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	Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 10514
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	Soggetti	User interfaces (Computer systems) Application software Computer graphics Computer organization Education—Data processing Artificial intelligence User Interfaces and Human Computer Interaction Information Systems Applications (incl. Internet) Computer Graphics Computer Systems Organization and Communication Networks Computers and Education Artificial Intelligence
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	Nota di contenuto	Digital inclusion -- Contextualizing ICT based Vocational Education for Rural Communities: Addressing Ethnographic Issues and Assessing Design Principles -- Enhancing Access to eLearning for People with Intellectual Disability: Integrating Usability with Learning -- Identifying support opportunities for foreign students: Disentangling language and non-language problems among a unique population -- PersonaBrowser Status Quo and Lessons learned from a Persona-Based Presentation

Metaphor of WCAG -- Women in Crisis Situations: Empowering and Supporting Women through ICTs -- Games -- Effects of Image-Based Rendering and Reconstruction on Game Developers Efficiency, Game Performance, and Gaming Experience -- Exploring In-the-Wild Game-based Gesture Data Collection -- From Objective to Subjective Difficulty Evaluation in Video Games -- Improved Memory Elicitation in Virtual Reality: New Experimental Results and Insights -- Practice in Reality for Virtual Reality Games: Making Players Familiar and Confident with a Game -- Human perception, cognition and behaviour -- I Smell Creativity: Exploring the Effects of Olfactory and Auditory Cues to Support Creative Writing Tasks -- Night Mode, Dark Thoughts: Background Color Influences the Perceived Sentiment of Chat Messages -- Subjective usability, mental workload assessments and their impact on objective human performance -- What is user's perception of Naturalness? An Exploration of Natural User Experience -- Information on demand, on the move, and gesture interaction -- Presenting Information on the Driver's Demand on a Head-Up Display -- Seeing Through the Eyes of Heavy Vehicle Operators -- TrackLine: Refining touch-to-track Interaction for Camera Motion Control on Mobile Devices -- Understanding Gesture Articulations Variability -- Watching Your Back While Riding Your Bike: Designing for Preventive Self-Care During Motorbike Commuting -- Interaction at the workplace -- FeetForward: on Blending New Classroom Technologies into Secondary School Teachers' Routines -- Human-Building Interaction: When the machine becomes a building -- Investigating Wearable Technology for Fatigue Identification in the Workplace -- Leveraging Conversational Systems to assists New Hires during Onboarding -- RemindMe: Plugging a Reminder Manager into Email for Enhancing Workplace Responsiveness -- The Cost of Improved Overview: An analysis of the Use of Electronic Whiteboards in Emergency Departments -- Interaction with children -- An interactive elementary tutoring system for oral health education using an augmented approach -- Empowered and Informed: Participation of Children in HCI -- Gaze Awareness in Agent-Based Early-Childhood Learning Application -- Puffy: a Mobile Inflatable Interactive Companion for Children with Neurodevelopmental Disorder.

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 int eraction techniques; personalization and visualization; persuasive technology and rehabilitation; and pointing and target selection. .