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Nota di contenuto	Interacting with the Web -- CORPUS: Next-Generation Online Platform for Research Collaborations in Humanities -- B2C Websites' Usability for Chinese Senior Citizens -- Intelligent Interface for Web Information Retrieval with Document Understanding -- Data Preloading Technique using Intention Prediction -- Textual Emotion Communication with Non-verbal Symbols in Online Environments -- A Preliminary Study of

Relation Induction between HTML Tag Set and User Experience -- Analysis of Demographical Factors' Influence on Websites' Credibility Evaluation -- Drivers for the Actual Usage of Cloud Services: An Examination of Influencing Factors for Digital Natives -- Proposals for an Assessment Method of Accessibility and Usability in Web Software -- The Correlation between Visual Complexity and User Trust in On-line Shopping: Implications for Design -- Mobile Interaction -- Digital Love Letter: A Handwriting Based Interface for Non-instant Digital Messenger -- Evaluation Based Graphical Controls: A Contribution to Mobile User Interface Early Evaluation -- Smartphone Input Using Its Integrated Projector and Built-In Camera -- Touchscreen Mobile Phones Virtual Keyboarding for People with Visual Disabilities -- Comparison Test of Website Use with Mobile Phone and Laptop Computer -- A Study of Emoticon Use in Instant Messaging from Smartphone -- Mobile Users Are More Vigilant than Situated Users -- Heuristic Evaluation of Mobile Usability: A Mapping Study -- Where Is Mobile Projection Interaction Going? The Past, Present and Future of the Mobile Projected Interface -- Do Gender and Age Matter? A User Study on Differences in Photo Collection Management -- HCI for Health, Well-Being and Sport Tool to Help the Communication for Autists -- An Exergame for Encouraging Martial Arts -- Exploring B-Learning Scenarios Using Fuzzy Logic-Based Modeling of Users' LMS Quality of Interaction in Ergonomics and Psychomotor Rehabilitation Academic Courses -- User Interfaces of Mobile Exergames -- AwareCycle: Application for Sports Visualization Using an Afterimage Display Attached to the Wheel of a Bicycle -- Refreshing Quantification and other Ploys to Give Up the Habit: A Repertoire of Relations, Identities and Rhetorical Devices in Smoking Cessation Applications -- Eliciting Accessibility Requirements for People with Hearing Loss: A Semantic and Norm Analysis -- Can a Theory-Informed Interactive Animation Increase Intentions to Engage in Physical Activity in Young People with Asthma? -- Mapping Graceful Interaction Design from Dance Performance -- Understanding the Interaction Support for Mobile Work in an Emergency Room -- Sweat Sensing Technique for Wearable Device Using Infrared Transparency -- Collaborative Digital Sports Systems that Encourage Exercise -- Design Implications to Systems Supporting Informal Caregivers' Daily Life -- A Multi-disciplinary Approach in the Development of a Stroke Rehabilitation Tool -- Snappy App: A Mobile Continuous Performance Test with Physical Activity Measurement for Assessing Attention Deficit Hyperactivity Disorder -- Mobility, Transport and Environment -- TellEat: Sharing Experiences on the Move -- The Youth of Today Designing the Smart City of Tomorrow - Challenges to Future Mobility, Energy and City Climate -- Evidence-Based Error Analysis: Supporting the Design of Error-Tolerant Systems -- Authority and Level of Automation - Lessons to Be Learned in Design of In-vehicle Assistance Systems -- Developing a Location-Aware Mobile Guide System for GLAMs Based on TAPIR Sound Tag: A Case Study of the Lee Ungno Museum -- An Adaptive Semantic Mobile Application for Individual Touristic Exploration -- Memory-Sharing Support Tool for Improving Local Interaction -- Finding Directions to a Good GPS System: A Comparative Analysis and Development of a Predictive Model -- A Geo-collaborative Recommendation Tool to Help Urban Mobility -- Influence of Cultural, Organizational and Automation Factors on Human-Automation Trust: A Case Study of Auto-GCAS Engineers and Developmental History -- Adaptive Warning Strategies from Multiple Systems: A Simulator -- Study with Drivers with Different Reaction Times -- Tourist Evacuation Guidance Support System for Use in Disasters -- Evaluating Novel User Interfaces in (Safety Critical) Railway

Environments -- Identification of User Requirements for Mobile Applications to Support Door-to-Door Mobility in Public Transport -- Fighting Technology Dumb Down: Our Cognitive Capacity for Effortful AR Navigation Tools -- Model of Mobility Oriented Agenda Planning -- The Challenges of Developing an Online Tool to Measure the Quality of the Passenger Experience in a PanEuropean Context -- Interacting with Games -- From Screens to Devices and Tangible Objects: A Framework Applied to Serious Games Characterization -- Assembling the Collective Experience of a Serious Game Mediation as an Interactional Practice -- Bet without Looking: Studying Eyes-Free Interaction during Live Sports -- Interface Design Strategies and Disruptions of Gameplay: Notes from a Qualitative Study with First-Person Gamers -- Proposal for a New Entertainment System That Connects Real Life and Net Excitement -- Distance Effect: Where You Stand Determines How Promptly You Interact with Game -- Narrative Control and Player Experience in Role Playing Games: Decision Points and Branching Narrative Feedback -- Prototyping for Digital Sports Integrating Game, Simulation and Visualization -- Improving In-game Gesture Learning with Visual Feedback -- Haptic User Interface Integration for 3D Game Engines -- Business, Sustainability and Technology Adoption -- Situating a Design Space for Sustainable Software Appropriation -- A Model of Web-Based Follow-Up to Reduce Assistive Technology Abandonment -- Designing for Online Collaborative Consumption: A Study of Sociotechnical Gaps and Social Capital -- Getting the Most from CRM Systems: Data Mining in Sugar CRM, Finding Important Patterns -- Humanization of Work and Environmental Protection in Activity of Enterprise -- The Gap between What a Service Provider Shows Off and What Users Really Watch -- Design Artefacts as Business Decision Prompts: Tackling the Design and Business Values Gap -- Home Networking: Smart but Complicated -- A Systematic Review of Sustainability and Aspects of Human-Computer Interaction -- Issues of ERP Upgrade in Public Sectors: A Case Study -- The Willingness to Adopt Technologies: A Cross-Sectional Study on the Influence of Technical Self-efficacy on Acceptance -- The Impact of Culture Differences on Cloud Computing Adoption -- Just Rate It! Gamification as Part of Recommendation.

Sommario/riassunto

The 3-volume set LNCS 8510, 8511 and 8512 constitutes the refereed proceedings of the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Crete, Greece in June 2014. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences was carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas.