

1. Record Nr.	UNISA996393884903316
Autore	Habermann Johann <1516-1590.>
Titolo	The enimie of securitie or A daily exercise of godlie meditations [[electronic resource] ] : drawne out of the pure fountains of the holie Scriptures, and published for the profit of all persons of anie state or calling, in the German and Latine toongs, by the right reuerend M. Iohn Avenar, publike professor of the Hebrue toong, in the famous Vniuersitie of Witeberge. In English by Thomas Rogers Maister of Arts, and student in diuinitie. Seene and allowed according to the Queenes Maiesties iniunctions
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Altri autori (Persone)	RogersThomas <d. 1616.>
Soggetti	Devotional exercises Prayers
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
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Note generali	John Avenar = Johann Habermann--STC. A translation of: Christliche Gebet; dedication is signed: Tho. Rogers First five words of title are xylographic. Title page is A2. With six final contents leaves. Reproduction of original in the British Library, London, England. Copy filmed at UMI microfilm Early English Books, Tract Supplement reel E4 has colophon leaf only.
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Autore	Soares Marcelo M.
Titolo	Design, user experience, and usability . Part III : design for Contemporary Technological Environments: 10th International Conference, DUXU 2021, Held As Part of the 23rd HCI International Conference, HCII 2021, Virtual Event, July 24-29, 2021, Proceedings // Marcelo M. Soares, Elizabeth Rosenzweig, Aaron Marcus
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Collana	Lecture Notes in Computer Science ; ; v.12781
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Soggetti	User-centered system design Human-computer interaction
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Foreword -- HCI International 2021 Thematic Areas and Affiliated Conferences -- Contents - Part III -- Mobile UX Research and Design -- Hybrid Teaching Application and Exploration in the Mobile Media Era--Taking the "Interactive Animation" Course as an Example -- 1 Introduction -- 2 Background Introduction -- 2.1 Summary of Hybrid Teaching Method -- 2.2 The Necessity of Face-to-Face Teaching -- 2.3 Investigation on Platform Functions -- 2.4 The Concept of Precision Teaching -- 3 Solutions to Hybrid Teaching -- 3.1 Helping Students to Construct a Knowledge System -- 3.2 Set up a Hybrid Teaching Framework -- 3.3 Instant Communication and Group Collaboration -- 3.4 Collecting and Analyzing Dynamic Learning Data Through the Teaching Platform -- 4 Follow-Up Work and Outlook -- References -- Effects of Visual Cue Design and Gender Differences on Wayfinding Using Mobile Devices -- 1 Introduction -- 2 Method -- 2.1 Participants -- 2.2 Materials and Apparatus -- 2.3 Experimental Procedure -- 3 Results -- 3.1 Task Analysis -- 3.2 NASA-TLX Questionnaire Analysis -- 4 Discussion -- 5 Conclusions -- References -- Can I Talk to Mickey Mouse Through My Phone? Children's Understanding of the Functions of Mobile Phones -- 1

