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   Nota di contenuto   Engineering Interactive Systems Embedding AI Technologies (EISEAIT 2024 Workshop) -- Synthesizing 2D vs. 3D Gestures -- Assessing Large Language Models Adoption in Need Finding: an Exploratory Study -- Adding a Non-Dependable AI Component to Increase Dependability of an Interactive Application -- Integrating AIs With Body Tracking Technology for Human Behaviour Analysis: Challenges and Opportunities -- AI-Spectra: A Visual Dashboard for Model Multiplicity to Enhance Informed and Transparent Decision-Making -- Inclusive AI-driven Music Chatbots for Older Adults -- Physician in the Loop Design of Interactive Agents -- NexOz - A Wizard of Oz Approach to Facilitate the Integration of AI in Interactive Systems -- Empowering End-User in Creating eXtended Reality Content with a Conversational Chatbot -- On the Role of Generative AI in Explaining Model Checking Counterexamples -- Challenges in Integrating Conversational AI and GUI based Applications -- Experience 2.0 and Beyond – Engineering Cross Devices and Multiple Realities (EXDMR 2024) -- A Use Case Study on Fear and System Perception in Haptic VR vs. Physical High-Fidelity Medical Prototype Testing -- Towards Realizing Collaborative Systems

to Enable Telework in Part Manufacturing -- Rendering Realities with XR Technologies - Opportunities and Challenges to Create Experiences -- Mixed Reality-Based Assistive Technology for Enhanced Hand Function in Age-Related Conditions -- Experience 2.0: Mixed Realities and Beyond -- Examining Semantic Coupling in Augmented Reality -- A Cross-Device Interaction with the Smartphone and HMD for Vocabulary Learning.

| Sommario/riassunto | This book presents a series of revised papers selected from the Workshops organized in conjunction with the 16th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS 2024) which was held in Cagliari, Italy, during June 24–26, 2024. The 18 full papers included in this book were carefully reviewed and selected from 22 submissions. They were organized in topical sections as follows: Engineering Interactive Systems Embedding AI Technologies (EISEAIT 2024 Workshop); and Experience 2.0 and Beyond – Engineering Cross Devices and Multiple Realities (EXDMR 2024). |