1. **Record Nr.** UNISA996542667803316

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   Titolo Distributed, Ambient and Pervasive Interactions [[electronic resource]] : 11th International Conference, DAPI 2023, Held as Part of the 25th HCI International Conference, HCII 2023, Copenhagen, Denmark, July 23–28, 2023, Proceedings, Part I / / edited by Norbert A. Streitz, Shin'ichi Konomi

   Pubbl/distr/stampa Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023

   ISBN 3-031-34668-8

   Edizione [1st ed. 2023.]

   Descrizione fisica 1 online resource (423 pages)

   Collana Lecture Notes in Computer Science, , 1611-3349 ; ; 14036

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   Disciplina 004.019

   Soggetti User interfaces (Computer systems)
   Human-computer interaction
   Application software
   Computer networks
   User Interfaces and Human Computer Interaction
   Computer and Information Systems Applications
   Computer Communication Networks

   Lingua di pubblicazione Inglese

   Formato Materiale a stampa

   Livello bibliografico Monografia

   Nota di contenuto Designing and Evaluating Intelligent Environments -- DeforVerFace: Modular Linear-Deformable Vertical Surface -- User-Developer Interaction in a Living Lab: A Case Study of an Exercise Support System for the Elderly -- Human-Computer-Building Interaction: An Integrated Experience of the Digital and Physical Environments -- Living Labs are the Silver Lining for Creating Sustainable Health and Care for the Future -- PURPOSE MODEL: A Visual Communication Tool for Mutual Understanding in Co-Creation Projects -- Study on the Identification of Disruptive Technology, Evidence from Nano Science -- Towards an Interaction Design Framework for IoT Healthcare Systems -- Guidelines for Practicing Responsible Innovation in HPC: A Sociotechnical Approach -- Experience Design for Multi-device Sharing Based on 3C Framework -- A Systematic and Innovative Six-in-one Evaluation Framework to Drive the Development of Future Hidden Champions --

Untapped Potential of Participatory Design - Citizen Centered Social Data Utilization for Smart Cities -- User Experience in Intelligent Environments -- Investigating the Psychological Impact of Emotion Visualization and Heart Rate Sharing in Online Communication -- Sustained Participation Motivation of Quantified Self for Personal Time Management -- Evaluating Students Experiences in VR Case-Studies of Information Systems Problem-based Teaching -- Assessing Lighting Experience Using Physiological Measures: A Review -- Advancing User Research in Naturalistic Gambling Environments through Behaviour Tracking. A Pilot Study -- Using the Experience Sampling Method to Find the Pattern of Individual Quality of Life Perceptions. -Mutual Recall Between Onomatopoeia and Motion Using Doll Play Corpus -- Understanding Avoidance Behaviors of users for Conversational AI -- How Remote-Controlled Avatars are Accepted in Hybrid Workplace -- Pervasive Data -- Ethical Considerations of High Performance Computing Access for Pervasive Computing -- A Taxonomy of Factors Influencing Data Quality -- Designing A Smart Standards Information Service: A Research Framework -- Estimation of Water Consumption in a Family Home using IOT Systems -- Development of Large-Scale Scientific Cyberinfrastructure and the Growing Opportunity to Democratize Access to Platforms and Data -- Understanding Regional Characteristics Through EC Data Analysis.

| Sommario/riassunto | This book constitutes the refereed proceedings of the 11th International Conference on Distributed, Ambient and Pervasive Interactions, DAPI 2023, held as part of the 25th International Conference on Human-Computer Interaction, HCII 2023, which took place as an hybrid event 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 60 papers included in the DAPI 2023 proceedings were organized in topical sections as follows: Part I: Designing and evaluating intelligent environments; user experience in intelligent environments; pervasive data; Part II: Smart cities and environment preservation; media, art and culture in intelligent environments; supporting health, learning, work and everyday life. |