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Sommario/riassunto	Healthcare and Rehabilitation Innovation: Personalized Decision Support by Artificial Intelligence for Cardiovascular Diseases: Responsible Innovation.- Multi-agent Assessment Generation System for SBIRT Training in Nursing.- Simulations for Optimizing Patient Transfer between Hospital and Nursing Home.- A Novel Skill Modeling Approach: Integrating Vergnaud's Scheme with Cognitive Architectures. - Development and Validation of Female Breastfeeding Aids.- Optimizing the Design and Usability of Digital Weight Loss Patient Decision Aids: Insights from Expert Interviews.- Collaborating with AI

Agent: Smart Product-Service System Design for Adolescent Idiopathic Scoliosis Exercise Rehabilitation.- Research on UX of Rehabilitation Training Products for Adolescent Scoliosis.- User Experience in Exergames for Hand Rehabilitation: Explore the Content and Timing of Feedback Mechanisms. Augmented and Virtual Reality for Health, Well-being, and Digital Human Modeling: Application of AR Technology in Children's Nature Deficit Disorder Based on Contextual Cognition Theory.- Avatar Appearance Beyond Pixels - User Ratings and Avatar Preferences within Health Applications.- Identifying Usability Challenges in Text-to-Image AI: A Comprehensive Comparison among Mainstream Platforms.- Exploring the Impact of Virtual Avatars in V-Clinic on Male Health Information Disclosure and Information Acquisition.- First Impression Assessment of Digital Human Applicant Images Generated with Posture Prompts and Text Prompts.- MetaHumans: FEER and Social-Emotional Mimicry exercises.- Exploring the Effects of eHMI Position under Different Display Timings on Pedestrian Trust and Crossing Behavior in VR.- Using 3D and 4D Body Scanning to Model Thermal Comfort - Modelling Aspects.- Advancing Fit and Inclusivity: Utilizing BMI and Body Shape to Create 3D Avatars for Men's Extended-Size Suits. Behavioral Modeling and Human-Technology Interaction: Influence of Live E-Commerce Content on Users' Purchasing Behavior Based on SOR Theory.- Research on Enhancing Customer Satisfaction in Community Group Buying at M University Based on KANO-IPA.- Designing for Healthy Food Practices: Challenges and Opportunities for Changing People's Eating Behavior using Persuasive Technology.- Characterization of Human Behavior during User-Product-Interaction – a Pilot Study.- Exploring the Concept of Goal-Oriented Human-Machine Interface Design in an Agricultural Use Case.- Factors Influencing People's Emotional Experiences When Using ChatGPT for Health Information: A Cross-sectional Web-based Questionnaire Survey in the UK.- Design Method of Aging Service Robot Based on AIGC Incorporating TRIZ Theory.- Research on Design Strategies for Co-working Space Furniture from the Perspective of Adaptive Design. .

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