

1. Record Nr.	UNINA9911007493103321
Titolo	Design, User Experience, and Usability : 14th International Conference, DUXU 2025, Held as Part of the 27th HCI International Conference, HCII 2025, Gothenburg, Sweden, June 22–27, 2025, Proceedings, Part IV / / edited by Martin Schrepp
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
ISBN	3-031-93230-7
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (XXI, 354 p. 109 illus., 89 illus. in color.)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15797
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Computer networks Software engineering User Interfaces and Human Computer Interaction Computer and Information Systems Applications Computer Communication Networks Software Engineering
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Consumer Experience and Service Design: Research on Influencing Factors of Consumer Satisfaction in Cantonese Restaurant Based on User Experience: A Case Study of "Hua Chao Yan" Restaurant in Foshan -- Experience Design for Second-Hand Camera Shopping and Image Communities Based on Community Interaction and Sustainable Economy -- A Service Experience Design Framework for Applying ASMR to O2O Consumer Scenarios -- Factors Influencing Trust on C2C Service Platforms -- The Construction Process of Immersive Commercial Spaces: A Case Study of Apple Store -- Research on User Experience Map Construction and Service Optimization of Meituan Takeaway Platform -- A Study on the Design of a Simulation Training

System Incorporating Gamification Elements for the Management of Oil Depots. Design and Evaluation of Technology-Enhanced Learning: The Influence of Block Toys on the Attention Development in Preschool Children -- Development of a Self-Regulation Tool for (Online) Learners: A Collaborative Approach -- The Impact of Blended Learning Experience on Student Learning Outcomes in Marketing Courses -- Research on the Integrated Construction of Ideological and Political Education in Middle and Higher Vocational Education Empowered by Digital Technology -- Development and Evaluation of Scaffcode INC: A Game-Based Learning App for Teaching Basic Programming with Scaffolding -- Enhancing Children's Disaster Education through the Application of Motion Sensing Technology -- Integration and Application of GAI and Experiential Teaching MethodApplication Practice Based on Short Video Marketing Course Design. UX in Automotive and Transportation: An Integrated Framework for Supporting Vehicle-Based Evacuees During Disasters: Leveraging Digital Technologies Through Public-Private Collaboration -- Research on Intelligent Mobile Service System Design Driven by Autonomous Vehicles Based on Knowledge Graph -- Co-Creation Design Research of Intelligent Cockpit HMI Based on Robot Personality in Dangerous Driving Scenarios -- Preliminary Study of the Configuration of Multifunctional Steering Wheel Buttons in Vehicles and their Impact on Operation -- Exploration of Psychometric Applications and Personality Characteristics Fine-Tuning Methods of In-Vehicle Large Language Models in Intelligent Cockpits -- An Investigation into the Impact of Sequencing Multimodal Sensory Mapping Alerts for Auditory Compensation in Intelligent Vehicle Cockpits on Driver Experience -- EHMI: A Complexity Assessment Method for Automotive Intelligent Cockpit Human-Computer Interaction Interfaces: An Example from the Instrument Cluster -- Research on a Driver's Perceived Risk Prediction Model Considering Traffic Scene Interaction.

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.
