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Nota di contenuto	Part 1: Multimodality and Natural User Interfaces: Challenges and Opportunities Designing Voice User Interfaces for Emergent Users -- Assessing Perceptions and Experiences of an AI-Driven Speech Assistant for Nursing Documentation: A Qualitative Study in German Nursing Homes -- Conversation Summarization System Emphasizing Recent Context for Supporting Seamless Rejoining of a Group Chat after Temporary Absence -- Designing a Serious Game with Natural

Interaction to Support the Learning of Chinese Sign Language and Deaf Social Etiquette -- A Nonlinear Mapping-Based Virtual Touchpad for One-Handed Smartphone Operation -- Simple Wearable Vibration Device for Music Appreciation -- Perception-Driven Design Approach: Towards Interaction Design for Simulating and Evoking Tactile Properties via Digital Interfaces -- Haptic Perception Research and Facility Design for Virtual Spaces -- Research on Auditory Guided Speech Experience Design Based on Traffic Light Scenarios in Urban Public Transport Spaces -- Music-Touch: De-Tactile Interactive Music Controller Design -- Eye-Gaze-Based Intention Recognition For Selection Task By Using SVM-RF -- A Relative Pitch Based Approach to Non-verbal Vocal Interaction as a Continuous and One-Dimensional Controller -- Research on Gesture Interaction Game Effects Based on the Representation and Feedback Theory -- A Character Input Method for Smart Glasses That Allows You To Enter One Character In One Step With One Thumb -- Preliminary Study on Flick-Based Text Input on HMD's Front -- Research on Eye Tracking Process Optimization Based on Combined Kalman Filtering -- Mid-Air Hand Gesture Design Tool for Interaction Designers -- Part 2: HCI, AI, Creativity, Art and Culture: HCI for the Made in Italy Cultural Design -- An Image is Worth a Thousand Words: Colour and Artificial Intelligence, Beyond the Generative Chromatic Palettes -- Developing an Intermediate Framework for Enhancing Comic Creation through Generative AI -- A Proposal of AI-Powered HCI System to Enhance Spatial Design Creativity: InSpace -- A Study on Gamification Design of Intangible Cultural Heritage based on ARCS Theory -- Research on Innovative Strategies of Museum Display Design in Improving User Experience -- The Application of Miryoku Engineering to Artists' Books -- Integrating Virtual and Real: A Holistic Framework for Mixed Reality Interactive Design in Museum Exhibitions -- Human-Data Interaction Design for the Taxonomy Visualization of Made in Italy Upholstered Systems -- Empower the Tai-Gi Teaching Practitioner through Co-Designing the Tai-Gi Teaching Support Platform -- The Research and Design of an AIGC Empowered Fashion Design Product.

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.
