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Styling Design -- AIGC Empowers the Design of Non-Legacy Creative Products -- A Case Study of the Forbidden City Digital Creative Products -- Visual Design Process in the Era of Artificial Intelligence: Research on the Design Framework of Human-AI Collaboration in Branding Design -- Analysis of the Colors of Gelanghe Hani Ethnic Upper Garments Based on K-means Clustering and Apriori Algorithm -- UX in AI and Emerging Technologies: Bibliometric Analysis of Research Advancements, Focal Points, and Trends in the Design of Smart Wearable Detecting Devices -- Bibliometric Analysis of Research Advancements, Focal Points, and Trends in the Wearable Devices Design -- Joyee – A PCOS Chatbot -- Systems Intelligence and Mediated Team Touch via Smart Sleeve in Esports -- Exploring Voice User Interface Similarities and Differences in Context of Use: A Survey and ChatGPT Analysis -- Increasing the Experience of Meaningful Technology in Laboratory 5.0: Evaluating Robot Use in the Laboratory from a UX Perspective -- Feasibility and Usability Practice on Local Hosting Open Source Large Language Models (LLMs) including Llama 3.2 Vision 90B in Multi-functional Agentic Artificial Intelligence (AI) System to Drive Service for Design in the Latest Affordable Small Personal Computer (PC) System -- Utilization of Soft Robotics in the Design of Anti-itch Solutions for Human-Computer Interaction -- Exploration of Conservation and Innovative Design for the Ming Dynasty Prince of Lu's Headwear from the Perspective of Artificial Intelligence -- AIGC-Assisted Exploration of the Spatial Layout of 'Rong Xi Hall' In 'A Dream of Red Mansions'.

| Sommario/riassunto | This six-volume set LNCS 15794-15799 constitutes the refereed proceedings of the 14th International Conference on Design, User Experience, and Usability, DUXU 2025, held as part of the 27th International Conference on Human-Computer Interaction, HCII 2025, in Gothenburg, Sweden, during June 22-27, 2025. The total of 1430 papers and 355 posters included in the HCII 2025 proceedings was carefully reviewed and selected from 7972 submissions. The six volumes cover the following topics: Part I: Information design and visualization; emotional interaction and persuasive design; and interactive systems and user behavior. Part II: UX design and evaluation methodologies; inclusive design and accessible experiences; and product and industrial design. Part III: Design and the digital transmission of culture; design for arts and creativity; and designing for health and therapeutic experiences. Part IV: Consumer experience and service design; design and evaluation of technology-enhanced learning; and UX in automotive and transportation. Part V: Design education and professional practice; and human-centered design and interactive experiences. Part VI: AI and the future of UX design; and UX in AI and emerging technologies. |