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Nota di contenuto	-- Ergonomics and Digital Human Modeling. -- Ergonomics and Digital Human Modeling – A Literature Review and Case Study. -- Analysis of Ergonomic Risks Based on Physical and Postural Characteristics in the Food Industry. -- Assessing the Suitability of an Upper Body OpenSim Model for Simulations of Horizontal and Overhead Drilling Use Cases. -- Self-Quantification and Data Engagement: Insights from Smartwatch Users. -- Digital Human Modeling in Fashion and Textiles. -- Utilizing Artificial Intelligence (AI)-Assisted Digital Modelling for Modern Chinese Qipao 3D Visualization. -- 3D Scanning Technology for Assessing Soft Tissue Displacement in Running: An Exploratory Study on Compression Garments and Fatigue. -- Research of Sustainable Development and Fashion Application on Plants Dyeing Technique. -- Comparison of Different Embroidered Electrode Designs for Functional EMG Monitoring. -- Research and Analysis of Risky Behavior in College Students' Sewing Craft Teaching. -- Effect of Fused

Deposition Modeling Printing Parameters on the Accuracy of Virtual Drape Using 3D Printed Textiles. -- How E-trust and E-satisfaction Mediate the Effects of Perceptions and E-loyalty in Apparel E-customisation. -- Artificial Intelligence and Smart Services in Digital Human Modeling. -- Multi-layer Perceptron Classifier for Real-time Movement Classification of Elbow Joint using Surface Electromyography. -- A Human-in-the-Loop MLLM and RAG Pipeline for Qualitative Research: Overcoming Data Challenges in Flood-Related Interviews. -- How AI Chatbot Response Style Affects Cognitive Load and Performance in Educational Tasks. -- Archi-Nerf: View Synthesis for Traditional Chinese Architecture Using Nerf Neural Network. -- Health Monitoring, Decision-Making, and Care Optimization. -- Experience-Driven Participatory Design in Nursing: Translating Care Practices into Intelligent Product Design. -- The Emergence of Inter-User Interface Friction: An Underexplored Usability Burden Across Multiple Medical Device User Interfaces. -- Advancing Human-Computer Interaction in Depression Research: Trends and Hotspots through a Bibliometric Lens. -- Designing XR Training Simulator for Neonatal Echocardiography: Dynamic Ultrasound-Based Visualization. -- Addressing Bed Waiting Times in Intensive Care Units During Respiratory Demand Peaks: A Digital Twin Application. -- A Digital Twin for Shortening Waiting Times in Emergency Departments during Respiratory Disease Peaks. -- Research on Active Health Intelligent Interaction System Services for Mild Cognitive Impairment Patients: An Innovative Approach Based on Multimodal Human Computer Interaction. -- Design of Stroke Rehabilitation Experience Services from the Perspective of Smart Healthcare. -- Application of eXtended Reality in the Context of Industry 5.0: A Technological Framework for Prevention and Recovery based on the Action-Observation Paradigm. -- Elucidating Decoy Effect in Conjunction with Response Time and Trait Anxiety. -- Optimizing a Video Magnification Algorithm for Autism Spectrum Condition Monitoring. -- Enhancing Perceived Sweetness of Diabetes Management Through Multimodal Audio Taste Remapping -- Research On Improving Food Acceptance of Diabetic Patients. -- 3D Reconstruction and External Forces Prediction of Human Motion for Healthcare.

Sommario/riassunto

The 16-volume set LNCS 16331–16346 constitutes late breaking papers from the 27th International Conference on Human-Computer Interaction, HCI International 2025, held in Gothenburg, Sweden, during June 22-27, 2025. A total of 7972 individuals from academia, research institutes, industry, and government agencies from 92 countries submitted contributions. 1430 papers and 355 posters (as short research papers) were included in the volumes of the proceedings published just before the start of the conference. Additionally, 439 papers and 104 posters were included in the volumes of the proceedings published after the conference, as “Late Breaking Work”. The papers were organized in topical sections as follows: Part I: Theoretical and Conceptual Advances in HCI; and User Interface and Interaction Design; Design for Inclusivity and Social Impact. Part II: Robotics, Embodied Agents, and Human-Robot Interaction; Smart Environments and Manufacturing Systems; Human-AI Interaction and Generative AI in Design; and Ethics, Privacy and Sustainability in Digital Systems. Part III: Human Experience in Virtual Environments; Human Factors in Intelligent and Autonomous Systems; and Computational Methods for Human Behavior Analysis. Part IV: Human Performance and Safety in Aviation; Human-Automation Teaming; Eye Tracking, Cognition, and Situation Awareness; and Innovations in Adaptive and Responsive Environments. Part V: Accessibility and Inclusive Interaction

Design; Accessibility and Innovations in Intelligent Environments; and Human-Centered Technologies for Autism and Neurodiverse Populations. Part VI: Designing for Positive Change: Well-Being, Inclusion, and Social Impact; Cross-Cultural and Creative Design Futures; Design and Engineering of Mobility Experiences; and Human Factors, Safety, and Driver Assistance. Part VII: Social Media, Society, and Digital Communities; LLMs and Intelligent Agents in Social Computing and Security; Understanding User Behavior in Social Computing; and Security, Privacy, and Trust in Digital Environments. Part VIII: Frameworks and Computational Methods in XR; Human Factors and User Experience in XR; XR, Culture, and Immersive Heritage Experiences; Extended Reality in Healthcare and Medical Training; and Serious Games and Interactive Narratives. Part IX: Ergonomics and Digital Human Modeling; Digital Human Modeling in Fashion and Textiles; Artificial Intelligence and Smart Services in Digital Human Modeling; and Health Monitoring, Decision-Making, and Care Optimization. Part X: Generational Differences and Technology Acceptance in Older Adults; Healthy Lifestyle, Physical Activity, and Active Aging; Cognitive Health, Well-Being; and Preventive Care; Intelligent Systems, Safety, and Aging in Place; and Artificial Intelligence in Healthcare and Well-Being. Part XI: User Experience and Interaction for Positive Social Impact; User Experience Methods, Tools, and Metrics; User Experience in Education and Learning; and User Experience in Digital Heritage and Art. Part XII: User Experience in Product and Service Design; User Experience, AI, and Emerging Applications; Digital Innovation and Interactive Design for Cultural Heritage; and Technology-Driven Cultural Shifts: AI, Metaverse, and Digital Society. Part XIII: Human-Centered Perspectives on New Technologies Adoption and Impact; AI-Empowered Ageing, Education, and Healthcare; Advances in Commerce, Marketing, and Consumer Behavior; and Digital Transformation of Business and Governance. Part XIV: Immersive Technologies for Learning; Inclusive and Collaborative Learning Design; Adaptive Instructional Systems; AI, Data, and Intelligent Support in Education. Part XV: Human-Centered Artificial Intelligence: Frameworks and Lessons Learned; Frameworks and Approaches for Trustworthy and Explainable AI; Large Language Models – Capabilities, Biases, and Applications. Part XVI: Generative AI in Creativity and Design; Human-AI Interaction and Collaboration; and Mobile Technologies for Health, Education, and Digital Engagement.