -- 3.2 Statistical Analysis -- 4 Discussion of Result -- References -- Unveiling Digital Literacy Dynamics in Social Media Usage Patterns: Comparison of Digital Skill and Critical Information Behavior -- 1 Introduction -- 2 Literature Review -- 2.1 Digital Device Usage Skills -- 2.2 Digital Literacy and Critical Information Behavior -- 3 Methods -- 3.1 Data -- 3.2 Variables -- 3.3 Latent Profile Analysis -- 4 Results -- 4.1 Estimating the Number of Latent Profiles -- 4.2 Results of Latent Profile Analysis -- 4.3 Digital Literacy and Skills by Social Media Usage Patterns -- 5 Discussion -- References -- Digital Democracy, Digital Dangers: Tracing Cybercrime Victimization in Finnish Online Political Discourse -- 1 Introduction -- 2 Theoretical Background -- 2.1 Routine Activity Theory and Political Participation -- 2.2 Affective Polarization and Cybercrime Victimization in Multiparty System -- 3 Method -- 3.1 Participants -- 3.2 Measures -- 3.3 Analytic Strategy -- 4 Results -- 5 Discussion -- References. An Analysis of the Dissemination Status of Makeup and Skincare Videos on the Bilibili -- 1 Introduction -- 2 Methods -- 2.1 Research Framework -- 2.2 Data Collection -- 3 Result -- 3.1 Annual Distribution of Makeup and Skincare Video -- 3.2 The Status of Makeup and Skincare Content Creators -- 3.3 Analysis of View Counts, Video Duration, and Title Strategies in Makeup and Skincare Videos -- 4 Discussion -- References -- Electronic Government: Culture and Tax Collection -- 1 Introduction -- 2 Methodology -- 3 Results -- 4

Conclusions -- References -- Deceptive Patterns in Japan's Digital Landscape: Insights from User Experience -- 1 Introduction -- 2 Literature Review -- 3 Method -- 4 Results -- 5 Discussions -- 6 Conclusion -- References -- Dissemination of Misinformation About COVID-19 on TikTok: A Multimodal Analysis -- 1 Introduction -- 2 Literature Review -- 3 Methodology -- 4 Results and Discussion -- 5 Conclusion -- References -- Gamified Social Media Assistance for Children and Teens: Fostering Ethical Online Behavior -- 1 Introduction -- 2 Literature Review -- 2.1 Previous Interventions and Their Effectiveness -- 2.2 The Role of Gamification in Educational and Behavioral Change -- 2.3 Conclusion -- 3 User Research -- 3.1 Research Subject Positioning -- 3.2 Semi-structured Interviews -- 4 Gamification Design for Social Media Assistance App -- 4.1 Concept and Objectives -- 4.2 Core Gamification Elements -- 4.3 Engagement and Feedback Mechanisms -- 5 Result -- 5.1 Findings for Children -- 5.2 Findings for Parents -- 5.3 Effectiveness Evaluation -- 6 Conclusion -- References -- Investigating the Accessibility and Usability of Multi-factor Authentication for Young People -- 1 Introduction -- 2 Methodology -- 2.1 MFA Approaches -- 2.2 Evaluation -- 3 Results -- 4 Discussion -- 5 Conclusion -- References.

Expert Perspectives on UX Design Challenges for Solid-Enabled Personal Data Store Applications -- 1 Introduction -- 2 Methodology -- 2.1 Study Design and Procedure -- 2.2 Sample Characteristics -- 2.3 Data Analysis -- 3 Results -- 3.1 Interview Part 1: Past Experiences -- 3.2 Interview Part 2: Prioritizing UX Challenges -- 4 Discussion -- 5 Conclusion -- References -- Could Chinese Users Recognize Social Bots? Exploratory Research Based on Twitter Data -- 1 Introduction -- 2 Literature Review -- 2.1 Interacting with Social Bots -- 2.2 Human Recognition of Social Bots -- 3 Theoretical Framework and Hypothesis Development -- 3.1 Computers Are Social Actors (CASA) -- 3.2 Affordances -- 4 Method -- 4.1 Participants -- 4.2 Survey-Embedded Experiment -- 4.3 In-Depth Interview -- 5 Results -- 5.1 Ability of Chinese Users to Recognize Social Bots -- 5.2 Influencing Factors of Chinese Users' Recognition Ability -- 6 Limitations and Future Research -- 7 Conclusions -- References -- Emoji Interpretation and Usage in Bilingual Communication -- 1 Introduction -- 2 Related Work -- 3 Methods -- 3.1 Participants -- 3.2 Study Design -- 3.3 Data Collection and Analysis -- 4 Results -- 4.1 General Preferences -- 4.2 Sentiment Interpretation -- 4.3 Semantic Interpretation -- 5 Discussion -- 6 Limitations and Future Work -- 7 Conclusion -- References -- A User Review Analysis Tool Empowering Iterative Product Design -- 1 Introduction -- 2 User Review Dataset -- 3 User Review Analysis Tool -- 3.1 Define Targets -- 3.2 Visualize Users' Attitude -- 3.3 Cluster User Opinions -- 4 Evaluation -- 4.1 Method -- 4.2 Result -- 5 Conclusion -- References -- Interaction in the Museum -- Augmented Reality and Interactive Experience Design of the Emperor Qianlong's San Xi Hall in the Palace Museum -- 1 Introduction -- 2 Interactive Display Effect of Relics. 2.1 AR Glasses Recognize Relics -- 2.2 A Gesture Interactive All-Round Display of Virtual Relics -- 3 Interactive Display Effect of Virtual Emperor -- 3.1 Set the Form of the Virtual Emperor in the Scene -- 3.2 Gesture Interact with the Virtual Emperor -- 4 Technology -- 5 Conclusions -- References -- Research on the Design of Science Museum Service System Based on User Experience -- 1 Challenges for Science Museums to Serve the Public -- 1.1 Transformation of the Social Function of Science Museums -- 1.2 Outstanding Contradiction Between Supply and Demand -- 2 Current Situation and Service Design of Science Museums -- 2.1 Public Services

in Science Museums -- 2.2 Service Design Thinking and Methods -- 3 Shanghai Planetarium Service System Design -- 3.1 Status of Service Design Issues in the Shanghai Planetarium -- 3.2 Shanghai Planetarium User Journey Map -- 3.3 Shanghai Planetarium Service System Construction -- 4 Conclusion -- References -- Research on the Design of Art Healing Applications in Museums Under the Theory of Embodied Cognition -- 1 Introduction -- 1.1 Art Healing in Museums -- 1.2 Museums as Healing Environments for Mental Health, Personal and Social Development -- 2 The Embodiment of Art Healing in Museums -- 2.1 Art Healing in Museums -- 2.2 Embodied Interaction and Art Healing Relevance -- 3 How Embodied Interaction Affects Art Healing -- 3.1 Body Perception Layer -- 3.2 Behavioral Control Layer -- 3.3 Spiritual Construction Layer -- 4 Museum Art Healing Strategies Under the Theory of Embodied Cognition -- 4.1 Content of Exhibits of a Phenomenal Nature -- 4.2 Methods of Collection of Participatory Exhibits -- 4.3 Forms of Presentation of Exhibits that Allow People to Connect with People -- 5 Conclusion -- References -- Research on the Design of Multisensory Interactive Experiences in Museums Based on Embodied Cognition. 1 Introduction.

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. .
