

1. Record Nr.	UNISA996418283603316
Titolo	Distributed, Ambient and Pervasive Interactions [[electronic resource] ] : 8th International Conference, DAPI 2020, Held as Part of the 22nd HCI International Conference, HCII 2020, Copenhagen, Denmark, July 19–24, 2020, Proceedings // edited by Norbert Streitz, Shin'ichi Konomi
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2020
ISBN	3-030-50344-5
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XXI, 700 p. 347 illus., 248 illus. in color.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 12203
Disciplina	004.019
Soggetti	Application software Coding theory Information theory Computer communication systems Special purpose computers Architecture, Computer User interfaces (Computer systems) Information Systems Applications (incl. Internet) Coding and Information Theory Computer Communication Networks Special Purpose and Application-Based Systems Computer System Implementation User Interfaces and Human Computer Interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Design Approaches, Methods and Tools -- Developing Intelligent Interactions -- User Experience in Intelligent Environments -- Smart Cities and Landscapes -- Well-being, Learning and Culture in Intelligent Environments.
Sommario/riassunto	This conference proceeding LNCS 12203 constitutes the refereed proceedings of the 12th International Conference on Cross-Cultural

Design, CCD 2020, held as part of HCI International 2020 in Copenhagen, Denmark in July 2020. The conference was held virtually due to the corona pandemic. The total of 1439 papers and 238 posters included in the 40 HCII 2020 proceedings volumes was carefully reviewed and selected from 6326 submissions. The regular papers of DAPI 2020, Distributed, Ambient and Pervasive Interactions, presented in this volume were organized in topical sections named: Design Approaches, Methods and Tools, Smart Cities and Landscapes, Well-being, Learning and Culture in Intelligent Environments and much more. .

---