

1. Record Nr.	UNINA9911049065803321
Autore	Stephanidis Constantine
Titolo	HCI International 2025 – Late Breaking Papers : 27th International Conference on Human-Computer Interaction, HCII 2025, Gothenburg, Sweden, June 22–27, 2025, Proceedings, Part II // edited by Constantine Stephanidis, Margherita Antona, Stavroula Ntoa, George Margetis, Gavriel Salvendy
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2026
ISBN	3-032-12767-X
Edizione	[1st ed. 2026.]
Descrizione fisica	1 online resource (588 pages)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 2772
Altri autori (Persone)	Stephanidis
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Artificial intelligence Computer networks Computer systems User Interfaces and Human Computer Interaction Computer and Information Systems Applications Artificial Intelligence Computer Communication Networks Computer System Implementation Interacció persona-ordinador Congressos Llibres electrònics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	The three-volume set CCIS 2771-2773 constitutes the proceedings of the 27th International Conference on Human-Computer Interaction,

HCII 2025, held in Gothenburg, Sweden, during June 22–27, 2025. A total of 7972 individuals from academia, research institutes, industry, and government agencies from 92 countries submitted contributions. 1430 papers and 355 posters (as short research papers) were included in the volumes of the proceedings published just before the start of the conference. Additionally, 439 papers and 104 posters were included in the volumes of the proceedings published after the conference, as “Late Breaking Work”. The papers were organized in topical sections as follows: Part I: Games, Learning, and Location-Based Technologies; Digital Innovation in Cultural Heritage; Health, Wellbeing, and Assistive Technologies Part II: Smart Mobility and Transportation; AI-Powered and Decision Support Systems; Innovations for Healthcare and Inclusive Design; Human-Centered Interaction Design and Experience Part II: Artificial Intelligence for Creativity, Education, and Design; Security, Privacy, and Social Impact; Advances in Immersive and Multimodal Interaction.
