

1. Record Nr.	UNINA9910716625603321
Autore	Butler Brett J.
Titolo	Family forest ownerships of the United States, 2018 : results from the USDA Forest Service, National Woodland Owner Survey : a technical document supporting the USDA Forest Service 2020 RPA Assessment / [and five others]
Pubbl/distr/stampa	Madison, WI : , : USDA Forest Service, , February 2021
Descrizione fisica	1 online resource (52 pages) : color illustrations, color maps
Collana	General technical report NRS ; ; 199
Soggetti	Forests and forestry - United States Forest surveys - United States Forest management - United States Right of property - United States Land tenure - United States Technical reports.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"February 2021." "Manuscript received for publication May 2020."
Nota di bibliografia	Includes bibliographical references (pages 36-39).

2. 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
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023
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
Disciplina	005.437
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
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 I -- Design

Methods, Tools and Practices -- Desirability of Imagined Futures: Human-Centered Design and Analysis -- 1 Introduction -- 2 Futuristic Design and Approaches -- 2.1 Futuristic Methods and Tools -- 2.2 Strategic Foresight -- 2.3 Aspirational Futures -- 3 Human-Centered Design Methods -- 4 Methodology -- 5 Sample Guidance for Design and Impact Analysis of a Human-Centered Futuristic Smart Home System -- 5.1 Futures Modelling - Environmental Assessment and Scenario Development -- 5.2 Futures Modelling - Visioning and Audacious Goals Phase -- 5.3 Futures Modelling - Strategic Analysis -- 5.4 Human-Centered Modelling -- 5.5 Requirements Analysis -- 5.6 Impact Analysis -- 5.7 Design Analysis -- 6 Conclusions -- References -- How Can BOLE Identify, Cultivate, and Judge User Experience (UX) Talents? Inspiring and Designing the Playful Experience of Tomorrow -- 1 Introduction -- 2 Methodology -- 2.1 The Fourth Classroom -- 2.2 Design Thinking -- 2.3 The Corporate Partner -- 2.4 Transdisciplinary Student Teams -- 2.5 The Design Brief Assignments -- 3 Results -- 3.1 Team 1: Play for Generation Z -- 3.2 Team 2: Play for Generation Z -- 3.3 Team 3: Family Engagement -- 3.4 Team 4: Family Engagement -- 4 Discussion and Reflection -- 4.1 The Fourth Classroom -- 4.2 Transdisciplinary Learning -- 4.3 What if We Start All Over -- References -- Defining the Problem's Solution to Lead to the Ideation Phase -- 1 Introduction -- 1.1 About "Design" -- 1.2 About Design Thinking -- 1.3 Define -- 2 How Might We... -- 3 Results.

4 Considerations and Future Prospects -- References -- Prioritization Matrix to Highlight Business Opportunities -- 1 Introduction: World Change and Work Adaptation -- 2 Prioritization Matrix -- 2.1 Adapting Prioritization Matrix for Remote Research -- 2.2 Recruiting -- 3 Results -- 4 Conclusion and Discussion -- References -- A Case Study in Organizational Adoption of User Personas: Assessing Perceptions, Awareness, and Hesitation to Adopt -- 1 Introduction -- 1.1 Generating B2B SaaS Personas -- 1.2 Assessing Organizational Adoption of Personas -- 2 Literature Review -- 2.1 Persona Creation -- 2.2 Persona Evaluation -- 2.3 Persona Use -- 2.4 Summary -- 3 Methodology -- 3.1 Survey -- 3.2 Interview -- 4 Results -- 4.1 Quantitative -- 4.2 Qualitative -- 5 Recommendations -- 6 Conclusion -- References -- Reflecting on Collaboration in Participatory Design Facilitation -- 1 Introduction -- 1.1 Facilitation in Participatory Design -- 2 Method -- 3 Two Cases of Participatory Design Projects -- 3.1 Project Rehab: Designing a Cooperative Rehabilitation for People with Mild Acquired Cognitive Impairments (MACI) -- 3.2 Project SmartWater: Enabling Citizens' Involvement in Envisioning the Function of New Smart Water Meters Implemented in Their Municipality -- 4 Findings -- 4.1 Categories of Facilitators -- 4.2 A Network of PD Facilitators -- 4.3 Tensions in the Network of PD Facilitators -- 5 Conclusion -- References -- Analysis of User Participatory Design and Gamification in Modern Media -- 1 Introduction -- 1.1 Significant Features of Modern Media -- 1.2 User Participatory in Design -- 1.3 Gamification Communication -- 2 The Transformation of Modern Media by the Internet -- 2.1 The Evolution of Media: From Print to Electronic to Digital -- 2.2 The Impact of Short Videos on Today's Society -- 3 Project Research Analysis -- 3.1 Factors Influencing Short Videos. 3.2 Short Video and User-Participatory Design -- 3.3 Short Video and Gamification -- 4 Discussion -- 4.1 Content and Benefits -- 4.2 Do Algorithms Have Values? -- 4.3 Excessive Entertainment -- 4.4 Data-Driven Artistic Creation -- 5 Conclusion -- References -- Local Communities and Their Visitors: An Interaction Design Approach -- 1 Introduction -- 2 Design Methods for Territories -- 3 Collaborative

