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Nota di contenuto	Intro -- Foreword -- HCI International 2023 Thematic Areas and Affiliated Conferences -- List of Conference Proceedings Volumes Appearing Before the Conference -- Preface -- 12th International Conference on Design, User Experience and Usability (DUXU 2023) -- HCI International 2024 Conference -- Contents - Part V -- DUXU for Cultural Heritage -- Research on the Development of Spatial Model and Value Perceptions of Lingnan's "Water Cultural Heritage" in the Context of Generative Whole Theory -- 1 Introduction -- 2 Methods -- 2.1 Bibliometric Analysis of the Status of Hydrological Heritage Conservation -- 2.2 Digital Information Modeling Techniques and Methods of Heritage Landscape -- 3 Results -- 4 Discussion -- 5 Conclusion -- References -- Design of a Multi-user Collaborative Innovation Digital Resource Library for Miao Embroidery -- 1 Introduction -- 2 Current Status of Digital Resource Library for Traditional Handicrafts in China -- 2.1 Digital Resource Library are an Effective Way to Preserve Intangible Cultural Heritage -- 2.2 Necessity of the Construction of Miao Embroidery Digital Resource Library -- 2.3 Problem Analysis of Traditional Handicraft Digital Resource Library -- 3 Design of a Multi-user Collaborative Innovation Digital Resource Library for Miao Embroidery -- 3.1 Construction

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3.1 To Construct the Digital Protection Database of Oral Literature Intangible Cultural Heritage.

Sommario/riassunto

This 5-volume HCII-DUXU 2023 book set constitutes the refereed proceedings of the 12th International Conference on Design, User Experience, and Usability, DUXU 2023, held as part of the 24th International Conference, HCI International 2023, which took place in Copenhagen, Denmark, in July 2023. A total of 1578 papers and 396 posters have been accepted for publication in the HCII 2023 proceedings from a total of 7472 submissions. The papers included in this volume set were organized in topical sections as follows: Part I: Design methods, tools and practices; emotional and persuasive design; Part II: Design case studies; and creativity and design education; Part III: Evaluation methods and techniques; and usability, user experience and technology acceptance studies; Part IV: Designing learning experiences; and chatbots, conversational agents and robots: design and user experience; Part V: DUXU for cultural heritage; and DUXU for health and wellbeing.
