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Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 5068
Disciplina	005.437 4.019
Soggetti	User interfaces (Computer systems) Database management Computer engineering Information storage and retrieval Application software Artificial intelligence User Interfaces and Human Computer Interaction Database Management Computer Engineering Information Storage and Retrieval Information Systems Applications (incl. Internet) Artificial Intelligence
Lingua di pubblicazione	Inglese
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Ubiquitous Computing -- Experience of Enhancing the Space Sensing of Networked Robots Using Atlas Service-Oriented Architecture -- A Formal Model of Coordination for Supporting Community Computing in a Ubiquitous Environment -- A User-Centered Approach for Ubiquitous Service Evaluation: An Evaluation Metrics Focused on Human-System Interaction Capability -- On Generating Backbone Trees through Robust Multi-hop Clusters in Wireless Sensor Networks -- Denial of

Sleeping: Performance Analysis and Counteracting Strategy --
Groupware -- Eye, Robot: A Network Control System for
Ophthalmologic Examination -- A Study of a Loosely-Coupled
Groupware System for Supporting Collaboration and Coordination --
RIKI: A Wiki-Based Knowledge Sharing System for Collaborative
Research Projects -- Intelligent System Design -- Unconsciously
Harmonized Online Communication Based on Uninterruptibility
Estimation of Interaction Partners -- A Novel Web Page Analysis Method
for Efficient Reasoning of User Preference -- Mood and
Recommendations: On Non-cognitive Mood Inducers for High Quality
Recommendation -- Intelligent Information System Based on a Speech
Web Using Fuzzy Association Rule Mining -- Restaurant
Recommendation for Group of People in Mobile Environments Using
Probabilistic Multi-criteria Decision Making -- Human-Robot
Interaction -- Augmented Reality Based Vision System for Network
Based Mobile Robot -- Embedded Robot Operating Systems for
Human-Robot Interaction -- A User Interface Transmission System for
Public Robots -- Development of a WS-ECA Rule Management System
for a Healthcare Robot -- Virtual/Augmented Environment -- Making
Reading Experience Rich with Augmented Book Cover and Bookmark --
SPATIAL POEM: A New Type of Experimental Visual Interaction in 3D
Virtual Environment -- Human Genome Data Visualization Using a Wall
Type Display -- An Experience with Augmenting a Mirror as a Personal
Ambient Display -- Vision-Based System -- Universal Video Adaptation
Model for Contents Delivery in Ubiquitous Computing -- Selective
Visual Attention System Based on Spatiotemporal Features -- A
Technique for Displaying Presence Information on a Live Camera Image
Using 3-D Mask Objects -- Background Subtraction Based on Local
Orientation Histogram -- Relationship between Viewing Distance and
Visual Fatigue in Relation to Feeling of Involvement -- Mobile
Interaction Design -- Tactile Icon Design Using a Vibration Actuator in
Mobile Devices -- Design of 3D Mobile Phones and Application for
Visual Communication -- A Comparative Evaluation of User Preferences
for Mobile Chat Usable Interface -- The Impact of Multimedia
Extensions for Multimedia Applications on Mobile Computing Systems
-- Novel Interaction Technique -- The Use of Photo Retrieval for EEG-
Based Personal Identification -- Music Wall: A Tangible User Interface
Using Tapping as an Interactive Technique -- Double-Crossing: A New
Interaction Technique for Hand Gesture Interfaces -- Acquisition of
Off-Screen Object by Predictive Jumping -- Hands-Free Input Interface
Using Mimetic Muscle Movements for Wearable Computer -- Muscle
Loadings While Using Finger as Input Device -- Design and Analysis of
Conceptual Sketches Based on Context Awareness -- Accuracy of
Velocity Perception Generated by Tactile Apparent Motion -- Usability
-- A New Framework on Measuring Customer Perceived Value in Service
Interface Design -- Novice Word Processor User Performance with
Pictorial and Text Icons -- Exploring Factors That Make Online
Interactive Games Successful: A Heuristic Approach -- Users'
Perception and Usability Study of a Parser for Headings -- Development
of Interactive Map-Based Tour Information System for Busan -- Web
Accessibility -- Development of Image and Color Evaluation Algorithm
for the Web Accessibility Evaluation Tools -- Longitudinal Study on Web
Accessibility Compliance of Government Websites in Korea -- Korean
Web Site Usability for Disabled People -- A Proxy-Based System for
Translation of Internet Content into Specific Form -- The Elderly --
Extracting the Components of Elderly People's Capacity in Electrical
Appliances and Grasping Relationship with the Components -- The
Choice of Communication Media and the Use of Mobile Phone among

Senior Users and Young Users -- Prototyping and Evaluation for Smart Home Controller Based on Chinese Families Behavior Analysis -- Mapping User Accessibility Needs Systematically to Universal Design Principles.

Sommario/riassunto

This book constitutes the refereed proceedings of the 8th Asia Pacific Conference on Computer Human Interaction, APCHI 2008, held in Seoul, Korea, in July 2008. The 45 revised full papers presented together with 6 invited papers were carefully reviewed and selected from 151 submissions. The topics addressed span the entire spectrum of HCI, including ubiquitous computing, groupware, intelligent system design, human-robot interaction, virtual / augmented environment, vision-based system, mobile interaction design, novel interaction technique, usability, Web accessibility, and elderly.
