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Soggetti	User interfaces (Computer systems) Human-computer interaction Computer networks Computers Application software User Interfaces and Human Computer Interaction Computer Communication Networks Computing Milieux Computer and Information Systems Applications
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Livello bibliografico	Monografia
Nota di contenuto	-- Connecting Engineering Tools Through Semantic and API-Based Integration. -- The Socio-Technical Maintenance Equity Framework (STMEF): Integrating Socio-Cultural Data into Data-Driven Facility Management. -- Evaluating LLM accuracy in referencing Danish Building Regulations. -- Interactive Narrative Graph Grammar. -- Determining Power Supply Regions in Wireless Energy Networks. -- Generating Vietnamese Questions and Answers for the Subject Marxist-Leninist Philosophy. -- Collaborative assessment of apartments for predicting a potential customer group by machine learning algorithms. -- Evaluating Football Players' Tactical Compliance: A Comparative Analysis Against Strategic Formations. -- Cascaded Machine Learning Algorithm for Snoring Detection Based on Audio Signal. -- Enhancing

Elderly Well-being Through AI-Based Virtual Companion Systems: A Cooperative Approach. -- AfterDay Horizon: A Cross-Platform Co-op Game for Communication and Strategic Skills. -- Platform powering Cognitive and Memetic Digital Twins: To Boldly go where Memes may Live Long and Prosper. -- Developing an Upskilling Large Language Model Course for SME Contractors: A Case Study. -- Aesthetic “Dissensus” in Public Architecture: Computational Analysis of Contextual Strangeness and Place Appropriation. -- Using Miro Collaboration Platform for Semester-long Group Projects in Communication Design Research. -- Designing for circularity and uncertainty: Early-stage decision support through digital tools and the RPD-model. -- Decentralized Compliance: A Blockchain Approach to Contextual Rule Interpretation. -- From Manual Processes to AI-Assisted SOPs: Exploring the Potential and Limitations of Generative AI. -- Total Quality Management and the Abilene Paradox: Proposal for an Integrative Framework to Navigate the Social Dynamics of Agreement. -- Towards Interpretable GNNs: A Feasibility Study on Subgraph-Level Explanation Classification. -- A Wearable Emotion Display Device for Cross-Disciplinary Collaboration. -- Adaptive Visual Anchors in Data Videos: Guiding Attention through Visual Persistence. -- Leveraging Power BI as a Front-End Digital Twin for Cooperative Data-Driven Visualisation. -- Semantic Consensus in Teams via Visual Clustering and Biofeedback. -- Cooperative Autonomic Computing for Energy Efficiency in Sensor Networks for Environmental Monitoring.

Sommario/riassunto

This book constitutes the proceedings of the 22nd International Conference on Cooperative Design, Visualization, and Engineering, CDVE 2025, held in Bangkok, Thailand, during October 19-22, 2025. The 22 full papers and 3 short papers included in these proceedings were carefully reviewed and selected from 55 submissions. They focus on all aspects of model-based systems, engineering interoperability, IOT, natural language processing.
