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Experience Sampling in Family Contexts – Literature Review and Recommendations for Mobile Diary Studies -- Evaluating Debate Persuasiveness Through Audio Analysis and Regression Techniques -- HaptiVerse - A System for Haptic Communication -- Design and Usability Evaluation of ShuttleNav: A Smart Shuttle App with Real-Time GPS Tracking -- The Development of an Interactive IoT Cross-Media Survey System and Real-time Re-presentation of Mass Learning -- Planning and Management of Fiber Optic Networks Based on a Geographic Information System: A Case in Ecuador -- An Empirical Study on University Students' Satisfaction with Online Learning: A General Perspective -- Mobile Health, Inclusivity and Well-Being Comparing Instruction Methods for DailyBuddy: A Mobile App for Improving Daily Living Skills for Adults with Autism -- A Research on the Usability Evaluation of Health Literacy for eHealth Applications -- Initial Design of a Serious Game for Reducing Risks of Prenatal Excessive Gestational Weight Gain in Bangla -- Empathy and Communication: Developing a Mobile Game to Enhance Social Support for Young Adult Cancer Patients -- Less is more: Designing Wearable Vibrotactile Wristbands for Blind and Visual Impaired Creatives -- VR Pet Therapy for Improving the Well-Being of Adults with Autism: A Pilot Study -- Designing the HepCare App: Promoting Hepatitis Prevention and Awareness in Bangladesh -- Easy Focus: A Hybrid Solution Designed for Adult ADHD Community -- Designing a Mobile App for a National Liver Cancer Registry in Bangladesh -- Early-Stage Development of a Handwritten Prescription Interpretation App for Bangladeshi Citizens -- Banking Innovation vs. Elderly People: The Limits of Mobile Banking and Self-Service Stations An Empirical Report to Improve Inclusive Design.

| 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. |