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Descrizione fisica	1 online resource (225 pages)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 1707
Disciplina	004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Computer engineering Computer networks Application software Coding theory Information theory Software engineering User Interfaces and Human Computer Interaction Computer Engineering and Networks Computer and Information Systems Applications Coding and Information Theory Software Engineering
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	An approach to model haptic awareness in groupware systems -- An overview of Brazilian companies on the adoption of industry 4.0 practices -- Analysis of companies in Industry 4.0 to characterize their Users: the cases of Argentina and Mexico -- Bootstrapping safe IVIS development with an affordable testing suite -- Building a usability guide for the design of interactive mobile applications -- Building

shared understanding with THUNDERS -- Driver Identification Using Machine Learning and Motor Activity as Data Source -- Evaluation and Redesign Proposal of an Infotainment System: A Case Study with a Parked Vehicle -- Model-driven User Interface Development: a Systematic Mapping -- Multi-label Search Model for Open Educational Resources Based on Learning Purpose -- Psychological Models and Instruments Employed to Identify Personality Traits of Software Developers: A Systematic Mapping Study -- Social Interventions to Encourage Collocated Collaboration: An Experimental Study -- Steps for Decreasing Noises in Interaction Process with Video Games -- Usability and User Experience are not Enough: Gaps to Fill to Design for and Assess Well-Being and Engagement -- Virtual Reality and Augmented Reality Applied to E- Commerce: a Literature Review.

Sommario/riassunto

This book constitutes the refereed proceedings of the 8th Iberoamerican Workshop on Human-Computer Interaction, HCI-COLLAB 2022, which took place in Havana, Cuba, in October 2022. The 15 full papers presented in this volume were carefully reviewed and selected from 53 submissions. The papers deal with topics such as emotional interfaces, usability, video games, computational thinking, collaborative systems, IoT, software engineering, ICT in education, augmented and mixed virtual reality for education, gamification, emotional interfaces, adaptive instructional systems, accessibility, use of video games in education, artificial intelligence in HCI and infotainment, among others.
