1. Record Nr. UNINA9910865266403321

Autore	Antona Margherita
Titolo	Universal Access in Human-Computer Interaction : 18th International Conference, UAHCI 2024, Held As Part of the 26th HCI International Conference, HCII 2024, Washington, DC, USA, June 29 - July 4, 2024, Proceedings, Part II
Pubbl/distr/stampa	Cham : , : Springer International Publishing AG, , 2024 ©2024
ISBN	9783031608810 9783031608803
Edizione	[1st ed.]
Descrizione fisica	1 online resource (436 pages)
Collana	Lecture Notes in Computer Science Series ; ; v.14697
Altri autori (Persone)	StephanidisConstantine
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 -- 18th International Conference on Universal Access in Human-Computer Interaction (UAHCI 2024) -- HCI International 2025 Conference -- Contents - Part II -- Universal Access to Digital Services -- Designing Cybersecurity Awareness Solutions for Young People in Rural Developing Countries: Insights and Lessons Learned -- 1 Introduction -- 2 Background and Related Work -- 3 Methodology -- 3.1 Design and Development -- 3.2 Participant Recruitment -- 3.3 Data Collection -- 3.4 Data Analysis -- 4 Results -- 4.1 Participants' Interactions with the Apps -- 4.2 Participants' Reflections on the Apps -- 4.3 Participants' Perception of the Apps' Language -- 5 Findings and Discussion -- 5.1 Existing Cybersecurity Knowledge and Experience -- 5.2 Factors We Should Consider -- 5.3 Limitations and Future Work -- 6 Conclusion -- References -- Feedback as a Form of User Involvement in the Digital Realm -- 1 Introduction -- 2 Classifying Feedback -- 2.1 Feedback Through Complaints -- 2.2 Feedback and Digital Accessibility -- 3 Insights from the UPowerWAD Project -- 3.1 Project Results -- 3.2 Prerequisites for Actionable Feedback -- 4 Discussion -- 5 Conclusion

-- References -- Co-creating Value with Cognitive Accessibility Features in Digital Services: Enablers and Barriers -- 1 Introduction -- 2 Literature Review -- 2.1 Cognitive Accessibility in Digital Services -- 2.2 Barriers to and Enablers for Designing Cognitively Accessible Digital Services -- 2.3 Value Co-creation and Value Co-destruction in Digital Services -- 3 Method -- 3.1 Interviewees -- 3.2 Data Collection -- 3.3 Data Analysis -- 4 Results -- 4.1 Cognitive Accessibility Features. 4.2 The Barriers to Implementing Cognitively Accessible Digital Services -- 4.3 The Enablers When Implementing Cognitively Accessible Digital Services -- 5 Discussion -- 5.1 Value Co-destruction -- 5.2 Practical Implications -- 5.3 Limitations and Further Research -- 6 Conclusions -- Appendix -- References -- Remote Secure Online Voting System Development -- 1 Introduction -- 2 Related Work -- 3 System Architecture -- 3.1 Application Programming Interface Module -- 3.2 Databases -- 4 System Security -- 4.1 Cipher Suite Implementation in the Remote Secure Online System -- 4.2 Complementary Security Applied in the Remote Secure Online System -- 4.3 Resilient and Security Tests -- 5 Conclusions and Future Work -- References -- Designing for Inclusion and Diversity in Big Tech Reports: A Gray Literature Analysis -- 1 Introduction -- 2 Background -- 3 Methods -- 3.1 Gray Literature Review -- 3.2 Thematic Analysis -- 4 Results -- 4.1 Universal Design -- 4.2 Participatory Design -- 4.3 User-Centered Design -- 5 Discussion and Limitations -- 5.1 Implications for the Practice -- 5.2 Key Themes Beyond Inclusion and Diversity in Software Development -- 5.3 Threat to Validity -- 6 Conclusion -- References -- How Order and Omission of Web Content Can Vary Unintentionally Across User Cohorts: A Review -- 1 Introduction -- 2 Related Works -- 3 A Review of Potential Omission and Order Issues on the Web -- 3.1 Omitting Content -- 3.2 Diverging Presentation Order -- 4 Discussion -- 4.1 Limitations -- 5 Conclusions -- References -- Mapable: Accessible Web-Based Indoor Maps for People with Diverse Interaction and Information Needs -- 1 Introduction -- 2 Related Work -- 3 Concept and Design -- 4 Evaluation -- 4.1 Participants -- 4.2 Methodology -- 4.3 Results -- 4.4 Discussion -- 5 Conclusion -- References.
Exploring the Relationship Between Generation Z's Beauty Experience and Brand Loyalty: A Comprehensive Study in the Experience Economy Era -- 1 Introduction -- 2 Literature Review -- 2.1 The New Mindset and Framework in the Experience Economy -- 2.2 Generation Z and Beauty Industry -- 2.3 Brand Loyalty -- 3 Methodologies -- 3.1 Contextual Exploration -- 3.2 Framework Establishment: -- 3.3 Respondent Selection -- 4 Result -- 4.1 Beauty Demand Value of Generation Z -- 4.2 The Different Emphasis of Experience Domains -- 4.3 Generation Z's Beauty Brand Loyalty -- 5 Discussion -- 5.1 Insights of Experience Framework in Consumer Journey -- 5.2 Comparison Between Experience Framework and Other Business Analysis Tools -- 6 Conclusion -- References -- Enhancing Customer Loyalty in Pure Internet Banking: An Analysis of Experience and NPS Shifts Using S-O-R Theory -- 1 Introduction -- 2 Literature Review -- 2.1 Pure Internet Banking -- 2.2 Customer Loyalty -- 2.3 Perceived Value and Experience Domains -- 2.4 S-O-R Theory -- 3 Methodology -- 3.1 Data Collection and Sampling -- 3.2 Measurement Model and Measurement Scales -- 4 Results -- 4.1 Descriptive Statistics -- 4.2 Measurement Model Assessment -- 4.3 Structural Model Assessment -- 5 Discussion -- 6 Conclusion -- References -- Design for Cognitive Disabilities -- Scaffolding for Inclusive Co-design: Supporting People with Cognitive and Learning Disabilities -- 1 Introduction -- 2 Background and Related Work -- 2.1 People with

