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Soggetti	User interfaces (Computer systems) Human-computer interaction Coding theory Information theory Computer engineering Computer networks Social sciences - Data processing User Interfaces and Human Computer Interaction Coding and Information Theory Computer Engineering and Networks Computer Application in Social and Behavioral Sciences
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Nota di contenuto	Mobile Security, Protection and Risk Assessment Enhancing Mobile Security through Biometric Authentication and Variation Autoencoders for Zero-Day Attack Detection -- Hazard Analysis & Risk Assessment of Smartphone Navigation Apps for Visually Impaired & Blind People -- Clustering Method of IoT Terminals for Load Equalization to Realize Massive Machine Type Communications -- Listening to Users: Privacy and Security in Mobile Health Apps -- Integrating Wearable Technology for Enhanced Sun Protection -- Securing Corporate Data on Personal

Devices Using Containerization and Other Security Techniques -- BehaveSec: A Mobile Behavioural Biometric Authentication System -- Integrating Lightweight Cryptography with Human-Computer Interaction Principles in Agricultural Wireless Sensor Networks -- Development of a Mobile Application Based on the Internet of Things (IOT) for the Creation of Closed Security Circuits in Small Localities -- Community-Driven Crowdsensing: Feasibility of Establishing a Validation Mechanism for Crowd-Sensed Street Elevation Data -- Taxation Challenges in China's Mobile Communications Industry in the Context of the Digital Economy -- Tax Risk Analysis and Response in China's Mobile Communications Industry. Mobile Applications for Culture, and Social Engagement Turning Paintings into Multimodal Digital Objects -- Democratizing Built Environment Design through Location-Based Augmented Reality with Data Sharing -- AI Interactive Role-Playing Game Design for Ink Digital Art Based on Knowledge Graphs -- Translation Design Strategy of Mobile Phone Patterns from the Perspective of Intangible Cultural Heritage Digitization -- Empowering Food Heritage and Culinary Tourism through the Development of a Mobile Application -- Facilitating the Digital Transformation of Traditional Tourism: Design of a VR Travel Guide App Based on AHP-QFD-GRA Integrated Theory -- A Knowledge Base for Arts and Inclusion - The Dataverse Data Archival Platform as a Knowledge Base Management System Enabling Multimodal Accessibility -- Factors Affecting Consumer Purchase Intention of the Cultural and Creative Products on the Digital Museums Platform: An Empirical Study Based on the UTAUT Model -- Application of Human-Centered Design in Citizen Engagement in Wildfire Management -- Interactive Gamification of Tea Culture: A Pet-Raising Approach for Digital Heritage.

Sommario/riassunto

This book constitutes the refereed proceedings of the 6th International Conference on Design, Operation and Evaluation of Mobile Communications, MOBILE 2025, held as part of the 27th International Conference, HCI International 2025, which was held 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 MOBILE 2025 proceedings were organized in the following topical sections- Mobile Usability, Experience and Personalization; Mobile Health, Inclusivity and Well-Being; Mobile Security, Protection and Risk Assessment; and, Mobile Applications for Culture, and Social Engagement.
