

1. Record Nr.	UNINA9911007478803321
Titolo	Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management : 16th International Conference, DHM 2025, Held as Part of the 27th HCI International Conference, HCII 2025, Gothenburg, Sweden, June 22–27, 2025, Proceedings, Part II // edited by Vincent G. Duffy
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
ISBN	3-031-93505-5
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (XXI, 294 p. 137 illus., 122 illus. in color.)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15792
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Social sciences - Data processing Computer networks Electronic commerce User Interfaces and Human Computer Interaction Computer Application in Social and Behavioral Sciences Computer Communication Networks e-Commerce and e-Business
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	User Experience Design for Sustainable Products and Public Spaces: Implementing 3D Body Scanning Methods for Inclusive Swim Cap Design and Sizing -- Research on Eye Tracking and Experience Perception in the Living Space of Traditional Water Village Settlements -- Sustainability Models in Project Management in Health Sector Service Organizations: A Biometric Study -- Creation of a Multi-Purpose Public-Private Partnership Paradigm for the Provision of Medical Emergency Services: A Biometric Review -- Exploring Factors Influencing Elderly Handrail Usage Behavior on Air Walkers: The Impact of Handrail Height -- Enhancing Efficiency and Quality in the Air Conditioner Industry Through a Lean Six Sigma Approach -- Current

Status and Trend Analysis of Fit Design: Based on Clothing, Products, and Wearable Categories -- Digital Reconstruction and Cultural Revitalization of Children's Hanfu A Case Study of Yingxi Painting -- The Application of Poetic Imagery in the Design of Public Spaces in Rural Scenic Areas and Its Promotion of Mental Health: A Case Study of the Shuanglong Bridge Scenic Area in Jianshui -- Improving User Experience (UX) in Fitness Apps: A Study on Long-Term Motivational Strategies to Support Health Goals. Wearable and Digital Health Monitoring: How Well Can a Wristband Provide Information About a Person's Emotional State? -- Development and Validation of a Lower Limb Flexibility Measurement Tool for the Elderly -- Wearable-Based Mental Health Monitoring Platforms: Design Principles for Onboarding Users -- Mobile Phones & Healthy Aging: A Bibliometric and Visualized Review of 2205 Articles -- Assessing Full-Body Measurement Accuracy of a Remote Body Scanner to Enhance PPE Fit for U.S. Female Firefighters -- Comparison of Google Pixel Watch 1, 2, and 3 in the Context of Real-time Activity Recognition in Nursing Care -- Conversational Agent-based Mental Health Support for Students: Identifying Psychosocial Resources and Stressors with WUM -- A Novel Fall Risk Assessment Approach Using Gait Parameters from a Single RGB Camera: A Preliminary Study.

Sommario/riassunto

This three-volume set LNCS 15791-15793 constitutes the refereed proceedings of the 16th International Conference on Digital Human Modeling and Applications in Health, Safety, Ergonomics and Risk Management, DHM 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 three volumes cover the following topics: Part I: Digital human modeling for healthcare and wellbeing; AI and digital human modeling in safety and risk management; and biomechanics, ergonomics, and risk mitigation. Part II: User experience design for sustainable products and public spaces; and wearable and digital health monitoring. Part III: Healthcare and rehabilitation innovation; augmented and virtual reality for health, wellbeing, and digital human modeling; and behavioral modeling and human-technology interaction.
