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Nota di contenuto	Design for Learning: On Students' Perception of Compiler Syntax Error Messages: A Human Factors Approach -- Enhancing Engagement Prediction in Online Environment Using Temporal Features -- Metaverse Mastery: Enhancing Public Speaking Skills in Linguistic High School Students through Advanced Technologies -- Research on the Transformation of Digital Teaching and Learning Methods in Higher Education and its Influencing Factors -- Review of the Factors that Influence Learners Motivation in using AI-enabled Gamification for Collaborative Learning -- Can Facial Expressions Predict Performance?: A Machine Learning Approach -- Developing a Pedagogical Approach to Enhance Learning Experiences for Fostering Soft Skills -- DCLA: Towards Distributed Cooperative Learning Analytics for Developing Communities -- Meta-Analysis of the Application of Artificial Intelligence and Spiritual Science in Guiding Learner Imagery

Transformation: An Action Research on Quantum Resonance Design Course in University General Education Curriculum -- Optimizing Self-Paced Learning in Machine Learning Education for Working Professionals: Strategies, Trends, and Insights -- Integrating Sustainable Development Goals into Foreign Language Teaching and Learning Contexts with the Use of Technology: A Systematic Literature Review -- LiveLingo: Create Digital Learning Experiences for Kids, Leveraging AI -- A Systematic Literature Review on Educational Game Design Research: Based on Bibliometric and Content Analysis (2013-2023) -- Sense of Presence and the Illusion of Self-Scaling in Virtual Learning Environments -- Early Childhood Apps Design with Augmented Reality for Learning. New Cultural and Tourism Experiences: Evaluating the Effectiveness of an Augmented Reality Platform in Promoting Sustainable Tourism in the Peruvian Amazon Jungle -- Exploring the Current State and Future Development of Online Exhibitions of Art in the Post-COVID Era - A Case Study of ART TAIPEI -- Enhancing Painting Exhibition Experiences with the Application of Augmented Reality-Based AI Video Generation Technology -- STAR: A See-Through Augmented Reality Exhibit Showcase built for Transparent Display -- Research on Emotional Design and Multidimensional Expression of Cultural and Creative Products in a Multicultural Background -- Research on Embodied Interaction Design of Traditional Crafts Based on Experiential Learning - A case study of Lime Sculpture Craft -- Co-creation Cultural Tourism Game Design Based on Scene Theory -- The Visual Guidance of Scenic Windows in Spatial Sequences: A Case of New Garden of Qinghui Garden -- Design of Customer Smart Guidance APP in Exhibition Venues -- Computer Vision and AI tools for Enhancing User Experience in the Cultural Heritage Domain -- RoboInsight: Towards Deploying an Affordable Museum Guide Robot with Natural Language Processing, Image Processing and Interactive Engagement -- Sentiment Classification Model for Landscapes -- GoraNiNora: Context-Dependent Information for Safe Mountain Visits -- Comparative Research on Digital Design for Spring Festival and Christmas.

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.
