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Titolo	Human Aspects of IT for the Aged Population [[electronic resource]] : 9th International Conference, ITAP 2023, Held as Part of the 25th HCI International Conference, HCII 2023, Copenhagen, Denmark, July 23–28, 2023, Proceedings, Part I // edited by Qin Gao, Jia Zhou
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Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14042
Disciplina	004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Computer networks Artificial intelligence Computers, Special purpose User Interfaces and Human Computer Interaction Computer Communication Networks Artificial Intelligence Special Purpose and Application-Based Systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Designing and Assessing the Older Users' Experience -- Designing for Self-directed Learning: Co-creating a Demokit with Older Adults -- Text Readability of Smartphone in Dark Mode: Effects of Font Type, Font Weight and Color -- Human Factors Based New Media Design: Methodology and Assessment -- Increasing Quality of Life by Playing Chess: A Blended Care Approach for Elderly People -- Lessons from a COVID-Era Controlled Trial of Online Learning and Socializing with Older Participants: Benefits of Applying Consolidated Standards of Reporting Trials -- Older Adults' Perceptions and Use of Digital Engagement Channels: In the Case of Automobile Insurance Services -- Promoting Positive Emotions in Older Adults: a Self-Help Relational Savoring e-Intervention -- The Relationship between Older Drivers' Cognitive Ability and Takeover Performance in conditionally Automated

Driving -- The After Effect of COVID-19 on Colour Perception in the Elderly -- QR Codes as a Method for Older Adults to Access a Mobile Survey -- The Effects of an Art Program on Older Adults' Cognition and Satisfaction with Life -- College Students' Perceptions and Preferences Regarding Intelligent Advisory Systems in Multi-Device Learning Environments -- Experimental Design and Design Methodology of Smart Screen Ageing based on Emotion Regulation -- Aging and Social Media -- Facebook Community Lurking and Non-participation: Sociotechnical Barriers among Older Adults in Online Participation -- Optimizing WeChat User Experience for Older Adults in China I Know How but I do not want to Discern Falsehoods: Older Adults' Self-Reported Inference Process to Identify and Share Short-Form Videos -- Using Media Literacy to Fight Digital Fake News in Later Life: A Mission Impossible? -- Older Persons Media Usage during a One Month Election Campaign: a Bulgarian Case Study -- Experimental Survey on Bridging the Digital Divide through Daily Text Chat Communication with Virtual Agents -- Credibility Judgment Against Online Health Misinformation Among Older Adults: Integrated View of Psychological Distance and Health Literacy -- Judging Online Health Misinformation: Effects of Cyberchondria and Age -- ICT Use and Loneliness during COVID-19 Pandemic: The Case of European Male and female Older Workers -- Voice Assistants and Chatbots -- Learnability Assessment of Speech-Based Intelligent Personal Assistants by Older Adults -- Voice Controlled Devices: A Comparative Study of Awareness, Ownership, Usage, and Reservations between Young and Older Adults -- LINE Chatbot for Recording Elderly Cognition to Screen Cognitive Impairment -- "Hi, My Name is Robin" -- Remotely Co-Designing an Embodied Conversational Agent for Empathy with Older Adults -- Learning with Pedagogical Agent: Effects of Transfer of Information Function -- Games and Exergames for Older People -- Develop Cognitive Games for Older People Based on Dynamic Difficulty Adjustment to Motivate Them to Train -- A Study of Interactive Design Games to Enhance the Fun of Muscle Strength Training for Older Adults -- From a Research Centre to a Mall: Bringing Virtual Reality and Digital Playing to a Living Lab for Community Dwelling Older Adults -- Research on the Design of Serious Games for the Elderly Cognitive Training based on Augmented Reality -- Development of Exergame-based Frailty Assessment and Management: An Older Adult-Centric Design -- "miPlay" as a Transmedia Strategy: Co-designing a Movie-based Digital Game for Older Adults -- Effects of Physical Functions on Mobile Casual Game Acceptance of Older Adults -- XR Experiences and Aging -- Detecting Stress in VR 360° Immersive Experiences for Older Adults through eye tracking and psychophysiological signals -- Immersive VR for Training Cognition in Seniors with Neurological Disorders -- A Framework to incentivize the Use of Augmented Reality in daily Lives of older Adults -- Development of the Train Therapy in a Nursing Home in Switzerland -- Applying Virtual Reality Technology and Physical Feedback on Aging in Spatial Orientation and Memory Ability -- Research on the Development of 3D Virtual Reality Fire Hazard Factor Identification Training System -- Virtual Reality Hippotherapy Simulator: A Model Proposal for Senior Citizens -- The Use of Immersive Technologies while Ageing in the Digitally Mediated Society -- Habituation to Simulator Sickness in Older Adults during a Chronic Back Pain Therapy Investigating the Mental Workload of Experiencing Virtual Reality on people with Mild Cognitive Impairment -- A Study of Junior High School Students' Willingness to Learn Table Tennis Using VR technology. .

proceedings of the 9th International Conference on Human Aspects of IT for the Aged Population, ITAP 2023, held as Part of the 24th International Conference, HCI International 2023, which took place in July 2023 in Copenhagen, Denmark. The total of 1578 papers and 396 posters included in the HCII 2023 proceedings volumes was carefully reviewed and selected from 7472 submissions. The papers of ITAP 2023 Part I are organized in topical sections named: Designing and Assessing the Older Users' Experience; Aging and Social Media; Voice Assistants and Chatbots; Games and Exergames for Older People.
