

1. Record Nr.	UNINA9910865285703321
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Titolo	Human-Computer Interaction : Thematic Area, HCI 2024, Held as Part of the 26th HCI International Conference, HCII 2024, Washington, DC, USA, June 29 – July 4, 2024, Proceedings, Part III // edited by Masaaki Kurosu, Ayako Hashizume
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2024
ISBN	9783031604287 9783031604270
Edizione	[1st ed. 2024.]
Descrizione fisica	1 online resource (278 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14686
Altri autori (Persone)	HashizumeAyako
Disciplina	5,437 4,019
Soggetti	User interfaces (Computer systems) Human-computer interaction Computer networks Image processing - Digital techniques Computer vision Application software Artificial intelligence User Interfaces and Human Computer Interaction Computer Communication Networks Computer Imaging, Vision, Pattern Recognition and Graphics Computer and Information Systems Applications Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Part 1: HCI for Mental Health and Psychological Wellbeing: Effect of External Characteristics of a Virtual Human Being During the Use of A Computer-assisted Therapy Tool -- My Energy to the Moon? Combining Human Energy Tracking with Financial Chart Analysis for Advanced Desktop Work-Life Tracking -- Overcome Psychological Alienation through Artificial Intelligence Painting Workshops -- Quantification and Analysis of Stress Levels while Walking Up and Down

a Step in Real Space and VR Space Using Electrocardiogram -- Mapping Epilepsy Monitoring Challenges for Enhanced Patient Experience -- Exploring the Mediating Role of Smartphones Between Meaning in Life and Well-being -- Next-Gen Stress Monitoring: Social Robot and AI Integration -- Open Issues in Persuasive Technologies: Six HCI Challenges for the Design of Behavior Change Systems -- Icare: Findings from The Design and Initial Evaluation of a Mental Health App Prototype for Working-Class Women in India -- Connecting Patients and Clinicians: Shedding Light on Functionalities for Mental Health Apps in Depression Care -- A Study on the Effects of Experiencing a Falling Situation in Virtual Reality on EEG and Heart Rate Variability in the Elderly. Part 2: HCI in Healthcare: Developing Prosthetic Hand: Innovation in Hand Movement for Paralyzed Individuals -- Study of the Effectiveness of Gamification Design Applied to Chinese Medicine Learning App -- Accuracy Evaluation of AR Navigation in Partial Nephrectomy -- An Investigation into the Rise of Wearable Technologies in the Healthcare Sector -- Study of a Method for Reducing VR Sickness Using the Tunnel Effect -- Research on User Experience Design of Artificial Intelligence (AI) Medical Consultation System -- Measurement and Evaluation of Organ Shifts in Real-Life Surgery.

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. .
