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	Nota di contenuto	Part 1: Human-Robot Interaction: Intelligent Cognitive Fusion in Human-Robot Interaction: A Autism Spectrum Disorder Case Study -- Exploring Empathetic Interactions: The Impact of Sound and Reactions in Human-Robot Relations among University Students -- Emotive Acoustics: Sound Design in Robotic Emotion Expression - A Study on Participant-Generated Sounds -- Enabling Safe Empirical Studies for Human-Robot Collaboration: Implementation of a Sensor Array Driven

Control Interface -- Persona-based and Scenario-based Design of Virtual and Physical Companion Robots with Varied Kawaii (Cute) Attributes -- Transformation of Relaxation Time: Proposal of Touch Care using Tapping Robot -- Group Norm Awareness of Mobile Robots in Virtual Space Multiagent Simulation -- A Telepresence Robot Partner for Remote Work: An Exploration into Design and its Psychological Effect -- Exploring the Impact of a Playing Catch Task on the Impression of Interaction with Conversational Robots - A Comparative Study with a Task Incorporating Only Turn-Taking Factor -- Evolution of Mechanized Puppets in Animatronics: Unveiling the Transformative Journey from the 1960s to the Early 2000s -- Exploring Changes in Social Distance and Participant Discomfort with Virtual Robot Head and Visual Familiarity -- NAO vs. Pepper: Speech Recognition Performance Assessment -- Convenience vs. Reliability? Evaluation of Human-Robot Interaction Preferences in a Production Environment -- Toward Intelligent Telepresence Robotics for Enhancing Elderly Healthcare in Smart Care Home -- A Path Planning Method Based on Deep Reinforcement Learning with Improved Prioritized Experience Replay for Human-Robot Collaboration -- A Study of Human Proxemics on Social Robot Light Effects -- "He can walk, he just doesn't want to" - on Machine/Human-likeness of Robots in Polish Children's Perception -- Will You Participate? Exploring the Potential of Robotics Competitions on Human-centric Topics. Part 2: Child-Computer Interaction: magination in Enactive Interactions with Aquarela Virtual: Case Study in a Remote Socioenactive Setting -- Play and Gender Expression: A Critical Design Exhibition to Generate and Measure Awareness about Gender Differences Within the Context of Children and Toys -- A Study on Tangible Interaction Design for Children Cooperative Learning -- Exploring the Integration of Light and Music in Artistic Furniture Design: A Study in Interaction Design Informed by Children's Climbing Behavior -- Effects of Landscape Types on Children's Stress Recovery and Emotion.

| 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. |