Cognitive and Learning Disabilities -- 2.2 Scaffolding -- 2.3 From Scaffolding to Co-design -- 3 Methodology -- 3.1 Participants -- 3.2 Research Team and Collaboration -- 3.3 Data Collection and Analysis -- 3.4 Ethical Considerations -- 4 Case Studies -- 4.1 Case Study I: AR Interaction -- 4.2 Case Study II: Accessible Application -- 5 A Framework for Scaffolding -- 6 Discussion.
6.1 Limitations and Future Work -- 7 Conclusions -- References -- Overcoming Challenges in Questioning People with Intellectual Disabilities Regarding Their Digital Media Usage: Lessons Learned from the EVE4all Project -- 1 Introduction -- 2 Challenges in Questioning People with Intellectual Disabilities -- 2.1 People with Intellectual Disabilities -- 2.2 Common Methods for Questioning People with Intellectual Disabilities -- 2.3 Identified Challenges in Questioning People with ID -- 3 Lessons Learned from the EVE4all Project -- 3.1 Validation Methods -- 3.2 Reflection of Used Validation Methods -- 4 Be Creative! New Methods for Participatory Research -- 5 Conclusion -- References -- A Study on the Design of an Emotional Interaction Device for Children with Autism Spectrum Disorder Based on Focused Attention Mindfulness -- 1 Introduction -- 2 Research Method and Process -- 2.1 Participant Selection -- 2.2 Participant Selection -- 2.3 Experimental Procedure -- 3 Results -- 3.1 Research and Interview Results -- 3.2 Experimental Results -- 4 Discussion -- 5 Conclusion -- References -- Experience-Oriented Intervention Strategy for Children with Autism Spectrum Disorders and Their Families: A Framework of Design and Evaluation -- 1 Introduction -- 2 Literature Review -- 2.1 Toothbrushing Challenges in ASD Children -- 2.2 Oral Health Care Intervention Strategies for Children with ASD -- 2.3 Social Deficits and Relationship Development of ASD -- 2.4 Experience Design and Its Role in ASD Interventions -- 3 Toward an Experience-Oriented Design Paradigm for ASD Interventions -- 3.1 Design Framework -- 3.2 BrushBond: A Device for Joint Toothbrushing -- 3.3 Evaluation Strategies of an Experience-Oriented Intervention Design -- 4 Conclusion -- References -- "Mum Helps Me When the Internet Messes Up…" -- 1 Background -- 1.1 Objectives -- 2 Method.
2.1 Study Design -- 2.2 Participants -- 2.3 Context of the Study -- 2.4 Procedure of Data Collection -- 2.5 Data Analysis -- 3 Results -- 3.1 Internet Use -- 3.2 Online Health Information and eHealth Services in Sweden -- 4 Discussion -- 4.1 What Can Be Done? -- 5 Conclusion -- References -- Interventions for Improving Road Surveillance for Teen Drivers with Autism -- 1 Introduction -- 2 Methods -- 3 Comparison of Key Categories -- 3.1 On-Road Driving Behaviors and Transport Statistics on Drivers on the Spectrum -- 3.2 Performance in Driving Simulators -- 3.3 Performance in Virtual Reality (VR) -- 3.4 Barriers to Obtaining a License and Training of Drivers on the Spectrum -- 4 Other Comparisons -- 4.1 Gaze and Scan -- 4.2 Use of Physiological Monitoring -- 4.3 Training Interventions -- 5 Discussion -- 6 Limitations -- References -- DramaPlaya: A Multi-sensory Interactive Toolkit for the Home-Based Drama Therapy of Children with Developmental Delays -- 1 Introduction -- 2 Related Works -- 2.1 Drama Therapy for CDD -- 2.2 Multi-sensory Learning Environment in Special Education -- 2.3 Technical-Mediated Assessment in Interactive Therapy -- 3 Design Study Process -- 3.1 Observation and Interview -- 3.2 Needs for and Barriers to Develop Technical-Mediated Drama Therapy Toolkit -- 4 DramaPlaya System -- 4.1 Interaction Design -- 4.2 Service System -- 4.3 The Using Scenario -- 5 Field Study and Limitation -- 5.1 Field Study Case -- 5.2 Limitation -- 6 Conclusion -- References -- Universal Access to Virtual and Augmented Reality -- Universally Designed Mobile Augmented

Reality as a Digital Aid for Banknote Recognition -- 1 Introduction -- 2 Research Design -- 3 Design Process -- 3.1 Mapping Users' Diverse Skills, Abilities, and Situations (Phase 1) -- 3.2 Formulating Design Objectives and Requirement Specifications (Phase 2).
3.3 Iterative Prototype Development to Implement the Design Ideas (Phase 3).