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Nota di contenuto	Intro -- Preface -- Organization -- Contents -- I Usability and UX -- The Importance of Personalization and Household Dynamics for Notifications in the TV Ecosystem -- 1 Introduction -- 2 Paving the Potential of Notifications in the TV Ecosystem -- 3 Methodology -- 3.1 Literature Review -- 3.2 Focus Group -- 4 Discussion of the Results -- 5 Conclusions and Future Work -- References -- Connect Elderly to Other Generations Through iTV: Evaluating Notifications' Potential -- 1 Introduction -- 2 Technology to Promote Interactions -- 3 Methodology -- 3.1 Literature Review Protocol and Sample Characterization -- 3.2 Interviews Protocol and Sample Characterization -- 4 Results and Discussion -- 4.1 Literature Review -- 4.2 Interviews with the Elderly -- 5 Conclusions and Future Work -- References -- Interaction Techniques and Accessibility -- Real-Time Emotion Recognition Through Video Conference and Streaming -- 1 Introduction -- 2 Related Work -- 3 Methodology -- 4 Results -- 5 Discussion and Conclusions -- References -- Emotional Meta-annotation of Educational Videos. A Review of Emotional Database Characterization -- 1 Introduction -- 2 Methodology -- 2.1 Search

Strategy -- 2.2 Inclusion and Exclusion Criteria -- 2.3 Preliminary and Final Process -- 3 Results -- 3.1 Emotion Expression Mode -- 3.2 Annotations -- 3.3 Emotional Model -- 4 Discussion -- 4.1 Emotion Expression Mode -- 4.2 Annotations -- 4.3 Emotional Model -- 5 Conclusions and Future Work -- References -- Active and Healthy Aging: The Role of a Proactive Information Assistant Embedded on TV -- 1 Introduction -- 2 Seniors -- 3 Proposal for a Proactive Personal Information Assistant for Television -- 4 Methodology -- 5 Results and Discussion -- 6 Final Remarks -- 7 Future Work -- References. Design and Development of an Assisted Ball Positioning System for Soccer Matches with an HBBTV Server Integrated to a Haptic TV Glove Accessible to Visually Impaired People -- 1 Introduction -- 2 Materials and Methods -- 2.1 Accessible Haptic TV Glove -- 2.2 Ball Positioning Assist System -- 2.3 HbbTV Server -- 2.4 IoT Server or Platform -- 3 Results -- 3.1 System Integration -- 3.2 Evaluation Results in Real Scenario -- 4 Conclusions and Future Work -- References -- Technologies, Services, and Applications for Interactive Digital TV -- MixMyVisit - A Solution for the Automatic Creation of Videos to Enhance the Visitors' Experience -- 1 Introduction -- 2 State of the Art -- 3 The MixMyVisit Proposal -- 3.1 Architecture -- 4 Evaluation -- 4.1 Results -- 5 Conclusions -- References -- Selection of Configurable Computer Module Applied to Home Automation and Interactive Digital Television -- 1 Introduction -- 2 Previous Works -- 3 Identified Application Scenarios -- 4 Proposed Solution -- 5 Conclusions and Future Works -- References -- A Process for Gathering Data to Train the NLU Module of a NLI System for ITV -- 1 Introduction -- 2 Background -- 3 Process for Gathering Training Data for NLI System -- 3.1 Field Trial Process for Collecting Training Data -- 3.2 Summary of the Operationalization Process -- 4 Results -- 4.1 Participants' Characterization -- 4.2 Collection of Diversified and Natural Utterances -- 5 Conclusions -- References -- Author Index.
