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Soggetti	User interfaces (Computer systems) Human-computer interaction Computer networks Application software Computers, Special purpose Software engineering Artificial intelligence User Interfaces and Human Computer Interaction Computer Communication Networks Computer and Information Systems Applications Special Purpose and Application-Based Systems Software Engineering Artificial Intelligence
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Livello bibliografico	Monografia
Nota di contenuto	Smart Cities and Public Spaces: Exploring the Future of AI, Autonomous Vehicles, and Emerging Technologies in Airport Operations: Stakeholder Perspectives -- Towards Real World Operating Systems for Realizing Smarter Cities -- Smart Public Spaces: Global Trends, Design Strategies, and Technological Innovations -- The Knowledge Commons in the Age of AI: Opportunities and Risks for Urban Smart Learning -- The Design Pattern of Participatory Urban Design for the "-Able City" -

Applying Copenhagen's Pattern to Japanese Case -- A Framework for Adaptive Design: A Conceptual Approach to Smart City User Interfaces -- Discovering Emerging Urban Hotspots Using Satellite Imagery and Human Mobility Data -- A Model of Transfer Resistance for Personalized Trip in Public Transportation -- Building Sustainable Smart Cities on the Hopes of Tech-Savvy Students -- A Role of Smart Villages – Five Reasons to Start With Smart Villages As Living Lab for Future Smart Cities -- Research on User Experience Design of XR-Enhanced Low-Altitude Business Travel in Smart Cities from the Perspective of Embodied Cognition Theory. eXtended Reality and Robots in Intelligent Environments: A Multipurpose VR-based Skill-Transfer for Robotic Platform -- Exploring the Potential of Telepresence Robots for Individuals Living Abroad and Their Families: A Qualitative Approach -- One Human Many Bots: What are the Costs to Embodying Multiple Avatars During Teleoperations? -- Evaluating Public Reactions to Robots: A Novel Approach for Structured, Real-Time Observations in Field Studies -- Can I Show You Something? – Expanding the Capabilities of a Telepresence Robot with a Laser Pointer -- Metaverse Tours of Nursery Schools: A Learning Tool for Childcare Workers in ECEC Settings -- Is It Really You? Effects of Avatar Representation in Mediated Communication on Social Presence and Connectedness of Acquaintances. Wellbeing in Intelligent Environments: AI-Enhanced HTP Test Analysis and Emotion Recognition for Personalized Psychotherapy Interventions -- Tippy: Exploring Reality–Virtuality Continuum for Increasing People's Well-Being through Their Past Memory Recollection -- Air-Puff Eyewear System for Blink Monitoring and Reflexive Blink Induction to Improve Dry Eye -- Eat2pic-Mobile: A Chew-Draw Interactive System for Encouraging Mindful Chewing with Smartphones and Earable Devices -- Empowering Workers with IoT: Enhancing Acceptance and Security of Resilient Smart Workplaces -- Exploring the Impact of the Combination of Lighting Layout Types and Illuminance Levels on Operator Fatigue in Confined Spaces -- Design of a Multi-User Building Thermal Comfort Personalization Interaction System in the Same Space.

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### Sommario/riassunto

This two-volume set LNCS 15802-15803 constitutes the refereed proceedings of the 13th International Conference on Distributed, Ambient and Pervasive Interactions, DAPI 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 two volumes cover the following topics: Part I: Designing and developing intelligent environments; and user experience in intelligent environments. Part II: Smart cities and public spaces; eXtended reality and robots in intelligent environments; and wellbeing in intelligent environments.

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