1. **Record Nr.**  UNISA996635665103316

**Autore**  Antona Margherita

**Titolo**  HCI International 2024 – Late Breaking Papers : 26th International Conference on Human-Computer Interaction, HCII 2024, Washington, DC, USA, June 29 – July 4, 2024, Proceedings, Part VI / / edited by Margherita Antona, Constantine Stephanidis, Qin Gao, Jia Zhou

**Pubbl/distr/stampa**  Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025

**ISBN**  9783031768187
3031768183

**Edizione**  [1st ed. 2025.]

**Descrizione fisica**  1 online resource (327 pages)

**Collana**  Lecture Notes in Computer Science, , 1611-3349 ; ; 15379

**Altri autori (Persone)**  StephanidisConstantine
Liqing
ZhouJia

**Disciplina**  005.437
004.019

**Soggetti**  User interfaces (Computer systems)
Human-computer interaction
User Interfaces and Human Computer Interaction

**Lingua di pubblicazione**  Inglese

**Formato**  Materiale a stampa

**Livello bibliografico**  Monografia

**Nota di contenuto**  Accessibility and Design for All: Playing Games with NAO: Gamified Training for Mild Cognitive Impairment with Socially Assisted Robots -- Simplified Modelling Based on an Ontology of Users with Cerebral Palsy Interacting with People or Systems: Case Study of an Assistive System Used in Mobility -- Enhancing the Smart User Experience of Green Spaces: A Study of Accessible Map for the Visually Impaired Persons -- Measurement and Analysis on Effects of Peripheral Vision Training on Human Body -- Inclusive IT Design in Higher Education -- Pathways to Make Biochemistry Accessible by Applying Universal Design to the Creation of Novel Educational Materials -- A Developer-Oriented Framework Proposal for Evaluating the Accessibility of Video Games -- Web Accessibility: an Overlooked Right -- Questionnaire and Interview to Understand Mathematics Teachers and Occupational Therapists' Usage of HandiMathKey -- Design and Usability Testing of Home Rehabilitation Training Toys for Children with ADHD. Design for Older

Adults: Navigating Ageing in Portuguese Transnational Families: the Role of Digital Technologies -- Learning Curve and Acceptability for Immersive VR Exergame Intervention Among Community-Dwelling Elderly Individuals in Shanghai: A Pilot Study -- A Decision Support System for Matching Users and Fall Risk Detection Technology -- When a Digital Social Network Helps Seniors Live with Cancer: The French Case of Chronic Lymphocytic Leukemia (CLL) on Facebook -- Timing of Micro-Error Occurrence in Tablet-Based VR-IADL: Differences in Characteristics Between MCI And Healthy Elderly -- Augmented Reality in Senior Communities: A Comparative Study of Urban and Rural Settings -- Estimating Subjective Ikigai of Older Adults Based on the Analysis of Voice Communication in Social Activities: A Case Study of Frailty Check Activity Scenes -- ProbinShasthoBondhu: A User-Centered mHealth App for Enhancing Elderly Health Management in Bangladesh -- Research on Augmented Reality Design of Diet for Elderly Patients with Chronic Kidney Disease -- Exploring the Resilience of Older Internal Migrants through Immersive Technology -- Exploring Usability Disparities in Multi-touch Screen Interaction Among Older Adults and Younger Individuals.

| Sommario/riassunto | This nine-volume set LNCS 15473-15482 constitutes the proceedings of the 26th International Conference, HCI International 2023, in Washington, DC, USA, in June/July 2024. For the HCCII 2024 proceedings, a total of 1271 papers and 309 posters was carefully reviewed and selected from 5108 submissions. Additionally, 222 papers and 104 posters are included in the volumes of the proceedings published after the conference, as "Late Breaking Work". These papers were organized in the following topical sections: HCI Theories, Methods and Tools; Multimodal Interaction; Interacting with Chatbots and Generative AI; Interacting in Social Media; Fintech, Consumer Behavior and the Business Environment; Design for Health and Wellbeing; Ergonomics and Digital Human Modelling; Virtual Experiences in XR and the Metaverse; Playing Experiences; Design for Learning; New Cultural and Tourism Experiences; Accessibility and Design for All; Design for Older Adults; User Experience Design and Evaluation: Novel Approaches and Case Studies; Safety, Security and Privacy; HCI in Automated Vehicles and Automotive; HCI in Aviation, Transport and Safety; Human-Centered AI; AI for Decision Making and Sentiment Analysis. |