1. Record Nr. UNISA996464488503316 Autore Ardito Carmelo Titolo Human-Computer Interaction - INTERACT 2021: 18th IFIP TC 13 International Conference, Bari, Italy, August 30 - September 3, 2021, Proceedings, Part I Pubbl/distr/stampa Cham:,: Springer International Publishing AG,, 2021 ©2021 ISBN 3-030-85623-2 Descrizione fisica 1 online resource (752 pages) Collana Lecture Notes in Computer Science; ; v.12932 Altri autori (Persone) LanzilottiRosa MaliziaAlessio PetrieHelen PiccinnoAntonio DesoldaGiuseppe InkpenKori Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Intro -- Welcome -- Preface -- IFIP TC13 -- http://ifip-tc13.org/ --Nota di contenuto IFIP TC13 Members -- Conference Organizing Committee -- Contents - Part I -- Keynote Speeches -- Human-Centered AI: A New Synthesis -- 1 Introduction: A New Synthesis -- References -- Multisensory Experiences: Where the Senses Meet Technology -- 1 Introduction -- 2 Defining Multisensory Experiences -- 3 Designing Multisensory Experiences -- 4 Responsible Innovation Around the Senses and Technology -- References -- Nicolas Cage is the Center of the Cybersecurity Universe -- 1 Introduction -- 1.1 "Kevin Bacon Is the Center of the Entertainment Universe" -- 1.2 Is Nicolas Cage the Center of the Cybersecurity Universe? -- 2 Cybersecurity Show and Tell -- 3 Nicolas Cage and Cybersecurity -- 4 Conclusions -- References --Future Digital Challenges: Social-Emotional Skills as Critical Enablers for Good Technical Design Work -- 1 Introduction -- 1.1 Motivating

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## Sommario/riassunto

The five-volume set LNCS 12932-12936 constitutes the proceedings of the 18th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2021, held in Bari, Italy, in August/September 2021. The total of 105 full papers presented together with 72 short papers and 70 other papers in these books was carefully reviewed and selected from 680 submissions. The contributions are organized in topical sections named:Part I: affective computing; assistive technology for cognition and neurodevelopment disorders; assistive technology for mobility and rehabilitation; assistive technology for visually impaired; augmented reality; computer supported cooperative work.Part II: COVID-19 croudsourcing methods in HCI; design for automotive interfaces; design methods; designing for smart devices designing for the elderly and accessibility; education and HCI; experiencing sound and music technologies; explainable Al.Part III: games and gamification; gesture interaction; human-centered AI; human-centered development of sustainable technology; human-robot interaction; information visualization; interactive design and cultural development.Part IV: interaction techniques; interaction with conversational agents; interaction with mobile devices; methods for user studies; personalization and recommender systems; social networks and social media; tangible interaction; usable security.Part V: user studies; virtual reality; courses; industrial experiences; interactive demos; panels; posters; workshops. The chapter 'Stress Out: Translating Real-World Stressors into Audio-Visual Stress Cues in VR for Police Training' is open access under a CC BY 4.0 license at link.springer.com.The chapter 'WhatsApp in Politics?! Collaborative Tools Shifting Boundaries' is open access under a CC BY 4.0 license at link.springer.com.