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Nota di contenuto	HCI Theories, Methods and Tools: Contributions for the Development of Personae: Method for Creating Persona Templates (MCPT) -- A Method Based on Customer Success Metrics for Software Product Usability Assessment -- Unraveling Collaborative, User-Dependent IS: A Taxonomy -- Action Research on the Educational Outcomes of AI Application in the Conceptual Ideation Phase of Innovative Design Thinking -- Creativity in Digital and Physical Environments: A Case Study with Data Thinking Courses -- What's the Value of Science Fiction for Future-oriented Human-Computer Interaction: The Role of Innovative Catalysts -- Reconciling Wicked Problems through Speculation: Exploring Design Strategies for Interactive Installations -- Practice and Reflection of Design in Sustainable Community Building --

Let the Music Play: How Can One Test the Impact of Auditory Stimuli on User Experience (UX)? -- Lexical Event Models for Multimodal Dialogues -- Exploring the Dynamics of XR and AI Synergy in Architectural Design -- A Template Course for Teaching the Development of Interactive Systems to Students of Human-Computer Interaction -- Humans as Cultural Gatekeepers: A Reverse Turing Test Approach -- Design and Responsible Research Innovation in the University-Industry Collaboration: An Ethnographic Study of Nice2035 Project-Based Community -- Design Support Tool Based on the Analysis of Differences Between Japanese and Chinese E-commerce Sites. Multimodal Interaction: Evaluation of Interactive Slider Design Utilizing Haptic Feedback -- Design of a Multimodal Robot-Based Conversational Interface: a Case Study with FURHAT -- Effect of Olfactory Presentation Timing on Memory Retention: Relationship to Default Mode Network Activity -- A Stereohaptics Accessory for Spatial Computing Platforms -- EEGMobile: Enhancing Speed and Accuracy in EEG-Based Gaze Prediction with Advanced Mobile Architectures -- Foam Magnetic Tactile Sensors for Spatial Computing Input -- Decoding Elbow Movement Intentions from EMG Signals for Exosuit/Exoskeleton Control -- On-Skin Interaction System and Smart Wearable Research Based on Innovative Gesture Input.-Refining Human-Data Interaction: Advanced Techniques for EEGEyeNet Dataset Precision.

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#### 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.

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