1.

Record Nr.	UNISA990000617580203316
Autore	FERRANDINO, Vittoria
Titolo	Una comunità molisana in età moderna : economia, fnanza e società ad Agnone / Vittoria Ferrandino
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Collana	Pubblicazioni / del centro interdiparmentale per gli studi aziendali, economici e sociali dell'Università di Salerno, sede di Benevento , Sez. economica ; 2
Disciplina	330.9457194
Soggetti	Agnone - Condizioni economiche e sociali - Sec. 17.-19
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Lingua di pubblicazione	Italiano
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Livello bibliografico	Monografia

2.	Record Nr.	UNISA996546850403316
	Titolo	Human-computer interaction – INTERACT 2023 : 19th IFIP TC13 International Conference, York, UK, August 28 – September 1, 2023, Proceedings / edited by José Abdelnour Nocera, Marta Kristín Lárusdóttir, Helen Petrie, Antonio Piccinno, Marco Winckler
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	ISBN	3-031-42280-5
	Edizione	[1st ed. 2023.]
	Descrizione fisica	1 online resource (xxxi, 653 pages) : illustrations (some color)
	Collana	Lecture Notes in Computer Science, , 1611-3349
	Altri autori (Persone)	Abdelnour-NoceraJose <1973-> LarusdottirMarta (Marta Kristin) PetrieHelen PiccinnoAntonio WincklerMarco
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	Soggetti	Human-computer interaction
	Lingua di pubblicazione	Inglese
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	Nota di contenuto	3D Interaction -- AHO-Guide: Automatically Guiding the Head Orientation of a Local User in Augmented Reality to Realign the Field of View With Remote Users -- Point- and Volume-based Multi-Object Acquisition in VR -- Using Mid-Air Haptics to Guide Mid-Air Interactions -- Accessibility -- Brilliance and Resilience: A New Perspective to the Challenges, Practices and Needs of University Students with Visual Impairments in India -- Mapping Virtual Reality Controls to Inform Design of Accessible User Experiences -- WAM-Studio: A Web-based Digital Audio Workstation To Empower Cochlear Implant Users -- Web Accessibility in Higher Education in Norway: To What Extent are University Websites Accessible? -- Wesee: Digital Cultural Heritage Interpretation for Blind and Low Vision People -- Accessibility and Aging -- Accessibility Inspections of Mobile Applications by Professionals with Different Expertise Levels: an Empirical Study Comparing with User Evaluations -- Evaluating the Acceptance of a Software Application Designed to Assist

Communication for People with Parkinson's Disease -- "The Relief is Amazing": An In-situ Short Field Evaluation of a Personal Voice Assistive Technology for a User Living with Dementia -- Towards an Automatic Easy-to-Read Adaptation of Morphological Features in Spanish Texts -- Accessibility for Auditory/Hearing Disabilities -- Challenges faced by the Employed Indian DHH Community -- Haptic Auditory Feedback for Enhanced Image Description: A Study of User Preferences and Performance -- Using Colour and Brightness for Sound Zone Feedback -- Co-Design -- Common Objects for Programming Workshops in Non-Formal Learning Contexts -- Engaging a project consortium in ethics-aware design and research -- Exploring Emotions: Study of Five Design Workshops for Generating Ideas for Emotional Self-Report Interfaces -- Moving Away from the Blocks: Evaluating the Usability of EduBlocks for Supporting Children to Transition from Block-Based Programming -- Cybersecurity and Trust -- Dark Finance: Exploring Deceptive Design in Investment Apps -- Elements that Influence Transparency in Artificial Intelligent Systems - A survey -- Empowering Users: Leveraging Interface Cues to Enhance Password Security -- Friendly Folk Advice: Exploring Cybersecurity Information Sharing in Nigeria -- Trust in Facial Recognition Systems: A Perspective From the Users -- Data Physicalisation and Cross-device -- Comparing Screen-based Version Control to Augmented Artifact Version Control for Physical Objects -- EmoClock: Communicating Real-Time Emotional States through Data Physicalizations -- Extending User Interaction with Mixed Reality through a Smartphone-based Controller -- Fitts' Throughput vs Empirical Throughput: A comparative study -- Eye-Free, Gesture Interaction and Sign Language -- Developing and Evaluating a Novel Gamified Virtual Learning Environment for ASL -- Effects of Moving Speed and Phone Location on Eyes-Free Gesture Input with Mobile Devices -- Hap2Gest: An Eyes-free Interaction Concept with Smartphones Using Gestures and Haptic Feedback -- User-Centered Evaluation of Different Configurations of a Touchless Gestural Interface for Interactive Displays -- Haptic interaction -- Assignment of a Vibration to a Graphical Object Induced by Resonant Frequency -- GuidingBand: A Precise Tactile Hand Guidance System to Aid Visual Perception -- Mid-Air Haptic Cursor for Physical Objects -- Stress Embodied: Developing Multi-Sensory Experiences for VR Police Training -- Healthcare applications and Self-Monitoring -- Co-designing an eHealth Solution to Support Fibromyalgia Self-Management -- Designing Remote Patient Monitoring Technologies for Post-Operative Home Cancer Recovery: The Role of Reassurance -- SELFI: Evaluation of Techniques to Reduce Self-report Fatigue by Using Facial Expression of Emotion -- Usability and Clinical Evaluation of a Wearable TENS device for Pain Management in Patients with Osteoarthritis of the Knee. .

| Sommario/riassunto | The four-volume set LNCS 14442 -14445 constitutes the proceedings of the 19th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2023, held in York, UK, in August/September 2023. The 71 full papers and 58 short papers included in this book were carefully reviewed and selected from 406 submissions. They were organized in topical sections as follows: 3D Interaction; Accessibility; Accessibility and Aging; Accessibility for Auditory/Hearing Disabilities; Co-Design; Cybersecurity and Trust; Data Physicalisation and Cross-device; Eye-Free, Gesture Interaction and Sign Language; Haptic interaction and Healthcare applications; Self-Monitoring; Human-Robot Interaction; Information Visualization; Information Visualization and 3D Interaction; Interacting with Children; Interaction with Conversational Agents; Methodologies for HCI; Model-Based UI Design and Testing; Montion Sickness, Stress and Risk perception in 3D Environments and |

Multisensory interaction; VR experiences; Natural Language Processing and AI Explainability; Online Collaboration and Cooperative work; Recommendation Systems and AI Explainability; Social AI; Social and Ubiquitous Computing; Social Media and Digital Learning; Understanding Users and Privacy Issues; User movement and 3D Environments; User Self-Report; User Studies; User Studies, Eye-Tracking, and Physiological Data; Virtual Reality; Virtual Reality and Training; Courses; Industrial Experiences; Interactive Demonstrations; Keynotes; Panels; Posters; and Workshops. .