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Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 12207
Disciplina	004.6
Soggetti	User interfaces (Computer systems) Data structures (Computer science) Computer organization Application software E-commerce User Interfaces and Human Computer Interaction Data Structures and Information Theory Computer Systems Organization and Communication Networks Computer Appl. in Social and Behavioral Sciences e-Commerce/e-business
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Involving Older Adults in HCI Methodology -- Older Adults' Participation in VIAS' Mobile App Design -- Technology Development with Older People: The Role of "Unfettered Design -- A study of Green Printing Technology Application for Product Value-added Design -- Using Academic Work Places to Involve Older People in the Design of Digital Applications - Presentation of a Methodological Framework to Advance Co-Design in Later life -- Enhancing self-efficacy as a part of the design process -- Active Participation of Older Adults in the Development of Stimulus Material in an Storytelling Context -- A Study

of the Rubber Mat Product Design for Electric Scooter -- Value and values in inclusive design.-Part 2: User Experience and Aging -- Use of Augmented Reality by Older Adults -- Age-Related Differences in Takeover Request Modality Preferences and Attention Allocation during Semi-Autonomous Driving -- Older People and Technology Use: The Importance of Using Video Stimuli in Group Discussions -- Embodied Interaction Design to Promote Creative Social Engagement for Older Adults -- The Effect of Sensory Feedback on Time Perception of Interface Indicator from Age Difference -- Multimodal Coexistence Environment Design to Assist User Testing and Iterative Design Of HiGame Emotional Interaction Design for Elderly -- Visual Attention of Younger and Older Drivers in Takeover Tasks of Highly Automated Driving -- Practical Evaluation of the Emergency Usability Lab for Testing the Usability of Medical Devices in Emergency Situations -- "Just because you're older...": Seniors respond to telecom sales practices in Canada -- A Contextual Usability Exploration of Cash and Ticket Machines -- Aging and Mobile and Wearable Devices -- Assessing Alternative Text Presentation and Tablet Device Usage for Low Vision Leisure Reading -- Understanding Continuous Wearable Technology Use Behavior for Fitness and Self-Health Management Among Middle-Aged and Elderly People -- Digital Mobile Technology Enhancing Social Connectedness among Older Adults in Sweden -- Wearable Technologies: Acceptance Model for Smartwatch Adoption among Older Adults -- Exploring the Feasibility of the Elderly in the Space Guidance of Tactile Feedback Technology -- Attitudinal and Behavioral Differences between Older and Younger Adults using Mobile Devices -- Identification Issues Associated with the Use of Wearable Accelerometers in Lifelogging -- Older Women Living in Unfavorable Contexts and Tablets in Uruguay: A Design for Access and Use of Inclusive Information -- Smartwatch Use among Older Adults: Findings from Two Large Surveys.

Sommario/riassunto

This three volume set of LNCS 12207, 12208 and 12209 constitutes the refereed proceedings of the 6th International Conference on Human Aspects of IT for the Aged Population, ITAP 2020, held as part of the 22nd International Conference, HCI International 2020, which took place in Copenhagen, Denmark, in July 2020. The conference was held virtually due to the COVID-19 pandemic. The total of 1439 papers and 238 posters have been accepted for publication in the HCII 2020 proceedings from a total of 6326 submissions. ITAP 2020 includes a total of 104 regular papers which are organized in topical sections named: Involving Older Adults in HCI Methodology , User Experience and Aging, Aging and Mobile and Wearable Devices, Health and Rehabilitation Technologies, Well-being, Persuasion, Health Education and Cognitive Support, Aging in Place, Cultural and Entertainment Experiences for Older Adults, Aging and Social Media, Technology Acceptance and Societal Impact.
