1. Record Nr. UNINA9911009336603321

Autore	Schrepp Martin
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 III / / edited by Martin Schrepp
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
ISBN	3-031-93227-7
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (582 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15796
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	Design and the Digital Transmission of Culture: GuoFengAI: Constructing an AI-Generative LoRA Model for Chinese Aesthetic Jewelry -- The Historical Genealogy and Cultural Translation Logic of Chinese Academic Regalia -- Information Visualization Design for the Dissemination of Cultural Heritage in the Context of Technology -- Study on the Enhancement of Artistic Quality of Community Public Spaces Enabled by AIGC Technology -- Research on Innovative Design of Digital Interactive Design in Jinan Shadow Play Communication -- Exploration on the Path of Digital Dissemination of Adolescent Values Guided by AIGC Empowering the Illustration Design of Red-themed Books -- Research on the Exhibition Design Process of Cultural

Elements in Virtual Reality Interaction Taking the Grand Canal Culture as an Example -- The Dynamic Flow and Coupling Mechanism of Virtual and Physical Spaces under the Driving of Digital Culture: Taking the Geological Museum of Guizhou Province as an Example -- State Gift Design under Visual Narrative Strategies: Digital Reconstruction of Traditional Patterns and Cross-Cultural Diplomatic Applications -- Immersive Storytelling Empowering Cultural Heritage Transmission: A Case of Xiaonan Village -- Experience Design of Human-Computer Interaction Process for Special Cultural and Blessing Tourism Activities of Shenjing Village -- Reimagining the Future of Art in Historic Districts Based on User Experience: The Case of Dongshankou. Design for Arts and Creativity: Design and Expression of Narrative and Empathic Effects in Data-based Videos -- Building Beyond Blocks: User-Centered Innovations in LEGO Design for Unleashing Creativity and Play -- Innovative Application of Suzhou Song Brocade Patterns in New Chinese Style Pet Clothing -- Reconstructing the Path of Design Creativity through Artificial Intelligence-Generated Content: An Interaction Design Perspective -- Application and Optimization of Shanxi Fahua Art Elements Empowered by Artificial Intelligence in Clothing Design -- Towards a Best Practice for Guiding Design and HCI Undergraduate Students towards Thesis Topics with Creativity and Autonomy -- Research on Experience Design for Immersive Performances: A Case Study of Sleep No More -- The Application of Gaming Methods in the Creative Design Process -- A Study of Value Generation in Immersive Art from Experiential Perspective -- User Experience and Retention in Chinese Music Streaming: Insights from QQ Music and NetEase Cloud Music. Designing for Health and Therapeutic Experiences: Research on the Design of Smart Aromatherapy Machine Interaction System Based on Contextual Experience -- Design of the Nursing Products and System in Infection Ward in Post-Epidemic Era -- Promoting Digital Therapeutics in Japan: Understanding User Acceptance through the UTAUT Model -- The Influence and Differences of Virtual Reality Art Scenes on Stress Relief among Youth -- Hearing Health Assistant Application Design in University Campus Towards a Sustainable Lifestyle -- Will Involving Physical Products Improve the Effects of Counting Sheep on Promoting Sleep: A Design Experiment -- Research on the Interactive Design of Children’s Digital Picture Books under the Concept of Healing -- LEIB-RHYTHM: An Auditory-Based Intervention for Enhancing Rhythmic Chewing Perception.

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.