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| | Nota di contenuto | Cross Cultural Arts and Aesthetics: The Innovation Value for Design and Marketing of Craft Brands from Qualia -- Quantumtechnics: Printing as a Cross-Media Phenomenon of Observing and Materializing in Shaping Reality -- Uncertainty Makes Beautiful? The Cross-Cultural Study of Consumers' Aesthetic Preference on Instagram Posts of Multinational Brands -- Exploring the Fashion Factors of Female's Crossbody Bag Designs -- Using Kansei Engineering to Explore the Style Route in Motorcycle Exterior Design - Taking the SYM Motorcycle as An Example -- Designing Book Exhibition with Curatorial Thinking: A Case Study of the "Have a Sweet Dream Themed Book Exhibition" -- The Aesthetics of Hori in Cross-Cultural Digital Design: AI and AR for Indigenous Cultural |

Preservation -- Bibliometric-Based Analysis of Research Progress, Hotspots and Trends in the Kano Model in China and Abroad -- Research on Acoustic Visualisation Design of Chu Opera Singing Art. Cross-Cultural Social Innovation: A Literature Review of Community Building: Pluralistic Interpretations and Approaches -- Validating Social Psychology in Smart Products from a Public Perspective -- Research on the Evaluation Mechanism of Revitalization and Renewal Design of Shanghai Historic District Based on Multi-Source Data -- Developing a Dynamic Role Relationship Model (DRRM) for Social Innovation Stakeholder Analysis -- Quic: Chat-Based Decision-Making for Democratic Participation in Organizations Using the Evocracy Protocol -- Overcoming Interdisciplinary Communication Barriers in the Video Game Industry: An Ethnographic and Interview Study -- Enhancing Consensus-Building in Collaborative Design: A Systematic Review of Digital Design Tools.Automotive and Transportation User Experience: The Impact of Augmented Reality-Based Visual Alerts on the Safety and Experience of Electric Bicycle Riders -- Effect of Anthropomorphic Design on User Acceptance of Autonomous Delivery Vehicles: Mediating Roles of Warmth and Competence and Moderating Role of Risk -- Investigating Task Efficiency and User Satisfaction in Dynamic Conditions through In-Car Interactions -- Dynamic and Static eHMI in Road Bottleneck Scenarios: A Pilot Study of Driver's Perception, Usefulness and Satisfaction -- The Impact of Service Recovery Forms and Cultural Differences on Recovery Performance -- Study on the Influence of Video Buffering Prompt Strategy on Users' Emotional Response in Vehicle Environment.Cross-Cultural Design and Cultural Heritage: The Application of Cultural Innovation Design in World Cultural Heritage – A Case Study of Mandarin's House in Macau -- AR-Enabled Design Strategies and Practices for Future Agricultural Cultural Heritage Experiences -- A Study on the Design of a Digital Museum Using Interactive Forms to Popularise Changzhou Comb Grate -- Research on the Experience Mode of Rural Handicrafts under the Perspective of Culture Industry -- Preliminary Exploration of Subway Sound Guidance Design from the Perspective of Regional Culture -- Immersive Experience of Sai Kwan Mansion: A Study of Cultural Heritage Imaging Based on VR Technology -- Connecting Young Students to Suzhou Fan Heritage through Experiential Design.

| Sommario/riassunto | This four-volume set LNCS 15782-15785 constitutes the refereed proceedings of the 17th International Conference on Cross-Cultural Design, CCD 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 four volumes cover the following topics: Part I: Cross-cultural user experience and design; cross-cultural emotional and psychological factors in interaction; and cross-cultural usability and interaction design. Part II: Artificial intelligence in cultural heritage and creativity; cross-cultural generative AI; and AI applications and sustainable innovation. Part III: Cross-cultural arts and aesthetics; cross-cultural social innovation; automotive and transportation user experience; and cross-cultural design and cultural heritage. Part IV: Digital learning, STEM education and AI-driven pedagogy; smart systems, intelligent interaction and user perception; and cross-cultural health and wellbeing. |