Introduction -- 2 Method -- 2.1 Participants -- 2.2 Materials and Procedure -- 2.3 Coding of Justifications -- 3 Results -- 3.1 Event Descriptions -- 3.2 Event Experience -- 3.3 Reality Status Judgments -- 3.4 Justifications for Categorization Judgments -- 4 Discussion -- 4.1 Fantastical Events -- 4.2 Real Events -- References -- Design Innovation of Intangible Cultural Heritage: Challenges on the Basis of Mobile Phone Culture -- 1 Introduction -- 2 Current Status of ICH Mobile Apps in China -- 2.1 Large Amount of Content Information but Few Diversified Messages -- 2.2 Lack of Variation and Diversity in Presentation Forms. 2.3 No or Slow Update of Content and System -- 2.4 ICH App Design Uses Traditional Chinese Elements but Simply Arranges and Combines These Elements -- 2.5 Diversified Design of the Main Interface and Monotonous Design of the Secondary Interface for ICH Apps -- 3 Design Strategy for ICH Apps Based on User Experience -- 3.1 Setting the Objective of Inheriting ICH -- 3.2 Taking User Research as the Starting Point -- 3.3 Taking the Combination with Digital Media Technology as the Innovation Point -- 3.4 Taking the Integration of Traditional Chinese Aesthetic Design with Modern Design as the Breakthrough of Visual Design -- 3.5 Regarding User Experience as the Support Point -- 4 Conclusion -- References -- The Influence of Icons on the Visual Search Performance of APP List Menu -- 1 Introduction -- 2 Related Work -- 2.1 Digital Interface and Visual Search -- 2.2 Classification of Icons -- 3 Method -- 3.1 Experimental Design -- 3.2 Pre Experiments and Materials -- 3.3 Experimental Equipment, Participants, and Procedures -- 4 Result -- 4.1 Rate of Accuracy and Reaction Time -- 4.2 Fixation Count and Average Fixation Duration -- 4.3 First fixation Duration -- 4.4 Fixation Time -- 4.5 Heat Map and Eye Movement Contrail -- 5 Discussion -- 6 Conclusion -- References -- Usability Assessment of the XiaoAi Touch Screen Speaker -- 1 Introduction -- 2 Experiment Method -- 2.1 Method -- 2.2 Participants -- 2.3 Task Analysis -- 2.4 Think Aloud -- 2.5 Questionnaire -- 2.6 Interview -- 2.7 Data Collection Process -- 3 Analysis -- 3.1 Qualitative Data -- 3.2 Quantitative Data -- 4 Findings -- 4.1 Preliminary Ideas -- 4.2 Problems and Improvements -- 5 Conclusion -- References -- Insights and Lessons Learned from the Design, Development and Deployment of Pervasive Location-Based Mobile Systems "in the Wild" -- 1 Introduction -- 2 Systems and Studies -- 3 Related Work. 4 Methodology -- 5 Findings -- 5.1 Design Phase -- 5.2 Development Phase -- 5.3 Execution Phase -- 5.4 Data Analysis Phase -- 6 Conclusion -- References -- Designing the Security Enhancement Features in the Future Headphone Experience -- 1 Introduction -- 2 Related Works and the Taxonomy -- 2.1 Loss Protection (LP) -- 2.2 Ownership Protection (OP) -- 2.3 Data Protection (DP) -- 2.4 Case Study: iPhone -- 3 Headphone LOD Concept Design -- 3.1 LP Concepts -- 3.2 OP Concepts -- 3.3 DP Concepts -- 4 User Survey -- 4.1 Summary -- 4.2 Results -- 5 Discussion -- 5.1 Findings -- 5.2 Implications on Design -- 6 Conclusion -- References -- Usability Assessment of the OSMO Pocket Mini Sports Video Camera and Improvement Plan -- 1 Introduction -- 2 Methodology -- 2.1 Interview -- 2.2 Questionnaire with Feature Checklist -- 2.3 Think Aloud Protocol -- 2.4 Focus Group -- 3 Results -- 3.1 Interview -- 3.2 Questionnaire with Feature Checklist -- 3.3 Think Aloud Protocol -- 3.4 Focus Group -- 4 Findings and Improvement Plan -- 5 Conclusions -- 6 Limitations and Discussion -- Appendix. A-Interview Questions -- References -- The Design of a Mobile App to Promote Young People's Digital Financial Literacy -- 1 Introduction -- 2 Research Questions --

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4.2 The Concept Behind This Content -- 4.3 The Creative Workshops Using the Kuru-Kuru Disc Tops System -- 4.4 Findings from Use of "Kuru-Kuru Disc" -- 5 Case 3: SUMO SONIC -- 5.1 Introduction of "SUMO SONIC" -- 5.2 The Concept Behind This Content -- 5.3 The Creative Workshops Using SUMO SONIC System -- 5.4 Findings from Use of the SUMO SONIC System -- 6 Edutainment Design Using XR+Crafting -- 6.1 Experiencer Side -- 6.2 Science Museum Side -- 7 Summary -- References.

Immersive and Interactive Digital Stage Design Based on Computer Automatic Virtual Environment and Performance Experience Innovation.

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Sommario/riassunto

This three volume set LNCS 12779, 12780, and 12781 constitutes the refereed proceedings of the 10th International Conference on Design, User Experience, and Usability, DUXU 2021, held as part of the 23rd International Conference, HCI International 2021, which took place in July 2021. Due to COVID-19 pandemic the conference was held virtually. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions. The papers of DUXU 2021, Part III are organized in topical sections named: Mobile UX Research and Design; DUXU for Extended Reality; DUXU for the Creative Industries; Usability and UX Studies.

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