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Soggetti	User interfaces (Computer systems) Computer communication systems Coding theory Information theory Special purpose computers Application software Education—Data processing User Interfaces and Human Computer Interaction Computer Communication Networks Coding and Information Theory Special Purpose and Application-Based Systems Computer Appl. in Social and Behavioral Sciences Computers and Education
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Nota di contenuto	Interactions in Public, Urban and Rural Contexts -- Applying a UCD Framework for ATM Interfaces on the Design of QR Withdrawal: A Case Study -- Research on the service design of smart campus based on Sustainable Strategy -- taking smart canteen as an example -- Applications of Real-Time Data to Reduce Air Emissions in Maritime

Ports -- Experience and Design of Rural Cultural Well-Being in the New Media Age: A Case Study of Shatan Village in China -- User Experience and Usability Design Centered Smart Application Design to Waste Sorting for Citizens Living in Smart City in China -- Evolution of Public Transport in Rural Areas - New Technologies and Digitization -- A Systematic Literature Review about Quantitative Metrics to Evaluate Usability and Security of ATM Interfaces -- Appropriation, Design and User Experience as a Part of the Language of the City -- A Systematic Review of Usability Evaluation Methods and Tools for ATM interfaces -- Approaching urban experience through rhythm analysis -- Mobile Based Agricultural Management System for Indian Farmers -- Interactive Pavement: Moving Spatial Surface to Dynamically Convey Information -- Usability Testing of Bank of China Automatic Teller Machine -- UX Design for Health and Well-Being -- Transforming Patient Hospital Experience through Smart Technologies -- Game design and physiotherapy: Contribution of gamification and UX techniques to physical teenagers recovery -- UX concerns in developing functional orthodontic appliances -- PLANTY GO: A Smart Planter System to Relieve Stress and Anxiety of Urban Youngsters -- Prototyping a Mental Health Smartphone Application -- Stress Heatmaps: a Fuzzy-based Approach that Uses Physiological Signals -- Exploring Interaction and Experience Design for Long-term Electrocardiogram Monitoring Based on New Hydrogels -- Exploring Experience Activity Potential for Art Therapy to High School Students in International School, Guangzhou, China -- The development of a point of care clinical guidelines mobile application following a user-centred design approach -- Design and Usability of an E-Health Mobile Application -- Preliminary findings regarding the effect of an interactive wall to promote hand hygiene among healthcare workers -- Research on usability evaluation and redesign of treadmill man-machine interface -- Can an Environmental Feature Influence Interview Anxiety? A Virtual Reality Study -- Voice-based Bodyweight Training Support System using Smartphone -- Exploring Information Support in Mobile Terminal Guidance in the Context of Medical Service -- DUXU for Creativity, Learning and Collaboration -- Teaching Discussion on Information Visualization Design -- E.R.A - Augmented Reality Teaching - Assistive Technology developed for the literacy process of children with ASD -- How to Design Potential Solutions for a Cross-Country Platform that Leverages Students' Diversity: A User-Centered Design Approach -- and its Challenges -- Design Practice in Online Courses: Application of Service Design to MOOC -- Changes in Design Education Promoted by Collaborative Organization Distribution and Fragmentation -- Engineering Design Entrepreneurship and Innovation: Transdisciplinary Teaching and Learning in a Global Context -- Study on the Criteria of Design of Teaching Toolkit for Design Thinking Courses for Lower Grade Students in Primary School -- Available Technologies: Web Design for Technology Transfer from Public Education and Research Institutions -- Financial shared course design based on human-computer interaction -- Emotional Design and Gamification in Educational Processes: Predictor Model to Increase Video Game Efficiency -- SyncMeet: Virtual Work Environment for Collaborative Manga Creation -- Usability Design Study of University Website: A Case of Normal University in China -- Designing an Innovative Collaborative Learning Application: The Case of Method 300 -- Pedagogical Discussion on the Application of Role Immersion in Interior Design Teaching -- DUXU for Culture and Tourism -- A Study on Travel Experience Design Based on the Motivation of Chinese Millennials to Travel Alone -- Research upon the Relativity between Digital Media and

Tourism -- Usability Evaluation Towards a Cultural Perspective: A Systematic Literature Review -- Service Design and Upgrade of Domestic-Ceramic Consumption Idea -- Service Design for Customized Domestic-Ceramic -- A Study on the Space Usability Driven Design of the Ancestral Temple of Xihu Village from the Perspective of Spatial Syntax -- Interactive experience art in exhibition -- User experience requirements and interface design for the TouristHub trip planning platform -- Application of Interactive Design in Shanghai Public Art Practice -- Service Design in the Preservation of Intangible Cultural Heritage: A Case Study in the Legend of the Kitchen God.

Sommario/riassunto

This book constitutes the refereed proceedings of the 9th International Conference on Design, User Experience, and Usability, DUXU 2020, held as part of the 22nd International Conference on Human-Computer Interaction, HCII 2020, in Copenhagen, Denmark, in July 2020. The conference was held virtually due to the COVID-19 pandemic. From a total of 6326 submissions, a total of 1439 papers and 238 posters has been accepted for publication in the HCII 2020 proceedings. The 51 papers included in this volume were organized in topical sections on interactions in public, urban and rural contexts; UX design for health and well-being; DUXU for creativity, learning and collaboration; DUXU for culture and tourism.
