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Nota di contenuto	-- Designing a S-UX Framework to Combat Phishing and Foster Digital Responsibility. -- Theorisation as beneficiation in Interaction Design and International Development: A Global South perspective. -- Exploring Indian Millennials' Motivations for Using Wearable Activity Trackers (WATs) through the Lens of Self-Determination Theory (SDT). -- Overview of Challenges Faced by Nigerians in Using Psychotherapy Apps Integrated with Artificial Intelligence Conversational Chatbots: Analysing User Reviews for Technological Advancement in Nigeria. -- More is still easy: Adding dimensions to Android Pattern Locks to enhance security for emergent users without compromising usability and memorability. -- Provoking through Probing: Investigating

Technology Consumption through the Lens of Minimalism. -- Capture It: Exploring Cybersecurity Assessment Using a Multiplayer Repurposable Game. -- Designing Digital Learning Interventions for Primary School Teachers in Rural and Remote, Low- and Middle-Income Areas: A Systematic Review. -- Human-centred Design Approach to Find user requirements for a Status Monitoring System in a remote and autonomous multivessel operation. -- Prototype Design and Implementation of an IoT Based Intelligent Dustbin for Smart City. -- Inculcating Responsible Habits for Pathological Online Gambling Behaviour amongst Young Adults. -- Looking at the Interwebs: Exploring the affordances of gentrification and beyond, while studying internet memes in India. -- Co-creating a social communication toolkit for adolescent reproductive health and well-being with young adults. -- Exploring Dark Patterns: A Comparative Analysis of User Experiences on Web and App Platforms.

Sommario/riassunto

This book constitutes the refereed proceedings of the First IFIP Working Group 13.8 Interaction Design for International Development, IDID 2024, held in Mumbai, India, during November 7–9, 2024. The 14 full papers included in this book were carefully reviewed and selected from 17 submissions. The aim of this working group is to pursue research and promote the discipline of Human-Computer Interaction (HCI) in an international context. It also provides a platform, where both emerging and experienced researchers from academia and industry can converge to exchange their latest findings in the ever-evolving realm of HCI and International Development.
