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Nota di contenuto	Part 1: HCI, Environment and Sustainability: Development of Load Optimization and Anomaly Detection Platform Based on Air Cylinder Consumption Patterns -- MORE THAN ONE MILAN: Urban Interactive Experience: An Olfactory Map Project -- Designing a Smart Cooling Vest to Reduce Heat Stress for Construction Workers -- Designing Meaning: The Construct of Sustainability in Brand Identities -- Generative AI for Sustainable Design: A Case Study in Design Education

Practices -- Environmental Multisensory HCI Design Strategies: Molecules as Storytellers -- .A Hybrid Framework for Long-Term Photovoltaic Power Generation Forecasting- Design Futures, Ecological Citizenship & Public Interest Technologies = HCI Regenerative Interaction Opportunities -- Human Factors Design of Electric Bicycle Charging Shed Based on STAMP. Part 2: Design and User Experience Evaluation Case Studies: Optimization Design of Fresh E-Commerce Platform for the Elderly -- Usability Assessment and Design Proposal for the Web Platform for Curriculum Registration at a Peruvian University -- Discovering Authentic Self: Coaching Agent for Job-Hunting Students -- Reproducibility Challenges of External Computational Experiments in Scientific Workflow Management Systems -- Social Usability Evaluation of Douyin and TikTok -- Optimizing Urban E-Commerce Experiences: A Cross-Cultural Interface Design Approach for Enhanced Connectivity and Consumer Engagement -- Research on Innovative Interactive Pet Toy Design Based on Analytic Hierarchy Process -- A Study on Cognitive Style Type Test and Its Application in Teaching Activities -- Bridging Perspectives: Unveiling Racial Dynamics in Remote Pair Programming Communication -- Evolution of the Beautiful Game: Analytics and Virtual Reality -- User-Centered Interface Improvements: An Example for Dormitory Administrators -- Analysis and Research on the Influencing Factors of Kinesthetic Orientation -- Abstraction Level: Evidence From An Event-Related Potential Study.

Sommario/riassunto

This five-volume set LNCS 14684-14688 constitutes the refereed proceedings of the Human Computer Interaction thematic area of the 26 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 was carefully reviewed and selected from 5108 submissions. The VAMR 2024 proceedings were organized in the following topical sections: Part I: HCI Theory and Design and Evaluation Methods and Tools; Emotions in HCI. Part II: Human-Robot Interaction; Child-Computer Interaction. Part III: HCI for Mental Health and Psychological Wellbeing; HCI in Healthcare. Part IV: HCI, Environment and Sustainability; Design and User Experience Evaluation Case Studies. Part V: Multimodality and Natural User Interfaces; HCI, AI, Creativity, Art and Culture. .
