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| Soggetti | User interfaces (Computer systems)
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User Interfaces and Human Computer Interaction
Computer Communication Networks
Computing Milieux
Computer and Information Systems Applications |
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| Nota di contenuto | Exploring Co design with an AI Partner The GAI A Interface in Architectural Education -- Real vs artificial scenario building in planning Some GPT based experimental notes -- Workspace Awareness Needs in Mixed Presence Collaboration on Wall Sized Displays -- Enhancing Model Interpretability Through Interactive Visual Analysis and Counterfactual Explanation Methods -- Collaborative Decision Support with 3D Visualizations as Boundary Objects -- Event Evolution Analysis of Network Text based on Pre trained Language Model and Event Graph -- Implementing Similarity Matrices in a Web Interactive Tool for Scientific Articles Matching -- Development of Vietnamese Large Language Model for Elementary Math Solving Problem -- Assessment of Non Researcher Generated Data within the Framework of |

Heritage Attributes Insights and Challenges -- Facial Ethnicity Identification by Collaborative Voting System -- Collaborative Wireless Energy Charging System in Wireless Sensor Networks -- User Service Times in Wireless Energy Networks -- A Collaborative IoT School Bus Monitoring System -- Explicit Product Structures for Concurrent Engineering -- Effort Estimation for Redmine Tickets using Machine Learning -- Profit Allocation in Logistics Enterprise Coalitions Based on Fuzzy Cooperative Game Theory -- Perceptions of Collaboration in the Belgian AEC Industry A Preliminary Study -- A methodological tool for constructing common understanding of a BIM project -- Framework for Competences in Environmental Sustainability Driving Cooperative Engineering -- Cooperative Learning in Industry 40 Transforming SMEs and Educational Practices with Assembly Line Prototypes -- Style Preserving Evolutionary Approach In Cooperative Game Design -- Cooperative Design for Integrating Technical and Contextual Skills in Technical Training -- Playing with Bricks for Metaphor Construction Poses a Serious Challenge to Design Students -- Recognition of Barium Meal Track for Swallowing Imaging -- A Lightweight Deep Semi Supervised Student Model for Medical Image Segmentation -- Course scheduling made easier A user friendly web based timetabling tool using PyGLPK -- Performance Optimized Leader Selection Consensus Algorithm for Consortium Blockchain using Trust Values of Nodes -- Enhancing Security and Scalability in IoT Networks Applying Blockchain Technology -- An Improved Model for Enhancing Cloud Security through Hybrid Optimization of Intrusion Detection -- Skeletal Data Matching and Merging from Multiple RGB D Sensors for Room Scale Human Behaviour Tracking -- Twenty years of Collaborative Design, Visualization and Engineering A Bibliometric Exploration -- Achieving High Precision Localization in Self Driving Cars Using Real Time Visual Based Systems -- Transformative potentials of data visualization in Digital Building Design a Literature Review -- A Conceptual Model of a Multi Agent System to Simulate Collective Behaviors in Renewable Energy Communities.

Sommario/riassunto	This book constitutes the proceedings of the 21st International Conference on Cooperative Design, Visualization, and Engineering, CDVE 2024, held in Valencia, Spain, in September 2024. The 34 full papers and 5 short papers presented were carefully reviewed and selected from 74 submissions. The papers cover a wide application spectrum including AI technology, cooperative engineering, basic technologies for cooperative applications, IOT internet of things, block chain technology, sensor networks, and more.