Record Nr. UNISA996542669003316 Autore Marcus Aaron **Titolo** Design, User Experience, and Usability [[electronic resource]]: 12th International Conference, DUXU 2023, Held as Part of the 25th HCI International Conference, HCII 2023, Copenhagen, Denmark, July 23-28, 2023, Proceedings, Part I / / edited by Aaron Marcus, Elizabeth Rosenzweig, Marcelo M. Soares Cham:,: Springer Nature Switzerland:,: Imprint: Springer,, 2023 Pubbl/distr/stampa **ISBN** 3-031-35699-3 Edizione [1st ed. 2023.] Descrizione fisica 1 online resource (697 pages) Collana Lecture Notes in Computer Science, , 1611-3349 ; ; 14030 Altri autori (Persone) RosenzweigElizabeth SoaresMarcelo M 005.437 Disciplina Soggetti User interfaces (Computer systems) Human-computer interaction Computers, Special purpose Application software Computer networks Software engineering Image processing—Digital techniques Computer vision User Interfaces and Human Computer Interaction Special Purpose and Application-Based Systems Computer and Information Systems Applications Computer Communication Networks Software Engineering Computer Imaging, Vision, Pattern Recognition and Graphics Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Intro -- Foreword -- HCI International 2023 Thematic Areas and Nota di contenuto Affiliated Conferences -- List of Conference Proceedings Volumes

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5 Strengthen Knowledge Sharing and Enhance Industrial Skills.

## 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.