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Nota di contenuto	-- Robotics, Embodied Agents, and Human-Robot Interaction. -- Design of a Child Language Learning Robot Based on AI Agent. -- Will You Be My Playmate?: Children's Robot Acceptance and Teachers' Roles in Preschool Classrooms with Social Robots. -- Evaluation of Training Methods for a First Contact Training for Human-Robot Interaction. -- Behavior-Based Indicators of Owner Attachment to Companion Robots Across Specific Contexts. -- Streamlining Traffic Infraction Consultations with RPA: A Case Study in Lima and Callao. -- Rapid Robotic Arm Path Planning through Deep Reinforcement Learning with Human Demonstration Key Points. -- Trust Through Triadic Embodied Feedback: A Model for Virtual Agents Based on Embodied Cognition. -- Smart Environments and Manufacturing Systems. -- Enhancing Public Built Environments Through Human-Building Interaction: Integrating User-Centred Design and AI-Driven Analysis in Architectural Planning. -- A Study on the Acquisition and Classification

of Defective Information in Manufactured Products Using Pneumatic Actuators. -- A Supply Pressure Optimization System Based on Pneumatic Receiver Tank Operation for Improving Cumulative Manufacturing Variation. -- A Needs Assessment of Electrical Discharge Machining Equipment for the Screw and Nut Mold Industry. -- Analysis of the Frontier Applications of Intelligent Design in Smart Spaces. -- Exploring the Influence Factors of Takeover Performance in Maritime Autonomous Surface Ships. -- Human–AI Interaction and Generative AI in Design. -- Explainable Detection of Implicit Influential Patterns in Conversations via Data Augmentation. -- EmoteGPU: Generative AI for Emotional Expression and Self-Management in Young Adults. -- Simplifying Car Repair: An NLP-Driven Spare Parts Recommendation System. -- Exploring How Generative AI Enhances Information Comprehension. -- Exploring Human-AI Interaction Perception Factors and Collaborative Trust in Library AI Digital Humans. -- Feasibility Study to Adapt Online Deep Learning Models for Immersive Environments. -- A Study on Chatbot UI Design Processes Utilizing Generative AI: Integrating ChatGPT and MidJourney. -- Multi-Agent LLM with the Chain-of-Thought for Design Creativity Evaluation. -- Ethics, Privacy and Sustainability in Digital Systems. -- Legal Approaches to Addressing Dark Patterns. -- Real-Time Fake News Detection with Combined Style and Knowledge-Based Techniques. -- An Examination of Ethical Considerations in Human-Centered Design for Regional Revitalization. -- From Concept to Impact: Risk Communication Methods for DNA Data Sharing. -- Renewable Connect: Empowering Users to Discover and Support Renewable Energy Projects Online. .

Sommario/riassunto

The 16-volume set LNCS 16331–16346 constitutes late breaking papers from the 27th International Conference on Human-Computer Interaction, HCI International 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: Theoretical and Conceptual Advances in HCI; and User Interface and Interaction Design; Design for Inclusivity and Social Impact. Part II: Robotics, Embodied Agents, and Human-Robot Interaction; Smart Environments and Manufacturing Systems; Human-AI Interaction and Generative AI in Design; and Ethics, Privacy and Sustainability in Digital Systems. Part III: Human Experience in Virtual Environments; Human Factors in Intelligent and Autonomous Systems; and Computational Methods for Human Behavior Analysis. Part IV: Human Performance and Safety in Aviation; Human-Automation Teaming; Eye Tracking, Cognition, and Situation Awareness; and Innovations in Adaptive and Responsive Environments. Part V: Accessibility and Inclusive Interaction Design; Accessibility and Innovations in Intelligent Environments; and Human-Centered Technologies for Autism and Neurodiverse Populations. Part VI: Designing for Positive Change: Well-Being, Inclusion, and Social Impact; Cross-Cultural and Creative Design Futures; Design and Engineering of Mobility Experiences; and Human Factors, Safety, and Driver Assistance. Part VII: Social Media, Society, and Digital Communities; LLMs and Intelligent Agents in Social Computing and Security; Understanding User Behavior in Social Computing; and Security, Privacy, and Trust in Digital Environments.

Part VIII: Frameworks and Computational Methods in XR; Human Factors and User Experience in XR; XR, Culture, and Immersive Heritage Experiences; Extended Reality in Healthcare and Medical Training; and Serious Games and Interactive Narratives. Part IX: Ergonomics and Digital Human Modeling; Digital Human Modeling in Fashion and Textiles; Artificial Intelligence and Smart Services in Digital Human Modeling; and Health Monitoring, Decision-Making, and Care Optimization. Part X: Generational Differences and Technology Acceptance in Older Adults; Healthy Lifestyle, Physical Activity, and Active Aging; Cognitive Health, Well-Being; and Preventive Care; Intelligent Systems, Safety, and Aging in Place; and Artificial Intelligence in Healthcare and Well-Being. Part XI: User Experience and Interaction for Positive Social Impact; User Experience Methods, Tools, and Metrics; User Experience in Education and Learning; and User Experience in Digital Heritage and Art. Part XII: User Experience in Product and Service Design; User Experience, AI, and Emerging Applications; Digital Innovation and Interactive Design for Cultural Heritage; and Technology-Driven Cultural Shifts: AI, Metaverse, and Digital Society. Part XIII: Human-Centered Perspectives on New Technologies Adoption and Impact; AI-Empowered Ageing, Education, and Healthcare; Advances in Commerce, Marketing, and Consumer Behavior; and Digital Transformation of Business and Governance. Part XIV: Immersive Technologies for Learning; Inclusive and Collaborative Learning Design; Adaptive Instructional Systems; AI, Data, and Intelligent Support in Education. Part XV: Human-Centered Artificial Intelligence: Frameworks and Lessons Learned; Frameworks and Approaches for Trustworthy and Explainable AI; Large Language Models – Capabilities, Biases, and Applications. Part XVI: Generative AI in Creativity and Design; Human-AI Interaction and Collaboration; and Mobile Technologies for Health, Education, and Digital Engagement. .