

1. Record Nr.	UNISA996706273703316
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Titolo	HCI International 2025 – Late Breaking Papers : 27th International Conference on Human-Computer Interaction, HCII 2025, Gothenburg, Sweden, June 22–27, 2025, Proceedings, Part X // edited by Vincent G. Duffy, Qin Gao, Jia Zhou
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2026
ISBN	3-032-13022-0 9783032130228
Edizione	[1st ed. 2026.]
Descrizione fisica	1 online resource (618 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 16340
Altri autori (Persone)	Duffy
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction User Interfaces and Human Computer Interaction Interacció persona-ordinador Congressos Llibres electrònics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	-- Generational differences and Technology Acceptance in Older Adults. -- A Study on Visual Infographic Design Strategies and Audience Interaction Patterns on Government Social Media: The Case of Taiwan's Agriculture and Food Agency. -- Mapping Color Associations to Semantic Adjectives in Graphic Design: An Empirical and Computational Approach. -- Perceptions of Humanness in Social Robots Among Chinese Adults Aged 50 and Above. -- Digital Interactive System Design for Elderly Learning of Wing Chun Based on MediaPipe and TouchDesigner. -- The Multiple Faces of Warm Experts. -- Application of STEAM Approach and Fuzzy Analytic Hierarchy Process in Robotic Toy Product Design. -- Healthy Lifestyle, Physical Activity, and Active Aging. -- Wired and Not Tired? Internet Use and Sleep in Older Adults. -- Multimodal Perspective Sharing through Real-world Experience: A Case Study of Multigenerational Town Tours and

Strolls in a Historical Educational Area. -- Perspectives from Older Adults and Stakeholders Regarding Immersive Exergames in Virtual Reality. -- Wheelchair Users' Experiences of Town Tours and Strolls Using a Telepresence Robot: A Case Study in the Areas Affected by the Great East Japan Earthquake. -- Cognitive Health, Well-being, and Preventive Care. -- Exploration of Service Design Approaches in the Context of Proactive Health: A Case Study Based on the Ecological Model of Aging—Taking Cognitive Health as an Example. -- Key Factors Influencing the Adoption of Mobile Health Services Among Chinese Elderly: Focusing on Individual Cognition. -- Social Support, Mindfulness, and Mental Health: Older Adults' Engagement with Short-Video Apps. -- The Effect of Multimodal Emotional Stimuli on Social Pain Scenarios and Emotional Resonance. -- Designing Engaging Tabletop Games for Preventing Mild Cognitive Impairment Among Older Adults through Spatial Interaction. -- Intelligent Systems, Safety, and Aging-in-Place. -- Renqing-Infused Telecaregiving: An Ethnographic Study of Telecaregivers for Shidu Older Adults in China. -- Adapting the MIT AgeLab's Taxonomy and Levels of Automation for Caregiving Enabled Homes. -- A Study on Demand Modeling for Micro Cultivator Among Elderly Farmers in Hilly Areas Based on Mixed Methods. -- Human-Computer Interaction Design of Community Residents' Proactive Health Products Based on Fogg Behavior Model—Taking the Prevention and Treatment Services for Alzheimer's Disease in Young-Old Adults as an Example. -- Applications of Artificial Intelligence in Elderly Care: A Three-Year Review of Developments in China. -- A Community-Based Integral Intervention for Promoting Active Ageing Among Older Adults: Reflections on Design Considerations. -- An Exploratory Study on Designing Future Smart Intersections for Older Adults' Road Crossing in a Super-Aged Society. -- Artificial Intelligence in Healthcare and Well-being. -- A Machine Learning Pipeline for Biofeedback-Driven, Self-Guided Virtual Reality Therapy Using Speech-Based Arousal Detection. -- Design of Intelligent Health Management Interactive System Based on AI Agent. -- Preventive Healthcare Through Privacy-Preserving, Explainable and Inclusive Artificial Intelligence. -- State-of-the-art Machine Learning Models for Detecting and Mitigating Disparities in Healthcare. -- Towards Inclusive AI System Development for Disease Risk Prediction: Collecting, Prioritising and Incorporating User Stories from Heterogeneous Stakeholders. -- A Dual-Dimensional Model of Design Characteristics and User Experience for Health Related Embodied Conversational Agents: A Systematic Review and Future Design Recommendations. -- Exploring the Role of Generative AI in Supporting Physical and Mental Health Among Students. -- An Efficient Interaction Human-AI Synergy Systems Bridging Visual Awareness and Large Language Model for Intensive Care Units.

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. . .
