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Nota di contenuto	UX Topics in Automated Driving -- Shut Up and Drive? User Requirements for Communication Services in Autonomous Driving -- Towards User-Focused Vehicle Automation: the Architectural Approach of the AutoAkzept Project -- In the Passenger Seat: Differences in the Perception of Human vs. Automated Vehicle Control and Resulting HMI Demands of Users -- Ambivalence in Stakeholders' Views on Connected and Autonomous Vehicles -- User Perception and the Effect of Forms and Movements in Human-Machine Interaction Applying

Steer-by-Wire for Autonomous Vehicles -- Human-Systems Integration for Driving Automation Systems: Holistic Approach for Driver Role Integration and Automation Allocation for European Mobility Needs -- Affective Use Cases for Empathic Vehicles in Highly Automated Driving: Results of an Expert Workshop -- A Pilot Study on the Dynamics of Online Risk Assessment by the Passenger of a Self-Driving Car among Pedestrians -- Fluid Interface Concept for Automated Driving -- Human Factor Considerations on Timing of Driver Taking Over in Automated Driving Systems: A Literature Review -- Gender Differences in Simulation Sickness in Static vs. Moving Platform VR Automated Driving Simulation -- Measures for Well-being in Highly Automated Vehicles: The Effect of Prior Experience -- A Filed Study of External HMI for Autonomous Vehicles When Interacting with Pedestrians -- Designing In-Vehicle Experiences -- Evaluating HMI-Development Approaches from an Automotive Perspective -- Smart and Seamless: Investigating User Needs and Recognition for Smartphone-Automobile Interactive Features -- The More You Know, the More You Can Trust: Drivers' Understanding of the Advanced Driver Assistance System -- An Introduction to a Psychoanalytic Framework for Passengers' Experience in Autonomous Vehicles -- Weaving Social Networks from Smart Card Data: An On-Journey-Accompanying Approach -- Effective Alerts for Autonomous Solutions to Aid Drivers Experiencing Medical Anomalies -- Complexity in In-vehicle Touchscreen Interaction: A Literature Review and Conceptual Framework -- The Effects of Collision Avoidance Warning Systems on Driver's Visual Behaviors -- Acceptance and Diffusion of Services based on Secure Elements in Smartphones - Study Design and First Results of the Pretests -- Ontology for Mobility of People with Intellectual Disability: Building a basis of Definitions for the Development of Navigation aid Systems -- The Effect of Multiple Visual Variables on Size Perception in Geographic Information Visualization -- Research on Innovative Vehicle Human-Machine Interaction System and Interface Level Design -- Age-related Differences in the Interaction with Advanced Driver Assistance Systems - A Field Study -- Using Augmented Reality to Mitigate Blind Spots in Trucks -- Range InSight - Visualizing Range-Related Information in Battery Electric Buses -- Investigating the Benefits of Haptic Feedback during In-Car Interactions in Virtual Reality -- A fluid-HMI approach for Haptic Steering Shared Control for the HADRIAN Project -- BLOKCAR: a Children Entertainment System to Enrich and Enhance Family Car Travel Experience -- Influence of Position and Interface for Central Control Screen on Driving Performance of Electric Vehicle.

Sommario/riassunto

This two-volume set LNCS 12212 and 12213 constitutes the refereed proceedings of the Second International Conference on HCI in Mobility, Transport, and Automotive Systems, MobiTAS 2020, held as part of the 22nd International Conference on Human-Computer Interaction, HCII 2020, in Copenhagen, Denmark, in July, 2020.* A total of 1439 full papers and 238 posters have been carefully reviewed and accepted for publication in HCII 2020. The papers cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. MobiTAS 2020 includes a total of 59 papers and they are organized in the following topical sections: Part I, Automated Driving and In-Vehicle Experience Design: UX topics in automated driving, and designing in-vehicle experiences. Part II, Driving Behavior, Urban and Smart Mobility: studies on driving behavior, and urban and smart mobility. *The conference was held virtually due to the COVID-19 pandemic.