Networks and Connectivity -- 4 Human-centered Design to Humanity-Centered Design -- 5 Conclusion -- References -- Resources and Skills for Information Design Practice -- 1 Information Design
Interdisciplinarity -- 2 Several Paths of Information Design: Infographics vs DataViz? -- 2.1 Form or Function in ID? -- 3 The Multidimensionality of Information Design -- 3.1 Print-Based Information Design -- 3.2 Interactive Information Design -- 3.3 Environmental Information Design -- 4 Final Thoughts -- References -- The Application of Digital Media Technology in Display Design -- 1 Introduction -- 2 Digital Media Technology and Display Design -- 3 Digital Media Technology is Demonstrating the Performance of Design -- 3.1 Giant Screen Projection -- 3.2 Multimedia Display Technology -- 3.3 Holography -- 3.4 Virtual Reality Technology -- 4 The Development Trend of Display Design Under the Background of Digital Media Technology -- 5 Conclusion -- References -- The Awareness and Practices of Web Developers Toward Sustainable Web Design -- 1 Introduction -- 2 Methods -- 2.1 Participants -- 2.2 Questionnaire -- 2.3 Comparing Efficiency of Media Files -- 3 Results -- 3.1 Demographics -- 3.2 Practices -- 3.3 Awareness -- 4 Discussion -- 5 Conclusion -- References -- Experience Design Based on Values and Psychological Needs in a Corporate Context -- 1 Introduction -- 2 Needs and Values in Experience Design -- 2.1 Psychological Needs and Values.
2.2 Methods for Designing for Values -- 2.3 Sensitisation Methods for Designing for Psychological Needs -- 3 Method -- 3.1 Participants -- 3.2 Procedure -- 4 Results -- 4.1 RQ 1: Relevance and Fulfilment of Psychological Needs and Values in the Corporate Context -- 4.2 RQ 2: Transfer of Methods from Designing for Psychological Needs and Values -- 5 Discussion -- 5.1 Limitations and Future Work -- 5.2 Conclusions and Outlook -- References -- Invisible Driving Force: Design Promotion Laws in the National Design Policy Path of South Korea -- 1 Introduction -- 2 Research Methods -- 3 Policy Determination -- 3.1 Institution for Text Preparation, Release and Implementation -- 3.2 Text Attributes -- 4 Classification Framework -- 5 Design Promotion Law Analysis -- 5.1 Measurement Change Characteristics -- 5.2 Quantitative Classification Characteristics -- 6 Conclusion -- References -- Comparing VR Modeling Tool and Hand-Sketching in the Inspiration of Classic Chair Design and Modeling -- 1 Research Background -- 1.1 Research Purposes -- 2 Literature Review -- 2.1 Design Process -- 2.2 How Designers Think About Sketching -- 2.3 Furniture Design Type Analysis -- 2.4 VR Design Applications -- 2.5 Design Hand Sketching and VR -- 2.6 VR and Digital Modeling -- 3 Research Methods -- 3.1 VR Experiment and Design Operation -- 3.2 Design Novice Experiment Results and Feedback -- 3.3 Design Expert Experiment Results and Feedback -- 3.4 Observational Method and Think-Aloud Method -- 3.5 Questionnaire Survey and Retrospective Interview -- 4 Research Results and Discussion -- 4.1 Experimental Results of the Design Process -- References -- Research on Interaction Design Based on Artificial Intelligence Technology in a Metaverse Environment -- 1 Introduction -- 2 Virtual Digital People -- 2.1 Definition and Current Development of the Virtual Digital Person.
2.2 Application of Artificial Intelligence Technology in the Design of Virtual Digital Human Interaction -- 2.3 Practical Examples of Virtual Digital Human Interaction Design and Evaluation Methods -- 3 Humanoid Robots -- 3.1 Definition and Current Development of Humanoid Robots -- 3.2 Application of Artificial Intelligence Techniques in Humanoid Robot Interaction Design -- 3.3 Practical

Examples of Humanoid Robot Interaction Design and Evaluation
Methods -- 4 Digital Collections -- 4.1 Digital Collections
in the Metaverse and Their Technological Basis -- 4.2 Artificial
Intelligence Technologies to Support Digital Collections -- 4.3 Digital
Collections and Human Interaction -- 5 Time and Space Intelligence --
5.1 Concept and Current Status of Spatiotemporal Intelligence -- 5.2
Metaverse and Spatiotemporal Intelligence -- 5.3 Artificial Intelligence
Technology and Spatiotemporal Intelligence -- 6 Conclusion --
References -- On the "Meaning System" of Design from Kao Gong Ji --
1 Introduction -- 2 Practicality-Based to Meaning-Based Use -- 3
Action Mechanism of the Meaning System in Kao Gong Ji -- 4
Significance of "Meaning System" to the Construction of Current Design
Ecology -- 5 Conclusion -- References -- Government-Promoted
Design Resource Integration and Design Ecology Construction -- 1
Introduction -- 2 History and Background -- 3 Establish an Industry
Image and Cultivate a Design Ecology -- 3.1 Design Center-A Window
for Continuous Publicity of the Industry Image -- 3.2 Annual Award -
Concretization of Design Concept -- 3.3 "Labelling Scheme" - The
Deepening of Design Concepts in Daily Life -- 3.4 "Britain Can Make It"
-Build British Design Brand Effect -- 4 Integrate Industrial Resources
and Break Through Innovation Bottlenecks -- 4.1 "Designing Demand"-
SME Design Enhancement Program.
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.

3. Record Nr.	UNIORUON00119228
Autore	BEHBAHANI, Simin
Titolo	Celcerag / Simin Behbahani
Pubbl/distr/stampa	Tehran, : Amir Kabir, 1335 H. [1956]
Descrizione fisica	232 p. ; 22 cm
Classificazione	IRA VI AEZ
Soggetti	LETTERATURA PERSIANA - PERIODO CONTEMPORANEO - POESIA
Lingua di pubblicazione	Persiano
Formato	Materiale a stampa
Livello bibliografico	Monografia