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Nota di contenuto	UX Design and Evaluation Methodologies: How to Transfer User Feedback into Product Improvements? -- Gamification as a Driver for Narrative in Cinematic Single-Player VR Experience -- From Participation to Convergence: The Design Method of Citywalk Service System Based on Communication Perspective -- A Practical Approach for Novice Evaluators in Heuristic Evaluations: A Case Study Evaluating the Redesign in the Healthcare Domain -- Supported Methods for Agile UX Management -- Development and Validation of a Framework of Metrics to Evaluate Prototypes -- Reframing Challenges in Agile and UX: A New Categorization Approach -- Combining Heuristics and User Testing: Towards a Holistic Approach in User eXperience (UX)

Evaluation of Open MOOC Platforms -- pproaches of the User-System-Environment Triptych – Classifying the Definitions and Models of Context in User Experience Research -- Development of a Questionnaire App for UI Evaluation Based on Shneiderman's Eight Golden Rules of Interface Design: A Case Study in E-Learning and Online Travel Agencies -- Combining Questionnaires and Usage Tracking to Monitor the User Experience of an e-Commerce Solution -- Continuous UX Evaluation: Insights from Long-Term Use of the User Experience Questionnaire. Inclusive Design and Accessible Experiences: Construction and Research of an Elderly Care Service Model within the Framework of the Rural Revitalization Strategy: A Case Study of the Lvtian • Anshan Village Ecological Elderly Care Project in Conghua, Guangzhou -- Guidelines for Developing Graphic Interfaces of E-Health Systems to Facilitate Data Visualization and Interpretation on Episodes Prodromes in Alzheimer's Patients -- How to Develop Accessible Websites Based on the NTE INEN-ISO/IEC 40500 Ecuadorian Technical Standard? -- Visualization of Product Design for Children with ADHD Based on Citespace -- Study on the Inclusive Design of Landscape in Tangjiawan Ancient Town Street Based on the Needs of People with Disabilities -- Improving Toilet Accessibility in Public Spaces for the Elderly Group in Chinese Cities: An investigation on the Design and Usability of Toilet Risers -- Accessible Picture Book Interaction Design for Colorblind Children -- Research on the Design of Personalized Exercise Recommendation System Based on Health Management of Middle-aged and Elderly People. Product and Industrial Design: Smart Products Design Research for "Parent-Accompanied Learning" in Family Education: Needs, Scenarios, and Strategies -- An Initial Exploration of The Relationship Between Brand Image and Kansei Evaluation in Product Design: A Case Study of CUV Design -- Interactive Product Design for Children's Reading Facilities in Libraries Based on the FBS Model -- Innovative Design Research on Human-Pet Furniture Under the Concept of Symbiosis -- Identification of Cross-Product Experience Factors -- Analysis of Fashion Handbag Dataset Based on 'Form-Color-Texture-Structure' Framework -- Form is Function! Measuring the Impact of Product Design: Presentation of the Product Aesthetics Inventory (PAI) -- Research on Innovative Design of Campus Furniture in Primary and Secondary Schools from the Perspective of Human-Computer Interaction -- Research and Improved Design on Children's Toy Packaging Experience Evaluation from the Perspective of Information Processing.

Sommario/riassunto

This six-volume set LNCS 15794-15799 constitutes the refereed proceedings of the 14th International Conference on Design, User Experience, and Usability, DUXU 2025, held as part of the 27th International Conference on Human-Computer Interaction, HCII 2025, in Gothenburg, Sweden, during June 22-27, 2025. The total of 1430 papers and 355 posters included in the HCII 2025 proceedings was carefully reviewed and selected from 7972 submissions. The six volumes cover the following topics: Part I: Information design and visualization; emotional interaction and persuasive design; and interactive systems and user behavior. Part II: UX design and evaluation methodologies; inclusive design and accessible experiences; and product and industrial design. Part III: Design and the digital transmission of culture; design for arts and creativity; and designing for health and therapeutic experiences. Part IV: Consumer experience and service design; design and evaluation of technology-enhanced learning; and UX in automotive and transportation. Part V: Design education and professional practice; and human-centered design and interactive experiences. Part VI: AI and the future of UX design; and UX

in AI and emerging technologies.
