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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 II -- Inclusive Designs and Applications -- Smart Signage with Augmented Reality: Inclusive Coworking -- 1 Introduction -- 2 Methods and Materials -- 3 Proposed Model -- 4 Discussion -- 5 Conclusions -- 6 Gratitude -- References -- Use of Technologies to Improve Quality of Life and Well-Being in People with Autism (ASD) and Chronic Anxiety and/or Depression from a Gender Perspective -- 1 Introduction -- 2 Methods -- 3 Results -- 4 Conclusion -- 5 Fundings and Grants -- References -- Reliability of the Metric to Evaluate the Ergonomic Principles of Assistive Systems, Based on ISO 92419 -- 1 Introduction -- 1.1 Research Questions -- 1.2 Methodology -- 1.3 Goals and Innovative Aspects -- 2 Concepts -- 2.1 Assistive Systems -- 2.2 Ergonomics -- 2.3 DIN Ergonomic Principles of Assistive Systems -- 3 Information Gathering -- 3.1 Survey -- 3.2 Cronbach's Alpha -- 4 Discussion -- 4.1 Analysis of the Questionnaire -- 4.2 Proposed Revision of the Questionnaire -- 5 Conclusion -- References -- Educational Recreational Family Garden Project for People with Autism -- 1 Introduction -- 2 Methods -- 3 Results and Discussion -- 4 Conclusions -- References -- Design of Oral Muscle Training Device for Infants and Toddlers in Early Language Development Period -- 1 Introduction -- 1.1 Problem of Developmental Language Disorder in Children -- 1.2 Current Status of the Language Training Market -- 1.3 Interest-Based Learning -- 2 Evaluation -- 2.1 Competitive Product Analysis -- 2.2 User Research -- 2.3 User Persona -- 3 Solution -- 3.1 Product Elements/Features. 3.2 Design Concept -- 3.3 Usage Process Schematic -- 4 Prototype Design -- 4.1 Product Design -- 4.2 APP and IP Design -- 4.3 Complete Process -- 4.4 Technical Development -- 5 Testing and Experimentation -- 6 Conclusion -- References -- Developing a Mobile Application Linking the Microsystems of Young Children with Delays or Disabilities: A Case Study and Guidelines -- 1 Introduction -- 1.1 Ecological Systems Theory -- 1.2 Service Coordination -- 2 Methods -- 2.1 Initiating the Project -- 2.2 Interviewing -- 2.3 Qualitative Coding -- 2.4 Creating Program Format (Revised Prototype) -- 3 Results -- 3.1 Themes -- 3.2 Revisions -- 3.3 Design Recommendations -- 4 Conclusion -- References -- Design of the Challenging Behavior Monitoring System for Children with Developmental Disabilities that Combines ConvLSTM and Skeleton Keypoint -- 1 Introduction -- 2 Related Works -- 2.1 Human Activity Recognition Using ConvLSTM and Keypoint -- 2.2 Challenging Behavior Detect System with Wearable Sensors -- 3 Proposed Methodology -- 3.1 Dataset Building -- 4 Experiment and Evaluation -- 4.1 Human Activity Recognition Using ConvLSTM with Video -- 4.2 Training LSTM, SVM, KNN -- 5 Conclusion and Future Work -- References -- Sensitize and Qualify University Teachers for Digital Accessibility -- 1 Introduction: Digital Accessibility in Higher Education -- 2 Needs Analysis: Results of a Teacher Survey -- 3 Material Package: Implementing Digital Accessible Teaching -- 4 Conclusion and Outlook -- References -- Towards Inclusive Voice User Interfaces: A Systematic

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4.3 Results of Interviews with Volunteers for the Pill-Taking Detection Module Trial.

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. .