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Nota di contenuto	Intro -- Preface -- Organization -- Invited Speakers Abstracts -- Designing Transformative Experiences: Exploring the Potential of Virtual Technologies for Personal Change -- Aesthetically Resonant Multimodal Interactive Systems -- Contents - Part I -- Contents - Part II -- Invited Speaker -- Creating Human-Computer Partnerships -- 1 Introduction -- 1.1 The Cost of System-Induced Errors -- 1.2 Shaping the User's Behavior -- 1.3 Presentation Details Matter -- 1.4 Interacting with AI -- 2 Generative Theories of Interaction -- 3 Creating Effective Human-Computer Partnerships -- 3.1 Discoverability -- 3.2 Expressivity -- 3.3 Appropriability -- 3.4 Sharing Agency -- 3.5 Shaping Human and Agent Behavior -- 4 Conclusion -- References -- Main Event -- Empowering Production Workers to Program Robots: A No-Code, Skill-Based Approach -- 1 Introduction -- 2 Related Work -- 3 An Intuitive Robotic Interface -- 3.1 A New Block-Based Programming Interface: PrograBlock -- 3.2 A Skill-Based Architecture -- 3.3 Virtual Environment -- 3.4 Tutorials -- 4 Evaluation of the Interface -- 4.1 Participants -- 4.2 Procedure -- 4.3 Measures -- 4.4 Data Analysis -- 5 Results -- 6 Discussion -- 7 Future Work -- 8 Conclusion -- References -- Mobile Gaming EMG-Based Brain Computer Interface --

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Sommario/riassunto

These 2 volumes constitute the selected papers of the 7th International Conference, CHIRA 2023, held Rome, Italy, during November 16–17, 2023. The 14 full papers and the 29 short papers presented in these books were carefully reviewed and selected from 69 submissions. The papers selected contribute to the advancement of research and practical applications of human-technology and human-computer interaction. Different aspects of Computer-Human Interaction were covered in four parallel tracks: human factors for interactive systems, research, and applications; interactive devices; interaction design; and adaptive and intelligent systems. .