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Soggetti	User interfaces (Computer systems) Application software Optical data processing Special purpose computers Computer communication systems Artificial intelligence User Interfaces and Human Computer Interaction Information Systems Applications (incl. Internet) Image Processing and Computer Vision Special Purpose and Application-Based Systems Computer Communication Networks Artificial Intelligence
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Accessibility Design Principles -- A Serious Game for Raising Designer Awareness of Web Accessibility Guidelines -- Aestimo: A Tangible Kit to Evaluate Older Adults' User Experience -- Towards Reliable Accessibility Assessments of Science Center Exhibits -- Understanding the Authoring and Playthrough of Nonvisual Smartphone Tutorials -- User Study: A Detailed View on the Effectiveness and Design of Tactile Charts -- Assistive Technology for Cognition and Neurodevelopment

Disorders -- A User-Centred Methodology for the Development of Computer-Based Assistive Technologies for Individuals with Autism -- Classifying Sensitive Issues for Patients with Neurodevelopmental Disorders -- Effects of Menu Organization and Visibility on Web Navigation for People with Dyslexia -- ELE - A Conversational Social Robot for Persons with Neuro-Developmental Disorders -- S2C2: Toward an App to Support Social Story™ Comprehension Checking in Children with ASD -- Assistive Technology for Mobility and Rehabilitation -- (How) Can an App Support Physiotherapy for Frozen Shoulder Patients? -- A Digitally-Augmented Ground Space with Timed Visual Cues for Facilitating Forearm Crutches' Mobility -- Analyzing Accessibility Barriers using Cost-Benefit Analysis to Design Reliable Navigation Services for Wheelchair Users -- Bridging the Gap: Creating a Clinician-Facing Dashboard for PTSD -- Using Artificial Intelligence for Augmentative Alternative Communication for Children with Disabilities -- Assistive Technology for Visually Impaired -- Comparing User Performance on Parallel-Tone, Parallel-Speech, Serial-Tone and Serial-Speech Auditory Graphs -- Factors that impact the acceptability of on-body interaction by users with visual impairments -- Faster and Less Error-prone: Supplementing an Accessible Keyboard with Speech Input -- Investigating Feedback for Two-Handed Exploration of Digital Maps without Vision -- Perception of tactile symbols by visually impaired older adults -- Co-design and Design Methods -- Able to Create, Able to (Self)Improve: How an Inclusive Game Framework Fostered Self-Improvement Through Creation and Play in Alcohol and Drugs Rehabilitation? -- Cinévoqué: Design of a Passively Responsive Framework for Seamless Evolution of Experiences in Immersive Live-Action Movies -- P(L)AY ATTENTION! Co-Designing for and with Children with Attention Deficit Hyperactivity Disorder (ADHD) -- Technology, Theatre and Co-Design: Impact and Design Considerations -- Visual Fixations Duration as an Indicator of Skill Level in eSports -- Crowdsourcing and Collaborative Work -- #TheDay: Triggering User Generated Videos in Participatory Media Productions -- A Literature Review of the Practice of Educating Children about Technology Making -- Effect of Cognitive Abilities on Crowdsourcing Task Performance -- Insights on older adults' attitudes and behavior through the participatory design of an online storytelling platform -- Participatory Evaluation of Human-Data Interaction Design Guidelines -- Cyber Security and e-voting Systems -- Comparative Evaluation of Node-Link and Sankey Diagrams for the Cyber Security Domain -- Comparing "Challenge-Based" and "Code-Based" Internet Voting Verification Implementations -- Mouse Behavior as an Index of Phishing Awareness -- Perceptions of risk, benefits and likelihood of undertaking password management behaviours: four components -- Social Engineering and Organisational Dependencies in Phishing Attacks -- Vote-for-It: Investigating Mobile Device-Based Interaction Techniques for Collocated Anonymous Voting and Rating -- Design Methods -- Design Requirements of Tools Supporting Reflection on Design Impact -- Designer Led Computational Approach to Generate Mappings for Devices with Low Gestural Resolution -- Ensuring the Consistency between User Requirements and GUI Prototypes: A Behavior-Based Automated Approach -- Integrating Personas and Use Case Models -- Smart Interactive Packaging as a Cyber-Physical Agent in the Interaction Design Theory: A Novel User Interface -- Design Principles for Safety/Critical Systems -- Deep System Knowledge Required: Revisiting UCD Contribution in the Design of Complex Command and Control Systems -- Detecting and Influencing Driver Emotions using Psycho-physiological Sensors and Ambient Light -- Evaluating mixed

reality notifications to support excavator operator awareness -- Exploring the Effects of Replicating Shape, Weight and Recoil Effects on VR Shooting Controllers -- On the reliability and factorial validity of the Assessment Scale for Creative Collaboration.

Sommario/riassunto

The four-volume set LNCS 11746–11749 constitutes the proceedings of the 17th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2019, held in Paphos, Cyprus, in September 2019. The total of 111 full papers presented together with 55 short papers and 48 other papers in these books was carefully reviewed and selected from 385 submissions. The contributions are organized in topical sections named: Part I: accessibility design principles; assistive technology for cognition and neurodevelopment disorders; assistive technology for mobility and rehabilitation; assistive technology for visually impaired; co-design and design methods; crowdsourcing and collaborative work; cyber security and e-voting systems; design methods; design principles for safety/critical systems. Part II: e-commerce; education and HCI curriculum I; education and HCI curriculum II; eye-gaze interaction; games and gamification; human-robot interaction and 3D interaction; information visualization; information visualization and augmented reality; interaction design for culture and development I. Part III: interaction design for culture and development II; interaction design for culture and development III; interaction in public spaces; interaction techniques for writing and drawing; methods for user studies; mobile HCI; personalization and recommender systems; pointing, touch, gesture and speech-based interaction techniques; social networks and social media interaction. Part IV: user modelling and user studies; user experience; users' emotions, feelings and perception; virtual and augmented reality I; virtual and augmented reality II; wearable and tangible interaction; courses; demonstrations and installations; industry case studies; interactive posters; panels; workshops. The chapter 'Analyzing Accessibility Barriers Using Cost-Benefit Analysis to Design Reliable Navigation Services for Wheelchair Users' is open access under a CC BY 4.0 license.
