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Nota di contenuto	-- Engineering Interactive Computing Systems for People with Disabilities (DISAB 2023 Workshop). -- A First Literature Study on Predictive Quality in Use Evaluation for Smart Environments. -- A first step towards an ecosystem meta-model for human-centered design in case of disabled users. -- Evaluation of a social robot system for performance-oriented stroke therapy. -- MUMR-MIODMIT: A generic architecture extending standard interactive systems architecture to address engineering issues for rehabilitation. -- Serious game for company governance: supporting in-tegration, prevention of professional disintegration and job retention of people with disabilities. -- Two Concepts of Domain-Specific Languages for Therapists to

Control a Humanoid Robot. -- Engineering Interactive Systems Embedding AI Technologies (EIS-embedding-AI Workshop). -- An approach to leverage Artificial Intelligence for car-parking related mobile applications. -- Engineering AI-Similar Designs: Should I Engineer my Interactive System with AI Technologies?. -- Explaining through the Right Reasoning Style: Lessons Learnt. -- Exploring AI-enhanced Shared Control for an Assistive Robotic Arm. -- Hidden Figures: Architectural challenges to expose parameters lost in code. -- Not What I Was Trained For – Out-Of-Distribution-Tests for Interactive Ais. -- Doctoral Consortium EICS 2023. -- End User Development for Extended Reality. -- Exertion Trainer: Smartphone Exergame Design to Support Children's Kinesthetic Learning through Playful Feedback. -- Explaining temporal logic model checking counterexamples through the use of structured Natural Language. -- Merging Creativity with Computation in Sketch-to-Code Transitions. -- UX Data Visualization: supporting software professionals in exploring users' interaction data. .

Sommario/riassunto

This book presents a series of revised papers selected from the Doctoral Consortium (DC) and the Workshops organized in conjunction with the 15th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS 2023) which was held in Swansea, United Kingdom, during June 27-30, 2023. The 17 full papers included in this book were carefully reviewed and selected from 33 submissions. They were organized in topical sections as follows: engineering interactive computing systems for people with disabilities (DISAB 2023 Workshop), engineering interactive systems embedding AI technologies (EIS-embedding-AI Workshop) and doctoral consortium EICS 2023.