

1. Record Nr.	UNINA9910983071803321
Autore	Chen Jessie Y. C
Titolo	HCI International 2024 – Late Breaking Papers : 26th International Conference on Human-Computer Interaction, HCII 2024, Washington, DC, USA, June 29 – July 4, 2024, Proceedings, Part IV // edited by Jessie Y. C. Chen, Gino Fragomeni, Norbert A. Streitz, Shin'ichi Konomi, Xiaowen Fang
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
ISBN	9783031768125 3031768124
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (464 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15377
Altri autori (Persone)	FragomeniGino StreitzN. A (Norbert A.) KonomiShinichi FangXiaowen
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction User Interfaces and Human Computer Interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Virtual Experiences in XR and the Metaverse: Study and Development of Machine Learning Models Designed for Extended Reality Interactivity in Real-Time -- Optimizing AR Application Testing: Integrating Metamorphic Testing to Address Developer and End-User Challenges -- Comparing Vibrotactile and Visual Feedback in Virtual Reality Motion Guidance: An Investigation on Workload and Performance -- Improving Virtual Workspaces Based on Sense of Embodiment -- Working in Extended Reality: A Study on the Relationship Between Concentration and Work in Immersive Environments -- Influence of Color on Asthenopia of VR based on Real-time Teleoperating Lunar Rover -- Effects of Avatar Design on Alarm Resolution in a Virtual Reality Physical Security Scenario -- Enhancing Augmented Reality (MAR) Interaction Experience: A Design Framework Grounded in User Mental

Model Construction -- Advantages of Virtual Reality Tool for Helping Personal Sketch Modeling -- Effects of Redirected Walking on Cybersickness in an Applied Virtual Environment -- Towards a VR Environment for Desensitization of Ecological Anxiety -- Are We There Yet? Unravelling Usability Challenges and Opportunities in Collaborative Immersive Analytics for Domain Experts -- The Effect of Visual Design Using Biomorphic Designs on Walking Behavior in Virtual World -- Interactive Visual Narrative (IVN) Model: Understanding Discourse Production in IVNs -- Effects of Basic Movement Characteristics and Cognitive Load on Performance Indicators in VR-IADLs -- Factors Influencing the Purchase Intention of Consumer VR All-in-one Headsets -- HoloCook: A Real-Time Remote Mixed Reality Cooking Tutoring System -- Conceptual Design Ease of Use MR-PACS. Playing Experiences: Alien Mystery Scavenger Hunt: Enhancing Intergenerational Interaction with Physical Web Technologies through Location-Based Games -- Augmented Motion Representation Learning Based on Virtual Reality Sports Game Review Data -- Exploring Virtual Chess Personalities: Analyzing Class-C Players vs. Nimzowitsch and Fine Virtual Grandmasters -- Storytelling, Worlds and Game Design: Viewer Experience and Interaction In "Sky, Children of the Light" -- A Review of Cultural Impact on Children's Play Perception and Digital Games -- Head and Shoulder (e)Sports Event Organization Tools: A User-Based Study -- SDG Quest: Leveraging Mobile Game-Based Learning to Foster Environmental, Social, and Economic Sustainable Development Goals -- Automated Facial Mark Creating Systems Replace Classical Geometric Morphometrics: An Example of How New Technology Can and Should Drive Avatar Creation in a Game Development Pipeline -- UBI Journey: A Tool Against University Student Social Isolation -- AI-Enhanced Tools for Cross-Cultural Game Design: Supporting Online Character Conceptualization and Collaborative Sketching.

Sommario/riassunto

This nine-volume set LNCS 15473-15482 constitutes the proceedings of the 26th International Conference, HCI International 2023, in Washington, DC, USA, in June/July 2024. For the HCCII 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". These papers were organized in the following topical sections: HCI Theories, Methods and Tools; Multimodal Interaction; Interacting with Chatbots and Generative AI; Interacting in Social Media; Fintech, Consumer Behavior and the Business Environment; Design for Health and Wellbeing; Ergonomics and Digital Human Modelling; Virtual Experiences in XR and the Metaverse; Playing Experiences; Design for Learning; New Cultural and Tourism Experiences; Accessibility and Design for All; Design for Older Adults; User Experience Design and Evaluation: Novel Approaches and Case Studies; Safety, Security and Privacy; HCI in Automated Vehicles and Automotive; HCI in Aviation, Transport and Safety; Human-Centered AI; AI for Decision Making and Sentiment Analysis.