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	Nota di contenuto	Adaptive design and mobile applications -- A Minimalist Approach for Identifying Affective States for Mobile Interaction Design -- Automatic Generation of User Interface Layouts for Alternative Screen Orientations -- Defining Gestural Interactions for Large Vertical Touch Displays -- MyCarMobile: A travel assistance emergency mobile app for deaf people -- Touch Shadow Interaction and Continuous Directional User Interface for Smartphone -- Aging and disabilities -- Age-related

effects of task difficulty on the semantic relevance of query reformulations -- Could People with Stereo-deficiencies Have a Rich 3D Experience Using HMDs -- How Older People Who Have Never Used Touchscreen Technology Interact with a Tablet -- MeViTa: Interactive Visualizations to Help Older Adults with their Medication Intake using a Camera-Projector System -- Assistive technology for blind users -- Blind FLM: An Enhanced Keystroke-Level Model for Visually Impaired Smartphone Interaction -- Comparing Two Approaches of Tactile Zooming on a Large Pin-matrix Device -- Improve the Accessibility of Tactile Charts -- Investigations on Laterotactile Braille Reading -- Performance of Accessible Gesture-based Indic Keyboard -- Audience engagement -- Designing Collaborative Co-located Interaction for an Artistic Installation -- Designing Interactive Technologies for Interpretive Exhibitions: Enabling Teen Participation Through User-Driven Innovation -- Haunting Space, Social Interaction in a Large-Scale Media Environment -- In-the-moment and beyond: Combining post-hoc and real time data for the study of audience perception of electronic music performance -- Piano Staircase: Exploring Movement-based Meaning Making in Interacting with Ambient Media -- Co-design studies -- A Co-design Study of Digital Service Ideas in the Bus Context -- Designing for Financial Literacy: Co-Design with Children in Rural Sri Lanka -- Everyday Creative Uses of Smartphone Images in Biomedical Engineering Laboratories -- Towards Participatory Prototyping with Older Adults with and without Cognitive Impairment: Challenges and Lessons Learned.-Using Critical Incidents in Workshops to Inform eHealth Design -- Cultural differences and communication technology -- A Confucian Look at Internet Censorship in China -- A Cross-Cultural Noticeboard for a Remote Community: Design, Deployment, and Evaluation -- Culturally Informed Notions of Mobile Context Awareness - Lessons Learned from User-Centred Exploration of Concepts of Context and Context Awareness -- How do you want your chatbot? An exploratory Wizard-of-Oz study with young, urban Indians -- Design rationale and camera-control -- Capturing Design Decision Rationale with Decision Cards -- Coping with Design Complexity: A Conceptual Framework for Design Alternatives and Variants -- Identifying the Interplay of Design Artifacts and Decisions in Practice: A Case Study -- On the Effects of Progressive Reduction as Adaptation Strategy for a Camera-based Cinematographic User Interface -- You've Got the Moves, We've Got the Motion - Understanding and Designing for Cinematographic Camera Motion Control.

| Sommario/riassunto | The four-volume set LNCS 10513—10516 constitutes the proceedings of the 16th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2017, held in Mumbai, India, in September 2017. The total of 68 papers presented in these books was carefully reviewed and selected from 221 submissions. The contributions are organized in topical sections named: Part I: adaptive design and mobile applications; aging and disabilities; assistive technology for blind users; audience engagement; co-design studies; cultural differences and communication technology; design rationale and camera-control. Part II: digital inclusion; games; human perception, cognition and behavior; information on demand, on the move, and gesture interaction; interaction at the workplace; interaction with children. Part III: mediated communication in health; methods and tools for user interface evaluation; multi-touch interaction; new interaction techniques; personalization and visualization; persuasive technology and rehabilitation; and pointing and target selection. . |