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Nota di contenuto	<p>Eye Movement Classification Algorithms: Effect of Settings on Related Metrics -- An Antenatal Care Awareness Prototype Chatbot Application using a User-Centric Design Approach -- A User-centric Framework for Educational Chatbots Design and Development -- CollegeBot: A Conversational AI Approach to Help Students Navigate College -- User Expectations of Social Robots in Different Applications: An Online User Study -- Creating Emotional Attachment with Assistive Wearables -- AuDimo: A Musical Companion Robot to Switching Audio Tracks by Recognizing the Users Engagement -- Transmission of Rubbing Sensation with Wearable Stick-Slip Display and Force Sensor -- Reading Aloud in Human-Computer Interaction: How Spatial Distribution of Digital Text Units at an Interactive Tabletop Contributes to the Participants' Shared Understanding -- Speech Recognition Approach for Motion-Enhanced Display in ARM-COMS System -- Individual's Neural Emotional Expression Tracking For Physical Exercise Monitoring -- Exploring Pointer Assisted Reading (PAR): Using Mouse Movements to Analyze Web Users' Reading Behaviors and Patterns -- The Effects of Robot Appearances, Voice Types, and Emotions on Emotion Perception Accuracy and Subjective Perception on Robots -- Development for tablet-based perimeter using temporal characteristics of saccadic</p>

durations -- Automatic Page-Turner for Pianists with Wearable Motion Detector -- A Sociable Robotic Platform to make Career Advices for Undergraduates -- Development and Evaluation of a Pen type Thermal Sensation Presentation Device for SPIDAR-tablet -- CountMarks: Multi-Finger Marking Menus for Mobile Interaction with Head-Mounted Displays -- Single-Actuator Simultaneous Haptic Rendering for Multiple Vital Signs -- Development of an Interface that Expresses Twinkling Eyes by Superimposing Human Shadows on Pupils -- MUCOR: A Multiparty Conversation Based Robotic Interface to Evaluate Job Applicants -- Usability Evaluation of Smartphone Keyboard Design from an Approach of Structural Equation Model -- Understanding Voice Search Behavior: Review and Synthesis of Research -- Evaluation of speech input recognition rate of AR-based drawing application on operation monitor for communication support during endoscopic surgery -- TracKenzan: Digital Flower Arrangement using Trackpad and Stylus Pen -- Mapping between Mind Cybernetics and Aesthetic Structure in Real-Time EEG Art -- User Experience Analysis for Visual Expression Aiming at Creating Experience Value According to Time Spans -- Arny: A Study of a Co-creative Interaction Model Focused on Emotion Feedback -- Towards Intelligent Technology in Art Therapy Contexts -- Explainable Classification of EEG Data for an Active Touch Task using Shapley Values -- SANDFOX Project Optimizing the Relationship between the User Interface and Artificial Intelligence to Improve Energy Management in Smart Buildings -- Safety Analytics for AI Systems -- Human-centered Explainable AI: Towards a Reflective Sociotechnical Approach -- The Power of Augmented Reality and Artificial Intelligence During the Covid-19 Outbreak -- V-Dream: Immersive Exploration of Generative Design Solution Space -- Usability in Mixed Initiative Systems -- Human versus Machine and Human-Machine Teaming on Masked Language Modeling Tasks -- Using Artificial Intelligence to Predict Academic Performance -- Why Did the Robot Cross the Road? A User Study of Explanation in Human-Robot Interaction.

Sommario/riassunto

This book constitutes late breaking papers from the 22nd International Conference on Human-Computer Interaction, HCII 2020, which was held in July 2020. The conference was planned to take place in Copenhagen, Denmark, but had to change to a virtual conference mode due to the COVID-19 pandemic. From a total of 6326 submissions, a total of 1439 papers and 238 posters have been accepted for publication in the HCII 2020 proceedings before the conference took place. In addition, a total of 333 papers and 144 posters are included in the volumes of the proceedings published after the conference as "Late Breaking Work" (papers and posters). These contributions address the latest research and development efforts in the field and highlight the human aspects of design and use of computing systems. The 54 late breaking papers presented in this volume were organized in two topical sections named: User Experience Design and Evaluation Methods and Tools; Design Case Studies; User Experience Case Studies.
