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Collana	Communications in computer and information science ; ; 1334
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Soggetti	Human-computer interaction User interfaces (Computer systems) Application software Education - Data processing
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Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	A Physiotherapist's Matter: Validating a Physical Rehabilitation Exergame to Enable Safe Evaluation with Patients -- An Architectural Model for Virtual Learning Environments Using Multicultural Learning Objects -- An experimental activity to develop usability and UX heuristics -- Autonomous Driving: Obtaining direction commands by classifying images within a simulation platform -- Breaking the Gap: Collaborative Environment as a Meeting Point to Provide and Receive Help to Overcome the Digital Gap -- Challenges in Integrating SCRUM and the User-Centered Design Framework: A Systematic Review -- Clustering Analysis of Usability in Web Sites of Higher Technological Institutes of Ecuador -- Collaborative learning group formation based on personality traits: An empirical study in initial Programming courses -- Communication preferences of first-year university students from Mexico and Spain -- CovidEmoVis - An Interactive Visual Analytic Tool for Exploring Emotions from Twitter Data of Covid-19 -- Cyber Exposed at Preparatory: Classmates and Teachers Using Social Networks and Life Satisfaction -- Design and implementation of a

voice-based conversational agent for the continuous training and learning of pharmaceutical sales representatives -- Evaluating the Socioenactive Experience with a Tangible Tabletop Installation: A Case Study -- Habitar: A Collaborative Tool to Visualize, Distribute, Organize and Share Domestic Tasks Towards Reducing the Gender Gap in Household Labor -- Human Body AR: a mobile application for teaching anatomy for elementary students using augmented reality -- Mixed Reality Infotainment Simulator, Work in Progress -- Mobile application to improve reading habits using Virtual Reality -- Model for Pervasive Social Play Experiences -- Model-Driven Multidisciplinary Production of Virtual Reality Environments for elementary school with ADHD -- Recommendations and Challenges for Developing English Vocabulary Learning Games -- Reference framework for measuring the level of technological acceptance by the elderly: a virtual assistants case study -- Relaxing and Familiar, Guidelines to Develop Interactive Applications for Dementia Patients -- Rivit: A Digital Game to Cognitively Train and Entertain Heart Failure Patients -- Smartphones, Suitable Tool for Driver Behavior Recognition. A Systematic Review -- State of the art of business simulation games modeling supported by brain-computer interfaces -- Tales of Etrya: English Vocabulary Game -- Towards a process definition for the shared understanding construction in Computer-Supported Collaborative Work -- Towards to usability guidelines construction for the design of interactive mobile applications for learning mathematics -- Usability Evaluation over Multiplayer Games on Display Wall Systems -- Voluminis: Mobile application for learning mathematics in geometry with augmented reality and gamification -- Wireless Haptic Glove for Interpretation and Communication of Deafblind People.

Sommario/riassunto

This book constitutes the thoroughly refereed proceedings of the 6th Iberoamerican Workshop on Human-Computer Interaction, HCI-Collab 2020, held in Arequipa, Peru, in September 2020.* The 28 full and 3 short papers presented in this volume were carefully reviewed and selected from 128 submissions. The papers deal with topics such as emotional interfaces, usability, video games, computational thinking, collaborative systems, IoT, software engineering, ICT in education, augmented and mixed virtual reality for education, gamification, emotional Interfaces, adaptive instruction systems, accessibility, use of video games in education, artificial Intelligence in HCI, among others.

*The workshop was held virtually due to the COVID-19 pandemic.
