

1. Record Nr.	UNINA9910983046503321
Autore	Stephanidis Constantine
Titolo	HCI International 2024 – Late Breaking Posters : 26th International Conference, HCII 2024, Washington, DC, USA, June 29 – July 4, 2024, Proceedings, Part III // edited by Constantine Stephanidis, Margherita Antona, Stavroula Ntoa, Gavriel Salvendy
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
ISBN	9783031785610 3031785614
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (363 pages)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 2321
Altri autori (Persone)	AntonaMargherita NtoaStavroula SalvendyGavriel
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Artificial intelligence Computer networks Computer systems User Interfaces and Human Computer Interaction Computer and Information Systems Applications Artificial Intelligence Computer Communication Networks Computer System Implementation
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	The three-volume set CCIS 2319-2321 constitutes the proceedings of the 26th International Conference on Human-Computer Interaction, HCII 2024, held in Washington, DC, USA, during June 29–July 4, 2024.

For the HCII 2024 proceedings, a total of 1271 papers and 309 posters was carefully reviewed and selected from 5108 submissions. Additionally, 222 papers and 104 posters are included in the volumes of the proceedings published after the conference, as “Late Breaking Work”. The posters presented in these three volumes are organized in the following topical sections: Part I: User Interface and Interaction Design; Usability and User Experience Evaluation; Innovative Technologies and Human-Centered Solutions. Part II: Innovations in Extended Reality; Smart Systems and Intelligent Design; AI and Design for Human-Centric Applications. Part III: Design for Health and Well-being; Advanced Interactive Technologies for Learning; Gaming, Gamification, and Immersive Design; Technology-Enhanced Experiences in Cultural Heritage.
